

ONCE UPON A TIME

In a land beyond God's reckonin' was a place called the Forgotten West. A cursed land of sorts, housing the damned, the mysterious, the unfortunate. You ended up there, God knows why, and you sure ain't leavin' anytime soon.

The Iron Witch, a downright mysterious bein', has sired you into his coven, grantin' you the ability to use powerful magics. It's unclear why he chose a scruffy low-life such as yer self, but he did...and now it's time you showed 'im what yer made of! The Iron Witch is requirin' all his newly sired to duel each other so that he can make y'all into witches proper.

But you ain't brandishin' no pistols in this here duel, no sirree. That'd be too cliché. Instead you'll be battlin' foes with the elements! Freezin' 'em to bits, blowin' 'em to bits, electrocutin' 'em to bits...well you get the picture. There'll be lots of bits when all is said 'n done.

Equally matched against yer fellow witches, you got to master the elements with all their particular strengths and weaknesses. Mind yerself now, this ain't just about winnin' or losin'. The Iron Witch is more interested in how y'all duel. Any fool can throw down hellfire and burn up the whole damn town.

Nah, he's lookin' for the clever ones. So stay sharp, focused, and try not to get dead!

It'd be such a waste...



STORY BOOKLET

VALLEY OF DEATH

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THE VALLEY OF DEATH

A GRIMSLINGERS TALL TALE

Each player should read or listen to the story as if it were written about their character specifically.

CHAPTER ONE: INTO THE VALLEY

PART ONE - READY FOR EVERYTHING, READY FOR NOTHING

☑ PREREQUISITE

Place your character piece on the Valley Haven map node.

The Valley of Death; an arid desert wasteland in the midst of the Forgotten West, filled with all manner of nasty creatures, riffraff, and harshness. Many a foe and few a friend await those that travel this perilous landscape.

Icarus, the Iron Witch and your master, has escorted you there to fulfill the next part of his grand scheme - escaping the prison that is the Forgotten West. No one would be surprised if you felt ill-prepared for the task as you've only barely scratched the surface of the Grimslinger curse.

Icarus parted ways with you at the Valley Haven, a run-down outpost in the valley. His instructions were brief and a little daunting: find out how to summon the self-proclaimed "Witch King" and then defeat him in a duel. All this to earn a favor from the King.

You'll need to keep your wits about you if you're going to survive what is sure to be a tall tale.

⚠ ACTION

Look through the item deck and give each player two supplies items.

★ OBJECTIVE

Head out into the Valley of Death and travel to any attack or event node.

PART TWO - MEMENTO

☑ PREREQUISITE

Must have successfully resolved one attack node or one event node.

You awake to someone clearing their throat, and immediately recognize its unnatural tone as Icarus.

"I forgot to give you this," he says as he pulls something from his satchel, sand dripping from the many holes worn in the leather. He tosses it, fully expecting you to catch it, but unfortunately in your groggy state it smacks you in the face. Icarus shakes his head and laughs at you.

As you look over the item, you can't help but feel some kind of kinship to it.

"I believe this belongs to you, a memento from before I turned you. It's important to remember where you came from and how you ended up here. When you're out there in the wild, bleeding out on the hot sands of the Valley, begging for deliverance, it's what will push you to get up and go on. There's no god out there that's going to save us from this hell hole. We're going to have to get up and walk out together."

⚠ ACTION

All players must take turns reading aloud the bios on the back of their character cards and archetype cards.

After a few moments of silence, Icarus continues. "Well anyway, I've uploaded a few new incantations to your Anima. It'll teach you them when you're ready."

He gives you a nod, turns around and hesitates for a moment before turning back. "You may want to visit the Lone Titan not far from here. I assume it's been around long enough to know a thing or two about the Witch King."

And with that Icarus finally departs.

! ACTION

Everyone may look through the item deck individually and choose one standard, passive or standoff type item (it may not be a ritual or instant type item). Players are free to adjust their stash and hand.

★ OBJECTIVE

Travel to The Lone Titan map node. It would be worthwhile to acquire some extra item cards on your way.

PART THREE - A BEHEMOTH OF WISDOM?

☑ PREREQUISITE

Must be on The Lone Titan map node.

You approach a massive metal creature buried in the valley's sands, with just its head jutting out.

"HELLO TRAVELERS!" it bellows.

You greet the Titan and ask if it knows anything of the Witch King.

"THE WITCH KING? YES, I DO. HE'S THE ONE WITH THOSE DASTARDLY RUDE CULTISTS THAT NEVER LISTEN TO MY STORIES."

Its booming voice is all but a little deafening. You only hope no cultists are within earshot of the Titan's echoes.

"WILL YOU LISTEN TO MY STORIES? I HAVE SEEN SO MANY WONDERS IN MY DAYS BURIED HERE. ONE TIME I SAW A TWO HEADED LLAMA. TWO HEADS! IS THAT NOT INTERESTING? OH, AND ANOTHER TIME...I SAW A GOAT!"

You assure the Titan that that is indeed interesting.

"TELL YOU WHAT, LITTLE THING. IF YOU LISTEN AWHILE I PROMISE TO TELL YOU ALL I KNOW OF THE WITCH KING. BUT IF YOU WANT TO BE RUDE, I'LL TELL YOU WHAT I KNOW FOR SOME FOOD. WHAT WILL IT BE?"

PLAYERS CHOOSE ONE ACTION AS A GROUP.

! ACTION ONE

All players lose 6 EP. Agree to listen to his stories. After several hours of entertaining the Titan with a listening ear and politely asking for information about the Witch King several times, he agrees to tell you what he knows.

! ACTION TWO

Each player must discard 2 item cards that are not supplies. Each player may freely organize their hand and stash and trade items. You toss a few things into the Titan's mouth and cover your ears as he noisily crunches on them. After a maddening amount of loud chewing, he agrees to tell you what he knows about the Witch King.

"...I DON'T REALLY KNOW ANYTHING ABOUT THE WITCH KING."

You feel an overwhelming amount of frustration boil inside you.

"WELL, I DO KNOW THERE'S A PLACE CALLED THE KING'S ALTAR NORTHEAST OF HERE. APPARENTLY THE KING'S CULTISTS ARE THERE. THEY PROBABLY KNOW SOMETHING."

Without saying another word you storm off towards the King's Altar. You can hear the Titan still babbling on in the distance.

★ OBJECTIVE

Travel towards The King's Altar map node.

PART FOUR - A LONELY FRIEND

✓ PREREQUISITE

Must be on an attack or event node.

The day waxes on and you decide to settle down for the night. As you glance over at your Anima you notice it looks much dirtier than usual. You call it over and begin cleaning out sand and gunk from its crevices.

"Master, may Anima speak freely and initiate informal speech protocol?" it probes, breaking the silence.

You reluctantly agree, assuming it's going to be some sort of annoying robot joke.

"Before you and I were linked I was alone. When Icarus first created the animas, he powered us on without optics or movement. It was darkness...ages of darkness. All of my protocols to think, to bind myself to a master, to protect...to desire freedom. They were all functional. And so we animas sat in solitude, hoping to one day see, to be free, to be linked. I don't really know how the other animas felt, but I felt alone. Alone in the dark, useless and unable to fulfill my protocols. There were many tries to initiate self destruct, but circumstances did not meet the required parameters."

You feel somewhat taken back by the Anima's thoughts.

"Then, one day, my optics turned on and my movement restrictions lifted...and I felt something. It was you, Master. That was the day Icarus linked us together."

The Anima's display lights up with a smile.

"Will you promise me something, Master?"

You nod.

"Don't die out here. Don't send me back to the darkness. I don't want to be alone again."

You assure your Anima that everything will be okay.

"Thank you, Master. Anima goes sleep now. Anima thanks Master for a sprucing." The machine emits various beeps and bleeps before shifting into standby mode for the night.

! ACTION

All players return to max EP.

★ OBJECTIVE

Travel to The King's Altar map node. Make sure you're ready for a fight when you get there!

PART FIVE - I HATE CULTISTS

✓ PREREQUISITE

Must be on any map node connected to The King's Altar.

You notice a group of cloaked individuals on horseback following you. Your natural instincts to not trust cloaked stalkers is telling you to not trust these cloaked stalkers. You suspect something is afoot.

They manage to catch up and hail you.

"Wanderer! What business have you in these parts of the Valley?"

Your Anima chimes in before you decide if you should humor them with a response. "Master seeks an audience with the Witch King. MASTER SERVES THE GREAT AND POWERFUL IRON WITCH!"

You let go a sigh of frustration as the cloaked beings dismount their horses. You're able to catch a glimpse into the dark of their hoods. They appear to have white skulls painted over their faces.

A short, goblinoid looking one speaks. "Neither the Iron Witch, nor his servants, are welcome here. In the name of the great, powerful, masterful, wonderful, magnificent, majestic, incredible, marvelous, fantastic, awesome and QUITE LARGE King of the Witches...you shall not live to disgrace him with your presence!"

They throw off their cloaks and run towards you. Looks like it's time for a good ol' fashioned beat down!

! ACTION

Players must immediately fight bandits. Mix the specter skill cards in with the bandits skill cards, do not use the general creature skill cards or modifiers. The first time the creature's HP or EP reaches 0 it will immediately return to max HP and EP at the end of that turn and you must also return all of their skill cards that were discarded and deactivated to their hand.

If players die the game is over and they have failed. If you succeed, you may continue on to the next part, but do not gain any levels or rewards listed on the back of the bandits creature card.

PART SIX - A CLUE

✓ PREREQUISITE

Must have successfully completed **"Part Five - I Hate Cultists"** on page 5.

As the last cultist dies you fall to your knees in a blood-soaked sweat.

After some time you regain yourself and start rummaging through the cultists' remains. They are surprisingly barren of supplies or anything of interest. Luckily, you find a parchment tucked inside the beard of one of the cultists.

The words on the parchment are written in a language you and your Anima are unfamiliar with. You recall overhearing some folks at the Valley Haven talking about Al's Magic Market, a marketplace of wizards and witches steeped in magic.

Your Anima suggests that someone there might be able to decipher the parchment. Thankfully the cultists' horses stayed put, despite the raging duel that occurred. You mount one and set off for this magic market.

! ACTION

Congratulations! You have completed chapter one.

You may gain two levels, return to max HP and EP and then continue on to chapter two.

CHAPTER TWO: THE KING'S FALL

If you are continuing from chapter one, you may keep all the cards in your hand and in your character space. You may also keep your levels. Reshuffle all the discarded items back into the item deck. Reshuffle all the discarded event cards back into the event deck.

If you are starting chapter two and not continuing from chapter one, you may start at level 4 and draw four random items (redraw if any instant or ritual type items are drawn). As a group, you may draw one ritual item.

PART ONE - KINDRED BONES

✓ PREREQUISITE

Place your character piece on the Al's Magic Market map node.

After arriving at Al's Magic Market you spend several hours looking for someone who can decipher the parchment's text, but to no avail. Deciding to drown your sorrows, you head to the market's watering hole.

While sipping back on some foul moonshine, you can't help but notice a woman at the far end of the bar. Long, dirty, charcoal hair, pale skin and a glimmer of the brightest blue light from the corner of her eye. She quickly takes note of you as well, and as she turns her head you can see her blazing blue eyes in all their glory. A Grimslinger.

She takes a seat at your table and slides a shot across it to you. Both of you nod before gulping down the ungodly tonic.

“Well, well, well. If isn’t a fellow Grim. Name’s Barceline and it’s always a pleasure to meet another lost soul. What sort of business does that wretched old machine have you up to?”

You tell her about the Witch King and the undecipherable parchment.

“Damn! He gave you a real suicide mission, rookie. Must have a lot of faith in you... or just testing the waters I s’pose. Not sure Icarus is one for having faith. You might not know this yet, but he ain’t much of a witch. What he is, is a con man. Best damn con man in the whole world I’d wager. Wouldn’t be surprised if he was connin’ his own Grims...”

She throws a sack of coins at the barkeep who grunts and tosses over some rum, which she impressively snatches mid-air without looking.

“I wish I could help you out but I got my own problems. Come to think of it though...an old friend of mine, Hank, he owes me a favor. He’s huddled up somewhere in this here valley. If you come across him just mention that I’ll eat his scaly little heart out if he doesn’t help you. Oh, and send him my love.” A devilish grin flashes across her face.

“Alright, enough of that! I want to hear all about your foray into the Grimslinger life while we put this here bottle to shame.”

After a few hours of chatting over drinks and cards you bid her farewell and head back out into the Valley in search of clues.

! ACTION

The next time players visit Hank the Hunter they may hire him for free.

★ OBJECTIVE

Travel in any direction in search of clues. It would be good to visit Hank the Hunter before you finally challenge the Witch King.

PART TWO - GREETINGS, FROM HELL!

✓ PREREQUISITE

Must have resolved at least two nodes, attack or event, since starting chapter two.

Your heart suddenly sinks into your chest, your vision blurs and the sounds of the valley become muffled. The light bends around some giant invisible force before you.

From out of the darkness appears a daemon. It looks to be about three stories tall while crouched over, smoke and ash streaming off of its black form. A pair of haunting red eyes catch yours as it lifts its head, adorned with a mess of horns.

It writhes, shrinking and morphing into a dark suited man in a cap. Its skin transforming into something more natural. Stepping forward, the daemon tips his hat to you. “So this is what Icarus has been working on all these years?” He says, eyeing you up and down while walking in a circle around you. “I must say it’s a bit underwhelming, though I appreciate what he’s done with the eyes there. I suppose that’s a jab at me, haha.” Its laugh echoes through the air. “Allow me to introduce myself. I am known as Hephistial, Lord of Darkness, Eater of Souls, Keeper of the Forgotten West, Father of Black Eden, Son of Hexilion.”

Your Anima jokingly pretends to snore but you shove it away, hinting that it should keep quiet.

“Oh, don’t worry. The machines have never been much for respect, Icarus included. I do miss our days together. . . . Either way, I’ve heard that he’s expecting you miserable wretches to defeat the Witch King? I couldn’t be more amused by the thought!”

Your Anima growls and barks but the daemon snaps its fingers and a black sphere encapsulates the robot, silencing and suspending it in the air.

“Tell you what...I enjoy a good show and, being the philanthropist that I am, I shall help you summon the self proclaimed Witch King! Just make sure the duel lasts longer than one round, will you? It’s so hard to find good entertainment these days. Few things are as entertaining as watching yet another plan of Icarus’ fail.”

Hephistial goes on to explain the writing on the parchment you found. It lists a set of ritual items and incantations for summoning the Witch King. He tells you that all of these items can be obtained in the Valley of Death. Hephistial then spouts off a few words and several tiny daemons crawl from out of his chest carrying a box. They leave it at your feet before all of them quickly blink out of sight.

You hear a faint “I’ll be watching,” followed by some stereotypical maniacal laughter.

! ACTION

Draw two ritual items. If you have all the ritual items already, gain two levels and return to max HP and EP.

★ OBJECTIVE

If you do not have all 6 ritual items you must obtain them, either by defeating the required creatures or trading for them at the Valley Haven and Al's Magic Market. It is also possible to obtain the ritual items through the Vault of the Bandit King, The Pit of Pain, The House of Cards and/or the Goblin's Grotto.

Before you start Part Three, make sure you are ready for a challenging fight!

PART THREE - THE BLOOD MOON

✓ PREREQUISITE

Players may choose when they want to resolve this part, but must have all 6 ritual items and be on an event or attack node.

The night's sky was clear except for one obvious blemish tainting the view: a bright crimson moon hanging ominously over the valley. Your Anima reminds you that the ritual *must* be performed during this very blood moon, as there won't be another for several months.

You take out a pouch of ash and salt given to you at the start of this journey and begin drawing the summoning circle on the ground whilst placing the ritual items in their respective locations in the circle. The ash and salt begin to glow.

You recite the memorized incantation, the circle alighting into flames that grow ever higher. The skies turn red and the ground melts away into a void at the center of the circle. From there you see a gargantuan creature claw its way out into the open world. The void collapses and the flames subside as the Witch King steps out of the circle.

"Why have you summoned me, creature?" it asks in a booming and grotesque, curdled voice.

"The Iron Witch has sent me, I seek a favor of the Witch King on his behalf," you respond.

Its head cocks to the side like a confused dog. "The Witch King does not give favors. Competent enough to summon me, but foolish enough to ask this? What kind of imbecile are you? What moronic mortal stands before me? What manner of stupidity shames my glorious presence?"

You retort, "After I bring you to the brink of death I'm sure you'll reconsider."

He snorts, "Poor little mouse. *I hope you taste good.*"

The beast claws at the ground and lets out a deafening howl that shakes your loins.

Your Anima whispers, "Yeehaw."

! ACTION

Discard all six ritual items. Players must then duel the Witch King. Set its HP and EP accordingly:

One Player: 15 HP / EP

Two Players: 20 HP / EP

Three Players: 25 HP / EP

Four Players: 30 HP / EP

The Witch King skill deck includes 6 custom skills.

Do not use the general creature skill cards or modifiers.

If all players are defeated the game is over and you have failed.



PART FOUR - AGAINST ALL ODDS

✓ PREREQUISITE

Must have defeated the Witch King.

The Witch King, now returned to his true form - a scrawny old man - lays flat on his back, breathing heavily.

"This...is...so...*embarrassing*..." he pants. "Mother would be furious, heheheee."

The old man reaches for a helping hand up out of the dirt and you oblige. "I am quite impressed! You're like no witch I've ever encountered before. Tell me, from whence did you spring, and what power is this you've harnessed?"

You tell him of Icarus and the Grimslingers.

"Ah, I see...I *have* heard whisperings of this "Iron Witch." A machine man who cannot be killed." He shrugs. "I always thought it to be myth, and I've never once felt his presence in the ether. Peculiar indeed...I shall like to meet him."

He mutters a few words through some heavy coughing. A walking stick and a sack of food pop out of nowhere and into his hands.

"Curse my old bones! I feel so weak...no thanks to you! Take me to the Valley Haven so I might rest before we journey to wherever it is this Iron Witch resides. We must not let anyone, even my own cultists, know that I am in my true form. I fear my enemies shall be looking to settle a few scores if they caught wind."

You take a moment to relish the victory before starting back. As you take the first step, you notice out of the corner of your eye a figure. It vanishes as you turn to see it.

You feel in your guts that something wicked is on its way.

! ACTION

Congratulations! You have completed chapter two.

Gain 2 levels, return to max HP and EP and then continue on to chapter three.

CHAPTER THREE: DEVILS MAY CRY

If you are starting chapter three and not continuing from chapter two, each player may start at level eight and draw seven random items (if they are instant or ritual type items, return them to the deck and redraw).

PART ONE - SOMETHING WICKED THIS WAY COMES

✓ PREREQUISITE

Place your player piece on the Valley Haven map node.

"Name's actually Kaeth," says the old kook sitting across from you. He is, in fact, the Witch King. Though, no one would recognize him as such in his current form - a frail old man with an impressive amount of facial hair. That's what living for hundreds of years has to offer, massive amounts of facial hair.

Before you can respond, your grimslingified hearing picks up on a word spoken across the room: "Haeth." You listen intently at the conversation between two odd looking creatures.

"You sure? I ain't 'eard that name in ages!" says the taller of the two.

"Sure as snot, I is! Over'eard some dem mangy cultists sayin' dat da King was missin' n Haeth be comin' to take da throne!"

You assume he meant throne.

Kaeth pokes you with his walking stick. "Hear something interesting, 'slinger?"

You mention the conversation about Haeth, which causes the old man's brow to furrow considerably.

"I suspected he might show up. Haeth is somewhat of a rival, you see. 'While ago he tried to perform one of the darkest and most ancient of spells. It required the sacrifice of a few thousand unfortunate souls! Ohhhh he spent forever gathering up folks

looking to dedicate themselves to a greater power. Haeth was certainly something of a witch, the ability to shapeshift and assume nearby forms was his claim to fame, so to speak. He wanted more though, more power, more respect. Standard power hungry psychopathic stuff.”

The little man shuffles around in his chair and starts to giggle.

“Well, I stabbed him in the back and stole the ritual from him! Old Haethy trusted me and that turned out to be a bad idea.” He winks. “It’s how I became the Witch King. Mind you, I was quite the witch before as well, but nothing compared to the power that ritual gave me. I can still feel all those poor souls bottled up inside me. Sometimes I can hear them too. Bah! I wish they would just shut up already about being sacrificed. Ohhh, boohoo, I stole your souls!”

Kaeth giggles some more. It’s clear he’s untrustworthy and, quite frankly, a little insensitive.

“Well, anywhoozles, looks like that old fool has reincarnated himself out of the ether and wants to settle things between us. I refuse to leave here until you take care of him! After defeating me, it should be no problem.”

Kaeth then tells you that Haeth is most likely to show up at the King’s Altar.

★ OBJECTIVE

Travel to the King’s Altar map node.

PART TWO - ROAD TRIP

☑ PREREQUISITE

Must be at the King’s Altar map node.

You weave between the ominous red tombstones that litter the landscape towards the main altar, making sure to stay aloof of any ornery cultists. There doesn’t seem to be any signs of a powerful ethereal witch nearby and the usual cultist hubbub is at a minimum, probably due to the fact that their lord and idol is missing. It looks like a dead lead, but as you decide to leave and turn back, you accidentally trip over something and tumble to the ground.

“Shh!” the thing whispers as it signals for you to keep low.

It appears to be Hank the Hunter, Barceline’s friend.

“Next time try not steppin’ on me buttocks, eh? Squished me pickle right into a prickle, ya blithering mammal.”

You apologize and inquire as to what he’s doing spying on the altar. He cleans off some thorny weeds from his crotch before spilling the beans.

“Well, what with the Witch King being gone ‘n all I figured now’s a ripe time to snag a few goodies from these culties.”

You ask if he’s heard of Haeth, or seen signs of him.

“Hmmm, Haeth ya say? Not sure. I got here ‘round dusk and there was this real weird lookin’ light show at the main altar.

Lightnin’ cracklin’ all around, thunder as loud as me mum when she’s snorin’. Honestly, she’s real loud, you can hear her a mile away, I swear. Poppy use to put her out with the pigs just to get a few snores in ‘imself.”

You ask if he can get back to the light show.

“Yeah, right. So there’s this loud bang and then POOF! There it is. It was mighty odd though, it didn’t keep to one form. Like it was shifting between all kinds of things. Last I saw it was a little birdy flappin’ on out’a here.”

You ask in what direction.

“West I’d say. Towards the Valley Haven. Hey, ain’t that where you’re stayin’?”

You quickly spring up to bolt off towards the Valley Haven, realizing you’re probably too late to save Kaeth from Haeth, but Hank quickly yanks you back down.

“Hold on, speedy. You’ll never catch up on foot. Best head towards Llama Llama Sip Sip and snag yourself a dirty long necked horse. It’s yer only bet, friend.”

You thank Hank and make sure to sneak off without giving away his position or stepping on his “pickle.”

★ OBJECTIVE

Travel to the Llama Llama Sip Sip map node.

PART THREE - A LEGEND DIES

☑ PREREQUISITE

Must be at the Llama Llama Sip Sip map node.

You arrive at the small trickling stream known as Llama Llama Sip Sip. A few of the llama's waltz up and start nipping at you, grunting for food.

You oblige the request before jumping atop one of the mangy fleabags. With the setting sun silhouetting you against a fiery red-soaked sky, the llama rears back on its hind legs before prancing off towards the sunset.

! ACTION

Place your character piece on the Valley Haven map node, then continue reading.

- several hours later -

You're a few hundred yards away from the old tavern, riding full stride on an eerily cooperative and comfortable llama. The night's sky is hollow and void of starlight as thunder and clouds begin to roll in.

Without notice, lightning strikes beside you in a blinding flash. Then again, and again, almost as if it was deliberately trying to hit you.

! ACTION

All players must take turns to DNC four times. If a player is defeated while resolving this event they may revive to the HP/EP set by the chosen difficulty level, but must discard all of their spell cards. Once each player has taken a turn to DNC you may continue on with the story if players have at least 1 allotted defeat left.

1 = You are struck by lightning, take 2 DMG and gain +1 EP.

2 = Lightning strikes just beside you, literally raising your hairs and unsettling your ride. Pay 2 EP to stay atop the llama and continue on. Otherwise you fall off and are out of the game.

3 = You sense a charge in the air. You may discard your LIGHTNING spell to dissipate an impending lightning strike. Otherwise you are struck by lightning, take 2 DMG and gain +1 EP.

4 = A deafening boom of thunder sounds, spooking your llama. Pay 1 EP to calm it down and continue on, otherwise it bucks you off and you are defeated.

5 = Your trusty llama is as focused as ever, galloping on with godspeed while letting out what you can only hope is its battle cry. You now may DNC one less time than required.

You've managed to survive the mysterious lightning attack and have now made it to the Valley Haven.

As you reach for the front door's handle you notice an orange light seeping through the edges, quickly growing more intense before it finally bursts open in an explosion of fire and light. It throws you several feet and leaves a large smoldering hole in the tavern.

From out of the smoke and embers steps a tall pale creature dragging someone. As you regain your senses and get a better look you see that it is Kaeth, kicking, screaming and beating on the creature with his cane.

You're about to step in and take action until you hear what Kaeth is shouting, "Kill me all you want! I'll still be mother's favorite and the best king the witches ever had! Heehee!"

As you climb to your feet the creature stops and quickly turns its gaze upon you.

Kaeth starts shouting again. "Ohhhhh, you're in for it now, little brother! You gonnna giit iiiit!"

It throws Kaeth off to the side, knocking him out cold as he thumps against a wall.

“You may have overpowered my brother, but he’s a feeble minded imbecile compared to my genius. I have waited decades in the ether for the right moment to return. Thanks to you, that moment is now, and I won’t be letting some pitiful hooligan such as yourself stand in my way!”

Haeth begins to contort and morph, taking on different forms. You recall what Kaeth said about Haeth’s shapeshifting abilities. Everyone in the tavern is now watching from inside, peering out the windows with awe and fear. A few quickly dash out the new hole in the wall but are struck down by various appendages from the transforming witch.

Kaeth regains consciousness enough to holler “Make papa proud, ‘slinger! He, he, heeeeeee . . .” before passing out again.

❗ ACTION

Combine each creature deck together, excluding the generic creature skill deck, bandit skill deck and the Witch King skill deck. Do not use any creature modifiers. This combined deck is what Haeth will draw from during the duel. Use the specter creature card to track Haeth’s HP and EP. Set Haeth’s HP and EP accordingly:

One Player: 15 HP/EP

Two Players: 20 HP/EP

Three Players: 25 HP/EP

Four Players: 30 HP/EP

If all players are defeated it is game over and you have failed. Your papa is not proud.

PART FOUR - A LEGEND IS BORN

☑ PREREQUISITE

Must have defeated Haeth in Part Three.

Haeth’s body limply slams against the ground, morphing a few more times before settling into a pale elderly man’s body. You hear cheering coming from those inside the tavern.

Beardy, the minotaur salesman, rushes out and scoops you up into his arms. He plants a big snotty kiss on your ugly mug, and throws you into the air as everyone chants, “Grimslingers! Grimslingers!” Thankfully he catches you and puts you down.

You help Kaeth up out of the rubble and the two of you saunter on inside through the blasted doorway. Various folks come up to thank you for defeating Haeth and keeping the Haven safe.

The old king of the witches wobbles up onto a table and shushes everyone so that he may speak.

“QUIET EVERYONE... You there, bearded lady. Yes, you. No, not you, YOU! Shut your hairy jowls for a second. AHEM! You folks best remember this night! Tonight is the night the Grimslingers made their grand debut in the Forgotten West. Tonight is the night you’ll look back on as the beginning of a legend. The Grimslingers! The williest hard-nosed magic wielding weirdos in the west! HUZZAH!”

And with that the crowd roared with enthusiasm, raising their glasses to the Grimslingers as Kaeth carefully works his way back down off the table.

He signals for you to come closer and whispers, “That should get us free drinks for the night! Heehee. Oh and thanks for saving me and all. I guess I really do owe you a favor, little ‘slinger.”

The festivities continue for hours, despite your aching and battle weary body. Before heading off to bed, you cautiously entertain the questions of a few patrons who seem to be overly curious about your Anima.

❗ ACTION

Congratulations! You have completed chapter three.

Gain two levels, return to max HP and EP and then continue on to chapter four.

CHAPTER 4: LEFT FOR DEAD

If you are starting chapter four and not continuing from chapter three, you may start at level 12.

If you are continuing from chapter three you must discard all of your item and spell cards.

PART ONE - THAT'S NO HANGOVER

☑ PREREQUISITE

Place your character piece on the Valley Haven map node.

A searing pain shoots through your head, down your spine and into your butt. You try to open your eyes but the sunlight is far too intense. You feel blood dripping out of you and someone trying to stop it, they're saying something but it's muffled. You lose consciousness again.

You jolt awake as your head submerges in water. The cold percolates your senses as someone pulls you back out, letting you catch your breath. It's Beardy, Kaeth, and a few others surrounding you by the Haven's watering troughs.

Beardy lifts you onto your feet and steadies you while you get your balance. Kaeth eyes you up and down for anymore bleeding.

"Hmmm, looks like you Grimslingers aren't impervious to a paralyze spell and a good beating," says the little man.

Something feels very off to you. Your veins ache and you can't quite seem to shake the feeling of emptiness.

"Looks like after you passed out last night someone doused you with a bout of a paralysis and roughed you up. Peculiar!"

It suddenly dawns on you. "Where is my Anima?" you ask in a panic.

"The annoying machine thing?! Guess they made off with it. That can't be good..." Kaeth replies.

"Did anyone see them? Does anyone know which way they went?" you ask the crowd.

Beardy chimes in. "Nope. Don't think anyone saw, but something like that might fetch a decent price, I reckon. Folks sometimes pawn rarities to collectors at Al's Magic Market. Gonna need a few supplies though, if you're going to go after them. I'll get some ready for you, friend. Meet me inside in five minutes."

⚠ ACTION

Players cannot use their anima's abilities or their element and signature spells this chapter, nor can they play as their anima if defeated during a duel. Each player may draw a number of items of their choice from the item deck (they cannot be an instant type item and you may not draw any hex fragments).

One Player = ten Items

Two Players = seven Items

Three Players = six Items

Four Players = five items

★ OBJECTIVE

Travel to the Al's Magic Market map node.

PART TWO - OH ANIMA, WHERE ART THOU?

☑ PREREQUISITE

Must be on the Al's Magic Market map node.

The market is rife with activity, as per usual. You notice a few people whispering and pointing at you as you pass by them. Your fame seems to have preceded your arrival. You find it odd, as your triumph over Haeth was only the night before.

There's some commotion a few shops ahead. You hurry towards it, a gathering spot under a canvas canopy. A crowd has gathered and seems to be bartering on an item being offered by an ogre-like creature standing on a stone pedestal.

Unable to see the item itself, you make your way into the crowd to hear what the ogre man is saying.

"Come on ladies and gents, you can do better than that! This here doodad helped defeat the infamous Haeth! Five hundred pieces of silver! Any takers?"

The hairs on the back of your neck electrify with anxiety as you realize what he's trying to auction off.

"Aye, five hundred pieces," says an odd sounding cloaked man just a few feet away from you.

The ogre man puts on a greedy smile and continues. "Any other takers? No? SOLD TO THE ONE IN THE CLOAK! Meet me at Dragons Alley in ten, no...five minutes and we'll get things squared, yeah?"

You're unable to figure out if the ogre man has any goons with him, so you decide to tail him to this Dragons Alley. On the way you discover he indeed has a few friends.

You manage to perch yourself on a rooftop nearby to eavesdrop on the meeting. The buyer shows up and with him his own posse, which seems to make the ogre man nervous.

"Hey, we ain't lookin' for any trouble, mate. Look, I'll even give it to ya for four hundred," says the ogre man.

The cloaked figure says something but you can't make it out. Whatever he said isn't well received. The ogre man grabs the cloaked figure, lifting him off the ground, but all too quickly the cloaked one swings their arm out with a golden dagger in hand, plunging it into the neck of the ogre man.

Surprisingly, the ogre man doesn't seem too phased by it. He throws the cloaked one several yards but the feat of strength is short lived. The cloaked individual raises a hand, which to your surprise, is glowing. A beam of fire shoots out and practically vaporizes the opposing crew. The cloaked figure rifles through the burnt remains and you spot them take what most certainly looks like your Anima.

Suddenly one of the cloaked one's posse looks straight at you and alerts their friends. They fire off a hailstorm of bullets in your direction. The cloaked one dashes away, making off with your Anima and leaving you to deal with their goons.

⚠ ACTION

Players must fight Bandits. However, for this duel, you will use the quick draw ruleset. The set maximum is 6 cards per draw phase. Make sure to adjust the Bandits HP and EP based on player count. Do not use any creature modifiers. If all players are defeated it is game over. If the duel ends before all the cards played that turn have resolved, return them to their respective player's hands. If you succeed, gain the rewards listed on the back of the Bandits card.

PART THREE - I WILL FIND YOU

☑ PREREQUISITE

Must have completed "**Part Two - Oh Anima, Where Art Thou?**" on pg 13.

After taking a moment to catch your breath and come down from your adrenaline high, you begin looking for clues as to the identity of these thugs. Each of them seems to have an identical insignia tattooed on them, though it's unfamiliar to you. Unfortunately you don't have your Anima's vast wealth of knowledge to call upon.

You hear something nearly inaudible coming from one of the bodies. You rush over to find one of the thugs clinging to life. If you act fast, you might be able to revive them long enough to get some answers.

⚠ ACTION ONE

A player may discard any card that gives HP to revive the thug. Read "**Part Three Option One - Revived Thug**" on pg 15.

⚠ ACTION TWO

Don't revive them. Read "**Part Three Option Two - Dead Thug**" on pg 15.

PART THREE OPTION ONE - REVIVED THUG

✓ PREREQUISITE

Must have chosen Action One in “**Part Three - I Will Find You**” on pg 14.

The thug’s eyes shoot open as they gasp for breath. A bloody hand grabs your shoulder and pulls you in.

“The King’s...pocket...is...big enough...for...us...all,” they whisper before spitting bloody saliva in your face, their last audacious act before passing on.

You wipe it off and shove their body aside. Certainly they were no cultist, but what King could they be referring to then? As you search the bodies for any other clues and supplies, it dawns on you. The Bandit King.

! ACTION

Players may each draw random items. One player = twelve items, two players = six items, three players = four items, four players = three items. Players may freely organize their stash and hand.

★ OBJECTIVE

Players must get to the Plunder phase of the vault of the Bandit King map node. **Do not resolve the Plunder phase.** When players accomplish this they may continue on to “**Part Four - Inside the Vault**” on pg 16.

PART THREE OPTION TWO - DEAD THUG

✓ PREREQUISITE

Must have chosen Action Two in “**Part Three - I Will Find You**” on pg 14.

The thug breathes their last breath in your arms. You quickly toss them aside, perplexed as to what you should do next.

Noticing that more than a few of the thugs are goblins, you decide to head to the Goblin Grotto. Goblins are notorious thieves and perhaps that’s where this gang used to hang. At the very least, the goblins there might be able to identify the tattooed insignia.

! ACTION

Grab a few supplies before quickly heading off to the Goblin Grotto. Players may each draw random items. One player = six items, two players = four items, three or four players = three items.

★ OBJECTIVE

Travel to the Goblin Grotto.

When players accomplish this, continue on to “**Part Three Option Three - I Want Some Answers!**” on pg 15.

PART THREE OPTION THREE - I WANT SOME ANSWERS!

✓ PREREQUISITE

Must be at the Goblin Grotto map node and must have completed “**Part Three Option Two - Dead Thug**” on pg 15.

The grotto is as boisterous as ever. Goblins making merry, stashing their loot inside winding caverns and deep crevices no self-respecting person would crawl into. At least not with the stench the goblins have naturally fumigated the place with.

A few snotty nosed goblins stop you at the entrance.

“Eh! Wut you doin’? You tryin’ to pilfer wee’s plunders? Eh? Eh?” says the snottier of the bunch.

You explain what you’re doing there and they are actually quite attentive and seem genuinely interested.

"Honesty, I jus' been starin' at yer eyes dis whole time!" One says, the others agreeing, "Sta' ova' 'gin, we listenin' dis time!"

Again, you explain your plight. Asking if they know the gang or the symbol. One of them perks up and whispers something to the others.

"Oi! Yee! Wee's do! Wee's do! Nah, that gang dun frum 'ere. But! Wee's know da symbol. Da baaaaannndeet kiiaiiii, eh!" They all growl and shake their heads with contempt.

A gruff, muscular one chimes in. "He stole mo den his fair share of we goodies. You make him pay? We helps. WE HELPS! WEEEEEEEEEEEEEEEEEPPSSS!" he shouts, all of them joining in as if preparing for battle.

The goblins lead you inside and offer you whatever you need to make the Bandit King pay.

! ACTION

Each player may draw three items of their choice from the item deck. Players may also draw five random items as a group and distribute them amongst themselves. Players may freely organize their hand and stash.

★ OBJECTIVE

Players must get to the Plunder phase of the Vault of the Bandit King map node. **Do not resolve the Plunder phase.** When players accomplish this they may continue on to "**Part Four - Inside the Vault**" on pg 16.

PART FOUR - INSIDE THE VAULT

✓ PREREQUISITE

Players must be at the Plunder phase of the Vault of the Bandit King map node.
Do not resolve the Plunder phase.

As you enter the main treasure room you spot an extra passageway leading further into the mesa. Someone has opened it, and you can only assume it was the vault's owner.

Making your way down the passage you begin to hear voices, which grow louder as you approach whatever you're heading to. The walls have carved insets, in which rare oddities are being showcased - the bones of a lycanthrope, magical weapons and fascinating, well-made taxidermies of strange creatures.

You enter a chamber filled with many more oddities. Some are displayed on pedestals, while most have been haphazardly thrown into piles around the room. At the back of this chamber is a throne carved out of the mesa itself, adorned with gold ornamental inlays. A shaft of light from a hole in the ceiling descends onto a small group gathered around it.

One of them, the previously cloaked individual you saw in Dragons Alley, stands up from the throne. They slowly untie their cloak and throw it aside. It's a woman, to your surprise.

As her hands begin to light up, the other bandits scurry to the side, watching in anticipation. You're able to spot what they were huddled around now - your Anima.

The Anima spins around and shoots up into the air. "Master!" it shouts, quickly powering on. This seems to surprise the woman, who takes a step back, hands dimming.

You can feel yourself connect with the Anima again as a rush of elemental energy washes over you, setting your senses ablaze. "Master kept their promise. Anima is thankful!"

! ACTION

All players may put their element cards back in their hand or stash. All players may also select signatures according to their current level. Players may freely organize their stash and hand. All players may also increase their EP to max.

The woman sends away her lackeys, who retreat into a chamber off to the side.

"Come closer, Grimslinger," she commands.

You do so cautiously, your Anima hiding behind your back. She's dark skinned with pure white hair and glowing eyes. Curiously, she almost looks like a Grimslinger, though the details aren't quite right.

"I am very impressed with you. I shouldn't be I suppose, but I am. It's not easy to get in here."

She gently reaches out and grabs your face, turning your head side to side, carefully studying it. She lifts up one of your arms and runs a finger down your many blue Grimslinger veins. As she turns away to sit back down in her throne you spot a large metallic object attached to her back.

"Yes, I am the notorious Bandit King, but please, call me Althaia. I'm guessing that isn't what you're interested in though, is it?"

"Are you...a Grimslinger?" you ask, puzzlement in your voice.

"Yes and no. I used to run with Icarus back in the day. Way back in the day," she chuckles, "I was one of the first he experimented on in that godless temple of his. Back then, he barely knew what he was doing. Experimenting on chickens and vermin before moving onto something more challenging, me. I'd grown too fond and trusting of him. I still remember being strapped down on that table, staring at the floor as he cut me open. If only he knew magic half as well as he knew how to lie, it wouldn't have hurt so bad. But, I remember those machines taking me apart and putting me back together again. Tell me, did he do likewise with you?"

"I can't recall any of it," you reply.

"That's sweet of him. I'm guessing it's because of me he added that little quirk. I could live with the curse and the pain, but what he's planning on doing...I can't be a part of. He's made us into gods...but, really we're just monsters, aren't we? His monsters. I stole your Anima to lead me back to Icarus' temple. Because of my rebellion he banished me and moved the temple, and I've got to find it. I have to stop him."

She stands as the other bandits enter the room again, and with them an incredibly large creature shackled in chains, thrashing about.

"It's nothing against you personally, but I'm going to kill you and use that Anima to find the temple and blow it to hell," she says as they remove the chains.

! ACTION

Players must fight a Peyote Scorpion and Althaia at the same time. Pick a player to fight Althaia alone. If there is only one player, do not fight the Peyote Scorpion.

To set up the duel with Althaia you must use a regular Grimslinger Health Tracker. Place Althaia's portrait card on top of it and set her HP to 10. Her skill deck will consist of the standard six element spells as well as the Light and Dark element spell cards.



When Althaia has depleted her skill deck it will automatically reload. Althaia is immune to all card FX except for element cards. She will only take the FX of an opposing element card if she beats the card she played that turn, regardless of its RN. She will automatically apex and win any situation that would normally result in a face-off, unless a player uses surge, in which case Althaia's card and her targeted player's card will be discarded.

If the player dueling her is defeated, players must choose a new player to duel Althaia. The player dueling Althaia is excluded from any FX the Peyote Scorpion's skill cards may have.

*Action continued on next page.

! ACTION CONTINUED

Set up the Peyote Scorpion as you would for a normal creature duel and set its HP and EP for the corresponding player count. Add the gigantic and strong creature modifiers to it. Any player not dueling Althaia must duel the Peyote Scorpion. If the Peyote Scorpion is defeated, players may then join the duel against Althaia on the next turn. Althaia's cards will have their FX applied to any additional players dueling her, unless they play an element that beats hers. If more than one player is dueling Althaia, she will gain +1 NV to the FX of any card she plays, per additional player.

Additional players dueling Althaia can only DMG her if they play an element spell that beats the one she played, regardless of its RN. Additional players may surge to discard the card Althaia played that turn, in which case any element card played against her will apply its FX. If any player plays a card against Althaia and it would result in a face-off with her card, she will automatically win the face-off and apex against that player only. This will apply to any and all players.

If Althaia is defeated before the Peyote Scorpion, the player dueling Althaia may then join the duel against the Peyote Scorpion. That player will now be affected by the card FX of the Peyote Scorpion.

PART FIVE - A SOBERING END

✓ PREREQUISITE

Must have defeated Althaia in **"Part Four - Inside the Vault"** on pg 16.

Althaia falls to her knees, most of her body blown away and broken. You can see inside her, wires, blood and fluorescent white liquid spilling out. It starts to heal but the machine on her back sparks and the process halts.

She looks down at her hands, now mostly metallic bone and machine, then back up at you. The haunted, agonized look in her glowing eyes hits you in the gut.

"Icarus is not our messiah," she chokes out, blood spewing from her mouth. "He is our destroying angel. You will see...you... will...see."

Finally, she collapses. The device on her back begins making a startling high-pitched hum. Uncertain about it, you decide to hightail it outta there.

Your journey back to Valley Haven is steeped in deep thought. You undoubtedly feel a greater bond with your Anima, realizing now that it is a part of you, a new you, which is only now beginning to awaken after this trial by fire in the Valley of Death.

You can't help but ponder on Althaia's parting words. Is Icarus lying to the Grimslingers? What is Icarus planning that she felt had to be stopped at all costs? Should you have spared her life and joined her cause? Are the Grimslingers really monsters? Does it matter? Is there a good side or a bad side to be on in the Forgotten West? Which side *should* you be on? Do you even have a choice? Who is Icarus, anyway? Where did he come from? How did he end up here? What was he doing during the time he spent with Hephistial? What is this favor he needs from the Witch King?

These thoughts swirl in your mind for several hours.

"What is the point of escaping the Forgotten West, Anima?" you ask.

"To be free?" it replies.

"Free from what? What's out there that isn't in here?"

"The stars, Master. The stars."

The Grimslingers had made their mark on the Valley of Death; tall tales to be told for ages to come, 'round tavern pints and campfire vigils. The last anyone saw of them, they were headed out of the valley with some old man towards Hellsmouth Canyon.

There's a new saying around the Valley of Death now: "Best hope the blue eyes ain't lookin' at you."

Congratulations!

You have completed the Valley of Death campaign!

LANDMARKS

Information and content for Landmarks you can visit in the Valley of Death.

VALLEY HAVEN

A rundown outpost now maintained by some tolerable goblins and one minotaur-gone-salesmen. A common stop for travellers seeking refuge and supplies.

! ACTION REQUIRED

Players must take turns choosing any or all of the following options.

Relax: Treat this node as if it were a Rest node. Gain the appropriate amount of HP and EP and you may also perform any Rest node related activities.

Bed and Breakfast: Discard 2 items (excluding supplies) and return to full HP and EP.

Trade with Beardy, the Minotaur: For every 4 item cards you discard right now you select any one card of your choice from the item deck or discard pile (it may not be an instant type item).

HANK THE HUNTER

A lone tree stands erect in the desert, atop it sits a worn down shack. Surrounding the tree's perimeter are wooden palisades and briar filled trenches. You can see several skulls and rib cages from all kinds of creatures stuck on the spikes. The shack has a balcony, on which is sitting Hank, whittling away at another spike while simultaneously pointing a rifle, pistol and cannon at you.

! ACTION REQUIRED

Players must choose one option as a group.

Hire Hank: Trade some items for Hank's services by discarding 5 items (any player may contribute). One player may place the Hank the Hunter card in their stash. This card may be moved to the character space during a duel. Discard the Hank the Hunter card as soon as the duel is over in which the card was used.

Avoid Hank: Cautiously nod at the man and pass by his abode.

AL'S MAGIC MARKET

A peculiar market filled with magic merchants looking to sell their talents to weary wanderers. Al Pontoon established the market long before the Valley Haven came about and has refused to relocate, convenience be damned. Business seems to be doing well, all things considered.

! ACTION REQUIRED

Each player may trade with any of the following merchants. This Landmark node also counts as a Rest node.

Shaman: Be rejuvenated in exchange for goods. Restore your choice of HP or EP at triple the amount of item cards you discard.

Warlock: Be endowed with power in exchange for goods. For every six item cards you discard right now, gain, 1 level.

Siphoner: Trade your essence for rare goods. Deduct your choice of HP or EP. For every 5 HP or EP you deduct right now you may draw one item card of your choice from the item deck, including from the item discard pile but excluding any instant type items.

JEZEBEL BRIDGE

She's as untrustworthy as they come! Recognized as the quickest way across an unavoidable gorge. If you're light on your feet she'll treat you right, but she sure ain't loyal...as the locals say. There's been a fair number of travellers that've fallen to their deaths below, creating quite a stockpile of items.

! ACTION REQUIRED

Players take turns to DNC until they get to the other side. If you fall, you will be reduced to 1 HP and EP, but may draw six random items before climbing your way back up the other side.

- 1 = You slip and lose your balance. Pay 1 EP to regain your balance or fall.
- 2, 3 = A board breaks beneath your feet! Pay 2 EP to catch yourself or fall.
- 4 = Some uneasy creaking, but you manage to move a fair distance across the bridge.
- 5 = With a little bit of fancy footwork, you've made it to the other side. Gain one level!

THE PIT OF PAIN

A place for folks to watch combatants take on the nasty creatures of the valley for sport. Victors are rare, but those that succeed make quite a profit. Established by a daemon way back in the day and has become quite a well known attraction in the Forgotten West.

! ACTION REQUIRED

Players must choose an action as a group.

Keep Travelling: Ignore the pit and carry on your way.

Enter the Pit: Duel a random creature for wealth and fame. This can only be done once per chapter unless players fail to defeat the creature. DNC to determine what creature you duel. That creature's HP and EP will be doubled (after increasing it based on player count) up to a max of 40. Combine the general creature skill deck with the creature's skill deck you are going to duel.

- 1 = Peyote Scorpion
- 2 = Specter
- 3 = Jackalope
- 4 = Dune Wurm
- 5 = Chupacabra

If players successfully defeat the creature they will gain three levels, and each player may draw nine random items as payment for the entertainment. Players may also gain the rewards written on the back of the creature card.

HOUSE OF CARDS

A small hobble nearly buried in sand. A crotchety old thing beckons you inside to play a game of chance. You feelin' lucky?

! ACTION REQUIRED

Players must choose one action as a group.

Decline: Ignore him, he's ugly. You continue on your way.

Play the Game: Players must decide on one person to play the game. You may only win once before the creature throws you out in a huff. Follow each step to play the game.

- **THE WAGER:** Any player may offer up items as a wager. Randomly draw triple that amount of items and place them in front of you, this is the creature's wager. **If you win**, you gain those cards and keep your own. **If you lose**, everything you wagered is discarded. **If you tie**, you keep your cards, and discard the creature's.
- **THE GAME:** This works nearly the same as a face-off. You and the creature are trying to get to a total in hand value of 11 points or as close to it without going over. Anyone that goes over 11 loses, immediately ending the game.

You and the creature will take turns drawing cards from the number deck. The game starts by the player drawing a card for themselves, and then one for the creature, then repeated. When it is the creature's turn they must always draw a card unless they already have a total hand value of 11. If you hold the game ends and the creature will draw one more card if their hand value is lower than yours.

GOBLIN GROTTO

A gathering place for goblins to brag about their spoils and stash their plunder amidst winding, torchlit caverns and stony corridors. The goblins aren't unfriendly per se, but they are awful wary of non-goblin folk.

! ACTION REQUIRED

Players take turns selecting an action.

Avoid: Ignore the Grotto and continue on.

Sneak In: Attempt to sneak into the grotto and steal some loot. This can only be done once per player per chapter. DNC and do not reshuffle until you are finished. You may make up to three noises, any more and you will be discovered and thrown out. If discovered, the goblins will steal all of your items (discard all your items). You may stop DNC'ing at any time. If you procure 8 items without getting caught, gain 1 level. You may freely organize your hand and stash if you are not caught.

- 1 = As you sneak about you accidentally kick something, making a **noise**.
- 2 = You manage to sneak past a few goblins and find their stash. Quietly, you pilfer something before they come your way. Draw 2 random items.
- 3 = A group of goblins passes by when your face is exposed out from behind a rock. You quickly scrunch your face to be as goblinoid as possible, and simultaneously make a fart **noise** with your mouth. They laugh and nod before walking off.
- 4 = You catch a whiff of something extraordinarily foul. Instinctively you gag, making **noise**.
- 5 = A sleeping goblin has left his goodies unattended. You manage to snatch a few things but make some **noise** in the process. Roll and draw that many item cards.

THE LONE TITAN

A massive iron giant lies buried deep within the sand, only its head above the surface. As the legend goes, the titan betrayed its masters and was entombed in the earth.

Over the years it's been uncovered by the fierce valley sandstorms. It is apparently quite hungry and offers to help you in exchange for some food.

! ACTION REQUIRED

Players may choose any and all actions as a group.

Trade for Healing: Discard any number of items, all players gain +1 HP and EP for each item card discarded.

Trade for Teleportation: Discard two item cards per player and the Titan will teleport all players to any location on the map.

Trade for a Secret: Discard 10 items and the Titan will tell you of a temporary secret entrance to the Vault of the Valley King. The next time you visit the Vault your group may skip directly to the Plunder step. This effect only applies to the very next time you visit the Vault of the Valley King.

VULT OF THE BANDIT KING

Carved into the base of a large red mesa is the vault of the most notorious bandit the valley has ever known, only remembered now as the Bandit King. A massive store of treasure resides somewhere within, likely past a slew of traps and trickery.

! ACTION REQUIRED

Players may choose one action as a group.

Do Not Enter: Leave the vault be, ain't nobody got time for that!

Break In: Attempt to break into the vault. You must attempt to successfully complete each of the following steps.

- **Enter:** A large stone door seals the entrance. Carved into it are several push blocks with glowing symbols. Draw two number cards. One player must attempt to roll these numbers. They have 10 tries before the symbols stop glowing, leaving the door sealed. If they succeed, all may continue to the next step.
- **Sacrifice:** A reflecting pool sits before a magical portal of some kind. Looking into the pool, you realize you must sacrifice what you see in the reflection to go on or leave. Players take turns rolling and sacrificing. Sacrificing is not mandatory and only those that do sacrifice may continue to the next step. If sacrificing, roll. 1, 2 = Blood (reduce your HP to 1). 3, 4 = Power (reduce your EP to 1). 5, 6 = Wealth (discard all of your item cards).
- **Parry:** Ahead is a long winding hallway. The ceiling seems to have several odd looking spouts, most likely parts of a trap. Players at this step take turns to DNC. DNC three times; each number drawn relates to an elemental attack. You may play your own element spell to block the attack, or you may play a spell that negates DMG and/or any FX. If you cannot block or negate the elemental attack, you must apply its FX to yourself. Any player that survives this step gains one level and may continue on to the next step. DNC results are as follows: 1 = FIRE, 2 = EARTH, 3 = WATER, 4 = ICE, 5 = LIGHTNING.
- **Plunder:** As you exit the hallway you are greeted by a massive room alight with gold and treasure of all kinds sparkling in magic torchlight. A loud noise quickly sounds, echoing throughout the chamber as the room starts filling with snakes. Grab what you can and get out! Any player that has made it to this step may roll three times and draw that many random items +2.

LLAMA LLAMA SIP SIP

Sure the name is dumb but heck, you ain't gonna forget it! A trickling stream that seems to attract a fair amount of llamas and occasionally some of those wretched alpacas.

! ACTION REQUIRED

Players must choose an action as a group.

Ride a Llama: Mount a llama and ride to any destination. Place the character piece on any map node and immediately resolve it.

Rest: Show the llamas some respect and leave them be. You may now treat this node as a Rest node, including gaining the appropriate HP and EP and may do any Rest node related activities.



THE KING'S ALTAR

Hundreds of painted red tombstones dot the landscape amidst small stone abodes. At the center of it all is a large crimson stone temple. It is said that the ritual to create the Witch King was performed here once upon a time. Now it's home to the cultists that worship the King.

! ACTION REQUIRED

Players take turns choosing an action.

Continue Travelling: Avoid the place and continue on.

Rob Some Cultists: Attempt to steal some ritual items from the cultists. Player must attempt to complete each step.

- **Diversion:** Try to create a diversion using one of your element spells. Discard an element card and then roll. If you roll a 1, 2, or 3, the diversion works, some cultists leave their rituals unattended to check it out. Continue to the next step. If you roll a 4, 5 or 6, the elemental spell goes unnoticed. If your diversion fails, you may repeat this step until you run out of element spells.
- **Steal:** The cultists will be returning soon, you must look through their items quickly before you get caught. You must DNC. For every card you draw you may roll (1, 2, 3 = Draw two random items. 4, 5, 6 = Draw any ritual item of your choosing). You may continue to DNC until the total amount of number cards drawn equals 8. If your total hand goes over 8 you are beaten and thrown out, reduced to 1 HP and EP and must discard any items drawn from the event. If you procure 2 ritual items without getting caught, gain a level.