



KREEL MANOR

Book of Fables

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Read the Rulebook before consulting this Book of Fables.

This Book of Fables is filled with story paragraphs, which are narrative events from **Kreel Manor - The Dungeon Crawl Card Game**. It is not meant to be read in chronological order. Rather, whenever the game points you to a story paragraph using a 'BXXX' code number (e.g. B007) - find and read out the corresponding paragraph in this book. This most often occurs when defeating an Adventure, Plot, or Overkilling a Foe.

B000. An Honest Mistake?!

It's not possible to reach this paragraph playing the game, so it looks like you've stumbled here by accident, or by peeping ahead.

Lose 1 Spirit .

B001. Wild Claw Petitioner - Negotiate

Through the echoing corridors of the stronghold, you opt for a path of peace with the Wild Claw barbarian petitioner Aranel. 'I'm here on behalf of my people to stop the minions of Kreel Manor from invading our lands. Do not interfere with my mission,' Aranel's words are soft but grave whispers in the stone halls. Below the timeworn banners of the old halls, a fragile alliance takes root, and the stronghold walls bear witness to the delicate dance of diplomacy, where unity might sprout from the penumbra of potential conflict.

Deal 2 Influence  damage to up to 3 Threats.

B002. Wild Claw Petitioner - Intimidate

In the forsaken corridors of the Citadel of Horrors, your eyes blaze with an ancestral fire, 'Stand down, Wild Claw!' Your furious words resound through the haunted halls. Under the light of flickering torches, a tense parley with Aranel, the barbarian petitioner, unfolds. Ghostly shadows dance to the rhythm of unspoken threats, and the air thickens with the weight of an uneasy accord.

Daze up to 3 Threats.

B003. Wild Claw Petitioner - Fight

You forsake parley with the Wild Claw barbarians and their leader, Aranel. Your weapon unsheathed, the clang of steel reverberates throughout the cursed halls. In the blackened corridors, hoary stones bear witness to the clash, echoing with the solemnity of a battle foretold in the whispering winds of forgotten lore.

Either deal 2 Fight  damage each to up to 3 Human Threats, or gain 2 Fight  Power.

B004. Secret Door - Open

Through the hidden passages, you slip away, leaving your pursuers behind. In the clandestine refuge, a secret door reveals itself. Inside the enshrouded sanctum, you find respite, a momentary haven in the labyrinthine embrace of the old stronghold.

Discard the Active Location, or, if it's an Adventure Location, deal 3  Sneak  damage to it.

B005. Secret Door - Investigate

Behind the concealed door, you seek refuge in the shadows. A sudden grunt startles you, and turning, you face a leper, appearing as if from the veil of undiscovered realms. His eyes, filled with the burden of silent stories, meet yours in the obscured enclave. Taking pity, you gift him a healing salve, its soothing essence a balm for his wounds. He thanks you, and ushers you further into the depths of the Manor before wordlessly departing company with you.

Deal up to 4 Sneak  damage between any number of targets, or gain 2 Sneak  Power. Discard 1 Leper Threat.

B006. Secret Door - Destroy

In the grip of frustration, you lash out, furiously shattering the secret door. The din of destruction reverberates through the stronghold's stone, a testament to the intensity of your emotions. From the broken facade, a new path unveils itself, forged not only by might but by the potency of your unyielding confidence.

Deal up to 3 Sneak  damage to the Active Location. Daze 1 Threat.

B007. Lost Dwarven Trove - Repatriate

Within the dwarves' secret trove, gleaming riches lie, evidence of their hoarded wealth. Grateful for returning their stolen treasures, the dwarves bestow upon you a special boon. You stand proud, blessed by the generosity of the mountain folk.

Draw 1 Silver Asset (discard and redraw any Follower Asset).

B008. Lost Dwarven Trove - Loot

In the heart of the dwarves' stolen trove, your inquisitive fingers unearth a concealed item, glimmering with venerable resilience. The cool touch of the enchanted material against your skin reveals a coveted prize. Amongst the carefully guarded possessions, you emerge, a newfound guardian carrying a storied treasure of the mountain realm.

Draw 1 Bronze Asset or gain 1 Spirit .

B009. Lost Dwarven Trove - Destroy

In a fit of reckless abandon, you wreak destruction upon the dwarves' treasure cache, and chaos swiftly ensues. Fiendish traps, woven into their hoard, erupt in a symphony of danger. The cavern resounds with the repercussions of your actions, a reminder that the dwarves' wealth was safeguarded not only by stone but by the cunning mechanisms of their craft.

Lose 2 Spirit . Deal 2 Fight  damage to up to 2 Threats.

B010. Bound Prisoner - Liberate

From the cruel clutches of captivity, and certain death at the hands of the goblins, you liberate the woman, Saliya, her eyes reflecting a flame of anger. Bound no more, she chooses to accompany you, a newfound ally with a thirst for retribution. Saliya mutters an oath, 'Thank you for saving me, stranger. It seems we now have a bond forged in the crucible of shared adversity. By Lequiem's sword, I swear vengeance upon these foul creatures, and upon the Lord of the Manor for keeping these wretched beasts in his employ.'

Either draw 1 Silver Asset, or search the Silver Assets for the Escaped Noble Saliya, equip her, and shuffle the Silver Assets.

B011. Bound Prisoner - Abandon

You choose a path of solitude, abandoning Saliya to the whims of fortune. Echoes of her desperate pleas linger in the dimly-lit cavern, a haunting symphony of regret. The shades of the Manor testify to the cost of indifference, and in the solitary corridors, you press forward, leaving behind the weight of an unmade choice.

Gain 1 Sneak  Power. Search the Silver Assets for the Escaped Noble Saliya and remove her from the Campaign.

B012. Bound Prisoner - Kill

In the murky goblin lair, you choose a path stained with evil. The life of Saliya, bound and captive, meets a bitter end at your hands, but not before she lashes out at you in a desperate attempt to save herself. The deafening silence that follows is punctuated only by the sickening remembrance of an irrevocable decision, as her story concludes in the clandestine depths of the goblins' refuge, forever entwined with the shadows of your actions.

Suffer 1 Wound. Search the Silver Assets for the Escaped Noble Saliya and remove her from the Campaign.

B013. Treasure Chest - Force Open

With sinews straining, you smash the treasure chest open, revealing concealed spoils. Amidst the splintered wood, your efforts unveil something useful - an artefact of value. In the lightless chamber, the shattered chest's contents are now at your disposal, to aid in your continuing exploration of the mysterious Manor.

Draw 1 Bronze Asset.

B014. Treasure Chest - Pick Lock

With nimble fingers, you skillfully pick the lock of the treasure chest. A soft click resonates in the chamber as a hidden compartment springs open, revealing a vital treasure. Shadows part to reveal the gleam of the enshrouded prize, and in the quiet triumph of your dexterity, the Manor's secrets yield to your finesse, unveiling a treasure worthy of your illicit endeavours.

Draw 1 Silver Asset.

B015. Treasure Chest - Ignore

Opting for discretion, you leave the treasure chest undisturbed, its contents obscured in the dimness. However, your keen eyes discern a small pouch of gold tucked discreetly behind it. With a quiet snatch, you claim the hidden bounty, leaving the untouched chest to guard its puzzles. In the pervading darkness, a small triumph is yours, a pouch of gold obtained without disrupting the enigmatic sanctum of the Manor.

Gain 1 Spirit .

B016. Lizardman Egg Nest - Protect

In the roots of the Manor, you take a stand to protect the Lizardman egg nest. Kortak, their leader, rasps his thanks, 'My gratitude, friend, for your valiant defence of our children. Take this map as token of our thankss. May it reveal the hidden intricaciess of the very pathsss you tread. We once ssstood fasst to protect thisss place, but the Lord of the Manor betrayed uss. Now my people are losst throughout this Citadel of Horrорss. If you meet any of my comradesss, pleassse tell them to flee back to our home in the Sssarزت Marshesss.' By scales and shadows, an uncertain alliance is agreed.

Deal 3 Influence  damage to each Lizardman Threat.

Deal 3 Sneak  damage to the Active Location.

B017. Lizardman Egg Nest - Conceal

Choosing discretion over bloodshed, you carefully conceal the Lizardman egg nest. As you prepare to depart, a serendipitous discovery awaits - a glowing shield, adorned with enigmatic symbols. In the quiet aftermath of your choice, you emerge not only as a guardian of secrets, but also as the bearer of newfound defence, the shield a symbol of silent victories in the dark depths.

Gain Shield status or gain 2 Spirit .

B018. Lizardman Egg Nest - Burn

In an act of ruthless aggression, you set ablaze the Lizardman egg nest, the flames engulfing the precious progeny within. Inside the charred remnants, a fortuitous discovery - a sturdy sword, its blade tempered in the inferno you unleashed. The shadows of your destructive choice dance with the flickering firelight upon the sword's blade as you retrieve it from the smouldering embers.

Deal 1 Fight  damage to each Threat. Search the Bronze Assets for a Broadsword and equip it, then shuffle the Bronze Assets. Each Lizardman Threat gains Bold status.

B019. Portcullis - Lift

Beneath the weighty portcullis, your sinews strain with Herculean effort. With each laboured breath, the iron lattice yields to your implacable strength. Your heaving grunts fill the chamber, a testament to your determination as you defy the formidable barrier, emerging on the other side victorious. A hidden witness gasps at your display of might, 'Cor, blimey!' Footsteps skitter off into the darkness, but you are too tired to give chase.

Deal 3 Sneak  damage to the Active Location or reveal 1 Shadow.

B020. Portcullis - Unlock

With the portcullis padlock in hand, you deftly pick the lock, and the formidable gate yields to your touch. Behind the barrier, a nervous human servant fidgets, eyes darting with a mixture of fear and gratitude. 'I'm free! Fank you, kind hero!' he grins nervously through broken teeth - a cruel reminder of his master's tyranny. 'Me Darik, happy to help. You follow.' As a token of his thanks and a means of his newfound freedom, Darik reveals a shortcut through the looming dimness of the Manor. But as footsteps approach from the shadows, his terror takes hold and he flees into the dark paths.

Deal 3  Sneak  damage to the Active Location, or gain 3 Sneak  Power.

B021. Portcullis - Destroy

Against the portcullis, your efforts to bring destruction prove fruitless. The iron lattice stands unyielding, yet another impregnable stronghold defence. Each strike a futile hymn of defiance against the fortress's unassailable barriers. The echoes of your blows seem to reverberate like chattering laughter in the gloom - or is someone watching your attempts? Either way, in the face of insurmountable strength, the portcullis remains, an immovable guardian of the paths concealed beyond.

Put the Portcullis back into the Threat Area with 3 Sneak  damage on it. Gain 1 Spirit .

B022. Monstrous Orc - Trick

With cunning words, you weave a web of deception around Hograd, the orcish champion. Through guile and charisma, you convince him to leave you be, albeit not without a parting gift - as he scratches his warty dome, pondering your tall tales, you relieve him of his magical axe, inscribed with the word 'Strafer.' In the wake of your clever manipulation, you stand alone, armed with both the victory of wit and the mystic potential of Hograd's enchanted weapon.

Search the Bronze Assets for a Battleaxe and equip it, then shuffle the Bronze Assets. Gain Shield status.

B023. Monstrous Orc - Ambush

Silently navigating the dimness, you approach the orcish champion Hograd with deadly intent. A swift and stealthy assassination unfolds, and one of his axes clatters to the ground. The weapon bears an inscription, and the word 'Shanker' gleams in the dim light. Evidently, Hograd had a penchant for etching his weapons with peculiar names.

Search the Bronze Assets for a Battleaxe and equip it, then shuffle the Bronze Assets. Gain Bold status.

B024. Monstrous Orc - Battle

You launch a direct assault on the orc champion Hograd. His response is a bungled battlecry, a raucous, slobbering 'Gropff!' that reverberates through the stone corridors. The clash of steel and the orc's unconventional roar create a discordant symphony of battle to accompany the struggle between your own martial confidence and the misguided fury of the orcish brute. But Hograd's vociferous confidence is misplaced, and in short order he falls beneath your relentless attacks, sowing uncertainty amongst the enemy ranks.

Gain Bold status. Deal 2 Influence  damage to 1 Threat.

B025. Secluded Passage - Scout

Through the clandestine corridors, you navigate the secret passageway, stumbling upon a bewildered, hunchbacked servant named Elmer. In the dim-lit labyrinth, he becomes an unexpected guide, his confusion transcending into a fount of invaluable knowledge. 'This way, my dear, I have something for you.' Elmer leads you through hidden passages, and in a secluded chamber, he offers you a humble meal, a respite in the heart of malevolence.

Discard the Active Location, or, if it's an Adventure Location, instead deal 3  Sneak  damage to it. Gain 1 Spirit .

B026. Secluded Passage - Traverse

Through the enshrouded passageway, ghosts seem to whisper chilling tales as you journey forward. Suddenly, the air stirs, and a swarm of bats descends with fluttering wings, an ambush from the recondite recesses. Amidst the chaotic flurry, you stand resilient, a lone figure grappling with the winged assailants in the darkened embrace of the secret way.

Deal 3 Sneak  damage to the Active Location.
Lose 1 Spirit .

B027. Secluded Passage - Collapse

In the shade of the secret passage, a decisive gambit unfolds. You courageously trigger the collapse of the enshrouded path, stone and shadow entwining to seal the fate of your pursuers. Under the ruins of the collapsing passageway, your adversaries meet an untimely demise, their pursuit extinguished in the rubble, leaving you to traverse the gloaming unburdened.

Remove up to 4 Sneak  damage from the Active Location, then deal double that amount of Fight  damage shared out between any non-Foe Threats.

B028. Sealed Barrels - Open

You thoroughly search the sealed barrels, brushing away skittering rats in your pursuit of hidden treasures. Beneath the layers of neglect, your fingers chance upon a valuable artefact, its gleam a stark contrast to the inky chamber. In the midst of scattered remnants and scurrying shadows, a modest fortune emerges, a reward for your tenacity.

Draw 1 Bronze Asset.

B029. Sealed Barrels - Smash

In a burst of raw fury, you shatter the sealed barrels, crushing the rats that cling to their refuge. In the aftermath of your rage, a gleaming artefact is revealed, salvaged from the wreckage of shattered barrels and scattered vermin: a valuable candlestick, its ornate design surviving the chaotic destruction. Lighting the wick you are bathed in its sublime, glowing light.

Gain 2 Spirit . Then, either deal 2 Influence  damage to each Demon Threat, or gain 1 Influence  Power.

B030. Sealed Barrels - Ignite

In a risky gambit, you ignite the sealed barrels, a blaze of fiery chaos erupting in the confined space. The explosion damages both you and your foes, the searing flames casting a flicker of shapes on the scorched walls. In the smoky aftermath, wounds bear the price of fiery retribution.

Lose 2 Spirit . Deal 2 Fight  damage to all Threats.

B031. Dark Hand Priestess - Negotiate

You engage in a delicate negotiation with Lyssia, the esoteric Dark Hand Priestess. Words, like threads of penumbrae, weave through the air as you seek safe passage through the fortress. Beneath the discerning gaze of the priestess, an accord is struck. Through the shaded halls, you tread unharmed, enjoying the skillful diplomacy that briefly spares you from the citadel's perils.

Gain 1  Influence Power. Then, discard either 1 Human or 1 Undead non-Foe Threat.

B032. Dark Hand Priestess - Submit

Bowing to the authority of Lyssia, the Dark Hand Priestess, you submit to her will. 'I offer you healing, in return for something of great value to you,' she whispers. Shades coil around the mysterious transaction, and as Lyssia's excruciating black magic knits your wounds, an unspoken debt hangs in the air. You emerge healed, yet bound by a spiritual contract born of pain.

Gain 3 Spirit . Lose 3 Power.

B033. Dark Hand Priestess - Fight

'Prepare to die, fool!' Lyssia, the Dark Hand Priestess, spits a venomous curse as you elect to fight back. The clash between your resolve and her black powers unfold in the citadel's vaulted halls. The air crackles with the intensity of the battle, but your conviction against the sinister elements that dwell here prevails.

Either deal 2 Influence  damage to each Human Threat, or gain 2 Influence  Power.

B034. Corpse - Bury

In a secluded corner with an earthen floor, you choose to bury the fallen corpse. As you dig, an unseen trigger is struck, setting into motion a hidden mechanism. A section of the wall slides open, revealing a shortcut. Your journey continues.

Gain Bold status and deal 1 Sneak  damage to the Location.

B035. Corpse - Avoid

With a calculated manoeuvre, you sidestep the fallen corpse, offering a silent thanks that fate did not claim you. In the fleeting moment of gratitude, you continue your excursion unburdened by the weight of the lifeless form. The path ahead remains uncertain, a tapestry woven in the undiscovered threads of choice and chance.

Deal 4 Sneak  damage to a target, or gain Bold status.

B036. Corpse - Resurrect (* Necromancer)

Delving into the forbidden arts of necromancy, you channel netherworldly powers to resurrect the fallen corpse. Animated by baleful forces, it rises, its vacant gaze now turned to you. A macabre companion exhumed from the remnants of the fallen. The air thickens with the scent of decay, and the unliving thrall becomes an extension of your will in the ominous depths.

Gain the Undead Thrall Necromancer Asset, or discard 1 non-Foe Threat.

B037. Doom Shield - Destroy

With resolute intent, you lay waste to the Doom Shield, a valued artefact of the formidable Doom Guard. The clash of destruction reverberates through the chamber, and as the shattered remnants settle, the shield lies broken at your feet, a once potent symbol of the Doom Guard's power now ruined.

Gain 1 Spirit . Either deal 2 Influence  damage to each Undead Threat, or gain 2 Influence  Power.

B038. Doom Shield - Stow

Choosing discretion over destruction, you opt to hide the Doom Shield, a prized artefact of the Doom Guard. In the concealed recesses, you carefully tuck away the formidable shield, its undead energies veiled from prying eyes. The shadows become the silent guardians of your secret, as you navigate the citadel's riddles with the coveted artefact securely hidden from the grasp of those who would seek its power.

Discard 1 non-Foe Undead Threat, or gain Shield status.

B039. Doom Shield - Wield

Cautiously hefting the cursed Doom Shield, you test its weight with a prudent touch, scrutinising the malevolent aura surrounding it, ensuring your readiness to wield its dark power while maintaining a watchful vigilance. Yet even as you hold it aloft, you feel its unholy power beginning to wane.

Gain 2 Shield statuses, you may use one after the other.

B040. Haunted Statue - Purify

Drawing upon arcane understanding, you embark on a ritual to purify the haunted statue. Symbols and incantations weave through the air, a symphony of mystical sonics converging upon the malicious energies that cling to the stone. Following your ritual, the cracked, decaying stone is restored to its pure white marble, the once haunted statue stands before you, cleansed at last.

Deal 3 Influence  damage or 3 Fight  damage to 1 Threat.

B041. Haunted Statue - Smash

With a precise and true strike, you shatter the haunted statue into pieces, dispelling the sinister energies that once clung to the stone. Shards of the once-accursed statue lie scattered on the earthen floor, and the gloaming seems to lift, leaving the citadel's sanctum free from the haunting manifestation that once held sway.

Either defeat 1 Undead non-Foe Threat, or deal 3 Influence  damage to 1 Threat.

B042. Haunted Statue - Pray

Bowing before the haunted statue, your prayers take on a sombre cadence. However, as your supplications reach their zenith, a wicked agency responds. The air thickens with a curse, unseen tendrils of fell magic weaving through the gloaming. The haunted statue, a conduit for the malevolence of the citadel's otherworldly powers, leaves you marked by the curse's embrace.

Lose 2 Spirit . Draw 1 Skill.

B043. Bookshelves - Read

Amidst the dusty manuscripts on the bookshelves, your diligent exploration yields a hidden treasure - an arcane scroll scribed by the archmage Dorago. In the quiet enclave, you carefully study the words, and the script upon it unravels the magic of a Flying Spell.

Either discard the Active non-Adventure Location, or draw 1 Skill.

B044. Bookshelves – Research

Perusing the venerable tomes that line the bookshelves, you uncover a collection of research articles on the history of the Manor. Authored by the renowned Scribe Sorak, the articles detail the citadel's legendary past. As you delve into the intricacies of Sorak's writings, you gain new insights that prove invaluable in navigating the riddles that shroud the Manor.

Either draw 1 Skill, or add 1 Skill from your discard pile to your hand.

B045. Bookshelves – Pilfer

In the covert act of pilfering from the bookshelves, your fingers drift across the spines, selecting volumes to add to your inventory. Among the tomes, you espy a collection of peculiar books, their pages filled with cryptic symbols and nonsensical phrases. Authored by someone known only as Scroppy, the gibberish text hints at a mind touched by madness. You pocket these oddities, an eccentric treasure trove of understanding, cloaked in mystery.

Draw 1 Bronze Asset, or shuffle one of your exiled Skills into your Skill deck.

B046. Sacred Shrine – Pray

Before the shrine of the Spirit Goddess, Elanni, you offer prayers that resonate with an otherworldly power. As the divine energy courses through you, a sense of empowerment fills your being. A sublime connection forged with Elanni becomes inner strength, and with newfound vigour, you're prepared to face the challenges ahead. Gain 3 Influence  Power or gain Bold status.

B047. Sacred Shrine – Rest

Embracing the tranquillity of the shrine dedicated to the Spirit Goddess of Emotion, Elanni, you choose to rest in its sacred aura. As you commune with the divine energies, a gentle healing presence envelops you. Wounds mend, and weariness dissipates, leaving you revitalised in the embrace of the goddess.

Gain either 3 Spirit  or Block 4.

B048. Sacred Shrine – Defile

In a brazen act of defiance, you defile the sacred shrine dedicated to the Spirit Goddess, Elanni. The hallowed aura dissipates, replaced by an air of desecration. From the gloom, a black ghost emerges, drawn to the malevolence that now taints the once-pure sanctum. Lingering darkness envelops the desecrated shrine, and as you gasp in horror, the wraith blurs, racing towards you, and rushing into your mouth and lungs. Pain grips you from within, and the citadel's mysteries continue to unfold in tandem with your godless choices.

Either lose 2 Spirit , or 1 Eidolon Threat gains Bold status.

B049. Grand Keep of Malistra

In your quest for the Grand Keep of Malistra, each door reveals a new chamber, each hall a testament to the Manor's accursed legacy.

Upon entering a vast open chamber, the Grand Keep of Malistra looms in the distance, guarded by the endless watch of two fabled warriors, raised from death to defend the Manor. Tattered remnants of their once-noble armour clings to decaying flesh, the flicker of an unholy fire burns in their vacant eyes as they stand, summoned from the grave to be the sentinels of this hellish dominion.

Begin your Adventure!

B050. Great Hall of Kreel

Within the hallowed chambers of the Shadow Council, a solemn assembly is convened to deliberate on the perilous mission ahead – to infiltrate Kreel Manor and halt the sinister machinations of Arcturus Blackwood, the Lord of Kreel Manor. The task is monumental: dismantle Lord Kreel's nefarious supply chain, sow discord among his burgeoning allies, and thwart his insidious plans of raising an unstoppable army.

As the Council orchestrates the formation of the expeditionary team, each member is carefully chosen for their unique skills and strengths. The strategy unfolds, and smashing the Lord's organisational successes becomes the paramount objective. Separating and confusing his growing armies, turning former allies against each other, and disrupting the cohesive force that Blackwood seeks to wield are central to the mission.

The Council endeavours to bring the Lord to his knees and end his meddling beyond the Veil. The safety of the realm rests in the hands of this covert team, tasked with unravelling the malicious plans woven inside the walls of Kreel Manor. In these shadowed halls, a resolute conviction takes shape – the mission is clear, the path treacherous, and the destiny of all lies in the success of this clandestine endeavour.

The Kreel family were once a well respected House, although their bloodline was kept to itself where possible. One errant affair led to the birth of Arcturus Blackwood, a pariah, who was rejected by the family for his tainted blood, and for his interest in the dark arts. His was a lifelong quest to reclaim what he thought was rightfully his, by overthrowing his so-called family and instigating himself as the keeper of Kreel Manor.

And so you find yourself stepping through the looming archway of the sinister citadel known as Kreel Manor, in a courtyard veiled with a spectral hush. The path to the Great Hall remains elusive, its entrance obscured by the shifting shadows that leap with an eerie life of their own. As you venture deeper into the dimly lit corridors, an ominous foreboding lingers, and the echoing silence heightens the apprehension of the impending encounter with the Goblin Chief, the first of the Lord's champions concealed inside the labyrinthine depths of this malevolent estate.

As shown on the Adventure Location card, set aside the 'Wormkin Goblins' Threat Group (but leave the 'Treasure Chest' Plot card in the game box). These Goblins are the Goblin Chief's retinue, and may show up later in the Adventure... To learn more about the Lord of Kreel Manor, read B071 now. Otherwise, begin your Adventure!

B051. Epicurean Banqueting Hall

Your quest for the Epicurean Banqueting Hall leads you deeper into the root of darkness. The air is tinged with the scent of decaying food and sinister whispers. The apprehension of a perilous encounter intensifies as you approach a foreboding doorway.

You smell scents emanating from the Epicurean Banqueting Hall beyond. Yet, your path is obstructed by the formidable trio of Crazed Orc Chefs, their bloodshot eyes gleaming with madness. Armed with oversized cleavers and an insatiable hunger for violence, these formidable guardians sneer, sworn to protect the Manor and the evils that lie beyond the banqueting hall, but as you approach they unexpectedly flee into the darkness. You must hunt them down...

Begin your Adventure!

B052. Haunted Ballroom

As you navigate the endless passageways of the malicious Kreel Manor, the elusive whispers of the Haunted Ballroom beckon you further into the heart of darkness. The air grows colder, and the scent of stale perfumes lingers, filling the now desolate halls.

Somewhere ahead, two wraithlike dancers await undetected, their otherworldly performance shrouded in the future chambers of this accursed Manor. The apprehension of encountering these ephemeral waltzers teases like a ghostly prelude, a foreboding reminder that somewhere, their eternal danse macabre goes on.

Begin your Adventure!

B053. Shadestrike War Barracks

The rumour of the Shadestrike War Barracks draws you deeper into the foul heart of the estate. Named after the Lizardman Assassins who have long remained in the employ of the Lord since he claimed power over the Manor, the barracks remain a horribly pungent domain.

The air thickens with the acrid scent of past battles, and shadows coalesce into a foreboding presence. Before you can reach the rumoured barracks, a horrendous Ghoul Lord materialises, its wraithlike form draped in the remnants of regal vestments. Its eyes, ablaze with malevolence, fix upon you as it emerges from the gloom. This undead harbinger, guardian of the Manor's darkest keys, blocks your path, and the chilling moans that issue from it hiss through the halls, heralding imminent warfare within the confines of Kreel Manor.

Begin your Adventure!

B054. Vast Armoury of Tanklor

The scent of metal and the distant resonance of clanging anvils guide you towards the fabled Vast Armoury of Tanklor. The air grows thick with apprehension, carrying the burden of countless weapons hammered out for the malicious Lord's armies.

Flickering torchlight reveals the spectral silhouettes of the Doom Armourers. Their ethereal forms move with purpose, tirelessly crafting weapons and armour for the corrupt forces that dwell here. The rhythmic sound of hammer strikes and the ghostly glow of molten metal create an eerie harmony, foretelling the challenges that lie ahead in the Vast Armoury of Tanklor.

Begin your Adventure!

B055. Marmoreal Pool of Narius

The elusive allure of the Marmoreal Pool of Narius beckons, its soothing waters rumoured to hold forgotten enchantments. The distant sound of trickling water guides you deeper into the roots of the forsaken abode.

Upon reaching the abandoned pool, you find it embraced by the eerie glow of luminescent moss, and mischievous nature sprites flit about, their laughter echoing through the neglected enclosure. The once-glorious pool, now reclaimed by these capricious beings, reveals glimpses of past eons, as the sprites playfully cavort upon the marbled edges, weaving their own magic within the stillness of the Marmoreal Pool of Narius. As you take in the view, one of the sprites spots you and sings an incantation. Stars fill your eyes, and dizziness overcomes you. When you recover, you find yourself somewhere else entirely. Now you must find your way back again.

Begin your Adventure!

B056. Ebon Dungeon Cells

A shadowy pallor descends upon the air, and the distant clank of armoured footfalls heralds the approach of the Lord's troops. The Lord of the Manor, cognisant of your intrusion, dispatches his Armoured Jailers, relentless enforcers clad in obsidian armour, to seek and destroy you.

The expectation of bloodshed looms as you press forward, the resonance of your own steps intermingling with the ominous march of your pursuers. The Ebon Dungeon Cells, a nexus of darkness, will serve as a battleground where fortunes intertwine with the evil impulses of Kreel Manor.

Begin your Adventure - and don't forget your to use your Advanced Action!

B057. Asterism Observatory

An eerie howl wails in the distance. The Asterism Observatory, a place rumoured to unveil measureless secrets, lies ahead.

Yet, the insidious Lord of the Manor, ever vigilant to your intrusion, dispatches his aberrant, wretched demons to hunt you down. Grotesque and otherworldly, these creatures move with unnatural speed, their demonic forms navigating the gloaming with an unsettling grace. The impending clash between your will and the Lord's heinous minions draws near as you approach the mysterious Asterism Observatory.

Begin your Adventure - and don't forget your to use your Advanced Action!

B058. Forbidding Tomb - Pray

Kneeling before the unholy Forbidding Tomb, you offer prayers that resonate with foul energies. In the oppressive silence that follows, you unearth an unholy symbol, its malignant design a reflection of the forbidden powers that survive inside the citadel. As you grasp the sinister artefact, the shadows seem to deepen, acknowledging your communion with the unholy beings that reside in the cryptic corners of the Forbidding Tomb.

Discard 1 Undead Threat, or deal 3 Influence  damage to 1 Threat.

B059. Forbidding Tomb - Search

Where reverberations of religious rites linger in the air, you embark on a solemn exploration. The sepulchral silence is broken only by the crackling of flickering torchlight, revealing cryptic inscriptions on weathered tombstones and the stillness of shadows that guard long-forgotten answers. As you tread cautiously, the weight of history presses upon you, promising possibilities of uncovering the enigmatic lore concealed by the solemn confines of this tomb.

Draw 1 Silver Asset.

B060. Forbidding Tomb - Despoil

With a brazen act of desecration, you defile the hallowed Forbidding Tomb. In the wake of your sacrilegious deeds, your discovery is a swarm of rats, disturbed from their covert nests by the intrusion. The ungodly reverberations seem to resonate with the skittering of tiny feet, as though fleeing your audacious violation of the sacred space. The citadel's darker souls appear stirred by your profane choices.

Deal 3 Influence  damage to each Undead Threat, then remove 3 Fight  damage from each Undead Threat.

B061. Lycanthropic Heart - Purge

With determined purpose, you embark on the purging of the Lycanthropic Heart, a task laden with mystic significance. As the ritual unfolds, the air thickens with the scent of arcane energies. The shadows seem to writhe, responding to the expulsion of lycanthropic essences. A purified stillness settles upon the citadel, and your dauntless actions against the sinister apparitions leave a profound mark on the treacherous halls.

Discard 1 Demon Threat, or gain 3 Influence  Power.

B062. Lycanthropic Heart - Leave

Opting for a temporary respite, you decide to leave the Lycanthropic Heart undisturbed. In pursuit of nourishment and rest, you retreat to a secluded corner of the citadel. Relishing the quietude, you rummage through your pack to consume some provisions, devouring bread and cheese, washed down with honeyed mead. The shadows, though patient, seem to linger, preserving the sanctity of the Lycanthropic Heart for the untold future that awaits in the depths of the citadel.

Gain 1 Spirit . Gain Bold status.

B063. Lycanthropic Heart - Wear

With a decision both bold and ominous, you choose to don the Lycanthropic Heart. As the pulsating artefact rests against your chest, a surge of primal energy courses through you. The shadows seem to writhe in response, acknowledging the merging of your essence with the pulsing heart. The line between hunter and hunted becomes blurred in the deep, dark corridors.

Deal 3 Influence  damage to each Demon Threat, or deal 2 Influence  damage to 1 Threat.

B064. Altar of Eibon - Penance

With a sombre intent, you offer penance at the Altar of Eibon, seeking solace or redemption in the gloaming of this mystic sanctum. In the blackened chamber, your act of contrition reveals a covert truth - a terrified captive named Connel, chained within the confines of the Altar. 'Please free me,' Connel gasps in a broken whisper. Now faced with a moral quandary, the citadel's shadows seem to abide by your decision. Will you extend mercy and free Connel, or will the enigmatical apparitions within the Altar guide your actions down a bleaker path?

Either draw 1 Skill, or note that you freed Connel.

B065. Altar of Eibon - Destroy

Trembling with trepidation and defiance, you choose to obliterate the Altar of Eibon. As the mystical structure crumbles beneath the burden of your destructive intent, a surge of empowerment courses through your being. The shadows, once bound by the Altar's influence, now seem to dance in acknowledgment of your strength. The citadel's walls echo with the triumph of your actions, the path ahead reshaped by your force of will, and the Altar left in ruins.

Gain Bold status.

B066. Altar of Eibon - Pray

Bowing before the fell Altar of Eibon, your prayers invoke the attention of malignant apparitions. In response to your supplications, invisible protections woven by evil demons enshroud you. The shadows themselves seem to coil and embrace you, becoming an unseen shield against the perils that lurk in the citadel's depths. With newfound demonic protection, your expedition takes on an ominous air, as the forbidden powers acknowledge your allegiance to the those who dwell in the Altar.

Gain Shield status. Add 1 Threat.

B067. The Lord's Lair

If this is not your first attempt at this Adventure, skip to B068.

As you approach the ominous threshold of the Lord's Lair within the heart of Kreel Manor, the air grows thick with malevolence, and the sinister energy of the Manor coalesces into formidable shapes. The furious Lord, aware of your relentless advance, has dispatched his Doom Guardians to bar your way, their tenebrous forms emerging as harbingers of impending conflict.

In the putrid antechambers, the Doom Guardians stand as immovable sentinels, their eyes ablaze with the wrath of the malignant Lord. You must face these formidable minions, a penultimate trial before the inevitable assault upon the Lord of Kreel Manor himself. The clash within the Lair is imminent, and the fate of the accursed Manor hangs in the balance as you prepare to defy the Lord once and for all and end this perilous journey.

Place the 'Lord of the Manor' Plot card into Stack 4 during setup. Deal the other Plots randomly into the other stacks as normal. If you freed Connel, each hero gains Bold status. Begin your Adventure, and remember to use your Advanced Action!

B068. The Lord's Lair Revisited

The Lord is furious with your meddling! Having faced the perils of Kreel Manor once before, your conviction drives you back through the ominous corridors towards the Lord's Lair. The air hangs heavy with evil, and the malevolent Lord, aware of your resilience, dispatches his Doom Guardians once more to thwart your advance.

The pall seems blacker somehow, and the Doom Guardians emerge once again, their manifestation a painful reminder of your previous failed attempt. The stakes are higher, and the path to the Lord's Lair feels more treacherous. As you ready yourself for the impending clash, the memory of defeat fuels your determination to overcome the doom that lingers inside the accursed Manor and face the Lord in the concluding showdown.

Any Story cards with abilities that were exiled in the previous attempt are put back into play under their respective heroes' control to be used again in this next attempt.

B069. Sublime Moment

The sky above the forest is sublime cerulean.

B070. Grand Library Of Aeons

As you advance through the labyrinthine corridors of Kreel Manor, the grandeur of the Grand Library of Aeons comes into view, its shelves laden with musty tomes and forbidden knowledge. The scent of aged parchment and the weight of countless formulae permeate the air. However, the Lord of the Manor, cognisant of your activities, has unleashed his Dark Hand Scribes to track you down. Silent, shadowed, these ominous figures move with uncanny speed, their ink-stained quills poised to record your demise.

In the hallowed silence of the library, evidence persists of a Librarian Revenant, an ethereal guardian of lore turned murderous, sent by the Lord to ensure that the contents of the Grand Library of Aeons remain veiled forever. The impending battle looms as you navigate the treacherous depths of this vengeful repository.

Begin your Adventure - and don't forget your to use your Advanced Action!

B071. The Lord of Kreel Manor

The overlord who rules the Manor is a man named Arcturus Blackwood, who was born into a family of wealthy landowners in a distant kingdom. As a young man, Arcturus was always fascinated by black magic and the power it offered, and he devoted himself to studying the arcane arts.

Despite his family's objections, Arcturus continued to delve deeper and deeper into the dark arts, seeking to unlock the secrets of forbidden magic that most others feared to even touch. Over time, his comprehension and power grew, until he became one of the most formidable sorcerers in the land.

However, Arcturus soon realised that his knowledge and power were not enough to satisfy his thirst for greatness. He began to crave something more - something that would allow him to exert his will over the world and shape it to his own nefarious desires.

And so Arcturus turned to forbidden practices beyond the Veil, seeking to tap into the power of the darkness that lay beyond the edges of the world. At first, his experiments were small and contained, but over time, he grew bolder, delving ever deeper into the mysteries of the Veil.

Finally, Arcturus achieved what he had been seeking for so long - a way to summon the power of the Veil into the mortal world. But in doing so, he had also opened a gateway through which all manner of dark and malevolent beings could enter the world.

Undaunted, Arcturus welcomed the creatures of the Veil into his service, forging alliances with demons, devils, and other vile entities. With their help, over the shell of his family home, he built what some call the Citadel of Horrors, a fortress of numerous black stone and iron buildings surrounding the impenetrable centre - a realm of darkness and shadow.

From there, Arcturus plotted and schemed, seeking to bring about the end of the world as we know it and usher in a new age of fear and chaos. And though many have tried to stop him over the years, none have succeeded in penetrating the defences of the Citadel of Horrors and facing Arcturus himself in battle.

As shown on the Adventure Location card, set aside the 'Wormkin Goblins' Threat Group (but leave the 'Treasure Chest' Plot card in the game box). These Goblins are the Goblin Chief's retinue, and may show up later in the Adventure... Now, begin your Adventure!

B072. A Foolish Mistake

In what you believe to be a strategic move, you finish the wicked incantation to tear the Veil asunder, ripping open a gate to the netherworld. As fell voices shriek and jabber from beyond, all hell breaks loose in Kreel Manor, and hordes of fleeing denizens run for their lives...

Add all Shadows into the Threat Area. If Lord's Vengeance was not revealed in this way and is still set aside, shuffle it along with the Threat discard pile into the Threat deck to form a new Threat deck. Then refill the Shadows.

B073. Hex Portal - Close

In a determined act of defiance, you choose to obliterate the Hex Portal. As the mystical structure crumbles beneath your destructive intent, a surge of empowerment courses through your being. Deep in the citadel's harrowing depths, the path ahead appears reshaped by the force of your insurmountable will.

Defeat 1 Undead non-Foe Threat, or deal 4 Fight  damage to 1 Threat.

B074. Hex Portal - Run

In a swift act of self-preservation, you choose to retreat from the Hex Portal, leaving the gateway to the demonic energies unchecked. The shadows, once confined, now writhe with the unbridled apparitions unleashed by your hasty departure. As you distance yourself from the mystical epicentre, the citadel's depths resonate with the consequences of your decision, whilst unleashed malevolence lingers in the murky corridors.

Deal 4 Sneak  damage to the Active Location, add 1 Threat.

B075. Hex Portal - Enter

With a daring step, you plunge into the foreboding Hex Portal, surrendering yourself to the unknown forces that swirl within. As the mystical energies envelop you, the hex ghosts play tricks on perception, distorting the familiar contours of the walls and floors. In the blink of an eye, you find yourself transported to an unexplored realm, the citadel's mysteries fading into an enigmatic void. The ghosts in this new place shimmer with uncanny unison, unfolding the wake of your bold venture's tale.

Defeat the Active Location unless it is the Adventure Location. Add 1 Threat.

B076. Lord Kreel Defeated

From the roots of the ghastly Manor, where shades coil around the Lord's throne, you emerge at last, victorious over the malevolent Lord of the Manor. As his lifeless body crumbles to dust before you, an invisible burst of energy blasts outwards from him, and you are thrown to the floor. Shrieks and screams fill the air, and when you stagger to your feet you realise that you are alone. The denizens of the Manor, demoralised and terrified by the destruction of their Lord, have fled into the dusk. The oppressive atmosphere yields to a profound stillness as the defeated Lord's maleficent dominion shatters. You stand triumphant, insurmountable, basking in the culmination of your quest and the unveiling of the obscured secrets that once lurked in the Lord's spectral stronghold. And then, footsteps skitter in the darkness once more. Time to leave!

Each hero may discard 1 non-Foe Threat from play.

B077. Doom Guardian Defeated

In the fortified bastions of the Manor, where the Doom Guardians stand sentinel, you confront and manage to overcome one of the three undead monsters. The spectral echoes of their stoic watch subside, as the guardian shatters to pieces.

Draw 1 Silver Asset.

B078. Doom Guardian Defeated

You confront and triumph over one of the three formidable Doom Guardian protectors. Their silent vigil fades, as the overwhelmed guardian crumbles to dust.

Draw 2 Silver Assets, keep 1 and discard the other.

B079. Aberrant Wretch Defeated

In the squalid filth and muck, where the Wretches writhe and squirm, you seek out and smash one of the three formidable demons. Squealing and flapping, the fell beast shrieks and shudders, then dissipates, melting into the stone floor.

Draw 1 Silver Asset.

B080. Dark Hand Scribe Defeated

Where whispers of forbidden understanding intertwine, you triumph over one of the two mysterious Dark Hand Scribes. The spiteful scratching of their unholy quill subsides, as the conquered foe falls by your hand. A thorn in the side of the Dark Hand, you stand again, poised to unravel their eldritch secrets inscribed onto the scrolls of the Manor.

Draw 1 Silver Asset.

B081. Librarian Revenant Defeated

In the desolate library of the Manor, where the scent of forgotten tomes lingers in the air, you send the fleshy remains of the Librarian Revenant tumbling to the floor. The crackling of withered pages turning relents, as the conquered revenant's skeletal presence dissipates into the dust. Your attention turns to the timeworn library volumes that whisper tales of ages long past in the haunted halls of the Manor.

Draw 2 Silver Assets, keep 1 and discard the other.

B082. Lord of the Manor - Fight

With resolute determination, you confront the Lord of the Manor for the long-awaited concluding battle. The citadel's ghosts seem to withdraw in awe as the clash of wills and steel unfolds. Each step reverberates through the fell halls, marking the culmination of your trials through the depths. The air is charged with the energy of destiny, and the shadows attest to the dance between light and darkness in the Manor's ultimate confrontation.

Deal 5 Fight  damage to the set aside Lord Kreel Foe and place him into the Threat Area.

B083. Lord of the Manor - Stall

In a strategic move, you choose to stall the Lord of the Manor before the impending concluding battle. Engaging in a war of words, utilising cunning tactics, you delay the inevitable bloodshed. The citadel's ghosts seem to gather, becoming spectators to the verbal sparring between you and the Lord, as the unbearable tension escalates. The air crackles with anticipation, and the fate of the fortress hangs in the balance as you navigate this delicate interlude before the ultimate clash.

Deal 5 Influence  damage to the set aside Lord Kreel Foe and place him into the Threat Area.

B084. Lord of the Manor - Conspire

In a surprising twist of fate, you make the unconventional choice to join with the Lord of the Manor instead of facing him in battle. The shadows, once expectant, now seem to ripple with the unforeseen alliance. You woefully contemplate the implications of your decision as you align yourself with the evil Lord, and a new narrative unfolds in the shaded corridors – a tale of collaboration or subterfuge, where the lines between ally and adversary blur.

Either deal 5 Sneak  damage to the set aside Lord Kreel Foe and place him into the Threat Area, OR your Adventure ends here in a Minor Victory for you (and any other heroes), as you join with the Lord of the Manor in opening portals to the dark places beyond the Veil, and unleash hell upon the unsuspecting peoples of Kilforth.

B085. Great Hall of Kreel Explored

Through the towering arches of the Great Hall, worn stones hold tales of ages past. Your weary steps, a testament to the road endured, lead you to the threshold of the unknown. Beyond lies the promise of destiny, and as the reverberations of your footsteps fade, the gloom of the hall yields to the beckoning call of uncharted realms and adventuring spirit.

Having emerged safely from the Great Hall, where the pained howls of the Goblin Chief linger still, your path now diverges into three intriguing options within the malevolent Kreel Manor:

The Grand Keep of Malistra whispers curious riddles, its cryptic halls guarded by undead warriors who have stood sentinel for centuries. The lure of uncovering arcane relics and the potential to harness their mystical power propels you towards this enigmatic sanctum, seeking to unravel the riddles of the Goddess of Darkness.

The Epicurean Banqueting Hall, the culinary heart of the Lord's forces, presents a strategic window. By infiltrating this space, you hope to disrupt the supply chain, creating chaos among the enemy ranks and weakening their resolve before the impending conflict.

The Haunted Ballroom is rumoured to be a nexus of sublime energies, occasionally visited by ghostly oracles. Intrigued by the possibility of receiving cryptic guidance, you are drawn to the ballroom, seeking insights that might illuminate the path ahead in the treacherous excursion through Kreel Manor.

Congratulations on winning the first Adventure! Remember to upgrade 2 Skills (rules p. 15). Now that you understand Skills, you may replace any of your Hero Skills with Hero Skills from the box, just this once! Three paths now lie ahead to explore:

For the Grand Keep of Malistra, setup Adventure 2A.

For the Epicurean Banqueting Hall, setup Adventure 2B.

For the Haunted Ballroom, setup Adventure 2C.

B086. Grand Keep of Malistra Explored

Amidst the looming spires of the Manor, where shadows cling to secrets and peril lurks in every ornate corner, you persevere. The Grand Keep, a bastion of haunted souls, yields to your indomitable spirit. As you step beyond its towering gates, the weight of facing wraithlike threats dissipates, replaced by the anticipation of uncharted horizons calling you forth.

Resting from the exertions of arduous expedition through the citadel, your path unfolds into three distinct options...

Shadestrike War Barracks: If the Lizardmen within the barracks prove to be a formidable threat, exploring this domain provides a window to preemptively neutralise these potential adversaries. By disrupting their war supplies, you could weaken the Lord's forces and increase your chances of success in the impending conflict.

Vast Armoury of Tanklor: The Doom Armourers are pivotal to the Lord's military strength, so infiltrating the Vast Armoury provides a window for strategic sabotage. Disrupting weapon production could diminish the effectiveness of the Lord's troops.

Marmoreal Pool of Narius: The cantankerous Nature Spirits may hold the key to secrets of the citadel. Venturing into the Marmoreal Pool allows for potential negotiations or interactions with these mystical beings, presenting an opportunity to gain their favour or enlist their aid in your quest.

One hero heals 1 Wound. Then, three paths lie ahead:
For the Shadestrike War Barracks, setup Adventure 3A.
For the Vast Armoury of Tanklor, setup Adventure 3B.
For the Marmoreal Pool of Narius, setup Adventure 3C.

B087. Epicurean Banqueting Hall Explored

Through the labyrinthine corridors of the Manor, where the scent of danger mingles with the reverberations of undiscovered phantoms, you navigate the treacherous path. Emerging from the heart of the Manor, the kitchens reveal themselves as a crucible of culinary alchemy, now silent and still.

Resting from the exertions of your arduous journey through the citadel, your path unfolds into three distinct options...

Shadestrike War Barracks: There is a chance that within the Shadestrike War Barracks, you might find a Lizardman sympathetic to your cause. Exploring this space could present an opportunity to negotiate or devise an alliance with an unexpected ally, altering the dynamics of the impending battle.

Vast Armoury of Tanklor: The Vast Armoury holds the potential for discovering unique and powerful weapons. Your decision to explore this space is fueled by the desire to augment your own arsenal, ensuring you are well-equipped for the challenges that await you.

Marmoreal Pool of Narius: The Marmoreal Pool is rumoured to possess unique properties. By exploring this mystical realm, you may uncover nature's blessings that could enhance your abilities or provide protective enchantments, offering distinct advantages in the quest ahead.

One hero heals 1 Wound. Then, three paths lie ahead:
For the Shadestrike War Barracks, setup Adventure 3A.
For the Vast Armoury of Tanklor, setup Adventure 3B.
For the Marmoreal Pool of Narius, setup Adventure 3C.

B088. Haunted Ballroom Explored

Amidst the haunting waltz of spirits in the Manor, where shades pirouette in eerie elegance, your journey weaves through the spectral tapestry. The Haunted Ballroom, tormented by the motions of a bygone dance, yields to your determined stride. As you depart the ethereal revelry, the undiscovered spectres' applause lingers, replaced by beckoning whispers of your next destination, veiled in mystery and waiting for your advance.

Resting from the exertions of your arduous expedition through the citadel, your path now unfolds into three distinct options:

The Shadestrike War Barracks are believed to be a gathering place for Lizardmen, amassing war supplies for the Lord's army. By venturing into this militaristic realm, you may uncover strategic information about the enemy's preparations, potentially gaining insight into their battle plans.

The Vast Armoury of Tanklor is where the Doom Armourers tirelessly forge weapons for the Lord's army. By exploring this expansive arsenal, you may discover potent weapons or gain insights into the craftsmanship of the Doom Armourers, potentially enhancing your own arsenal.

The Marmoreal Pool of Narius, now claimed by cantankerous Nature Spirits, offers a serene yet mysterious ambiance. Exploring this enchanted space may unveil vexing riddles or provide insights into the sprites that have taken residence, potentially offering guidance.

One hero heals 1 Wound. Then, three paths lie ahead:
For the Shadestrike War Barracks, setup Adventure 3A.
For the Vast Armoury of Tanklor, setup Adventure 3B.
For the Marmoreal Pool of Narius, setup Adventure 3C.

B089. Shadestrike War Barracks Explored

Within the Manor's reverberations of bygone conflicts, where the timeworn banners speak of battles long past, you emerge successfully from the War Barracks. From the solemn remembrance of martial spirits, you resolve to continue standing strong. As the war-torn doors boom closed behind you, your gaze turns towards the uncharted realms ahead, beckoning you forward.

Your path now diverges into three intriguing options...

The Ebon Dungeon Cells house prisoners held captive by fearsome Armoured Jailers. Exploring this foreboding realm presents an opportunity to liberate potential allies or gather intelligence from those who may have valuable insights into the citadel's strength.

The Asterism Observatory is rumoured to unveil cosmogonical secrets and prophecies. Exploring this seraphic realm may grant you insights into the Manor's riddles or offer glimpses of the future, potentially guiding your decisions in the battles to come.

The Grand Library of Aeons, though defiled by the Dark Hand Scribes, holds valuable knowledge. Venturing into this sacred repository offers the chance to reclaim lost wisdom, perhaps providing insights crucial for navigating the citadel's paths.

Each hero upgrades 1 Action. Then, three paths lie ahead:
For the Ebon Dungeon Cells, setup Adventure 4A.
For the Asterism Observatory, setup Adventure 4B.
For the Grand Library Of Aeons, setup Adventure 4C.

B090. Vast Armoury of Tanklor Explored

In the core of the Manor, where ghosts cling to the weapons of a long-past era, you navigate the perilous journey through the Vast Armoury, a repository of rusted glories. As you step beyond the arsenal's silent embrace, the clatter of arms fades, replaced by unseen currents guiding you to the mysteries that lie ahead.

Your path now diverges into three intriguing options...

The Ebon Dungeon Cells: Infiltrating the dungeons provides a chance to confront the fearsome Armoured Jailers directly. By subduing or sabotaging these formidable guardians, you may weaken the overall defences of the citadel, creating a strategic advantage for the challenges ahead.

Asterism Observatory: The aberrant, wretched demons that patrol the Asterism Observatory pose a formidable challenge. Venturing into this otherworldly space provides an opportunity to defy these demonic entities directly, potentially acquiring arcane knowledge or uncovering their weaknesses.

Grand Library Of Aeons: The vengeful Dark Hand Scribes who defile the library's exhaustive records must be stopped. By engaging in battle with these sinister entities, you may not only cleanse the Grand Library but also acquire information about the citadel's dark secrets.

Each hero upgrades 1 Action. Then, three paths lie ahead:

For the Ebon Dungeon Cells, setup Adventure 4A.

For the Asterism Observatory, setup Adventure 4B.

For the Grand Library Of Aeons, setup Adventure 4C.

B091. Marmoreal Pool of Narius Explored

Through the haunted corridors of the Manor, where wraithlike reflections ripple upon timeworn stone, you emerge from the Marmoreal Pool's otherworldly depths. The sublime waters, once a liquid mirror to phantoms and memories, surrender to your unwavering resolve. As you leave the melancholy whispers of the pool behind, your next destination beckons, veiled in the mystique of untold adventures yet to unfold.

Your path diverges into three intriguing options...

Ebon Dungeon Cells: Prisoners from the cells might possess crucial information about the Lord's plans. Exploring this section of the citadel could yield intelligence that unveils the enemy's strategies or identifies vulnerabilities, offering you a tactical edge.

Asterism Observatory: Whispers suggest that the Asterism Observatory may hold empyrean portals or gateways. By exploring this space, you might uncover obscured dimensions or gain access to otherworldly realms, providing unexpected advantages or alternate paths through the Manor.

Grand Library Of Aeons: The summoned Librarian Revenant presents a formidable challenge within the Grand Library. By besting this unholy guardian, you may not only restore the sanctity of the library but also gain unique artefacts or powers that could prove pivotal in your quest.

Each hero upgrades 1 Action. Then, three paths lie ahead:

For the Ebon Dungeon Cells, setup Adventure 4A.

For the Asterism Observatory, setup Adventure 4B.

For the Grand Library Of Aeons, setup Adventure 4C.

B092. Ebon Dungeon Cells Explored

From the oppressive shadows of the Manor's depths, where iron bars speak to tales of captivity and despair, you emerge from the dungeon cells. The haunting silence of forgotten sorrows clutches your heart. But as you ascend from the subterranean abyss, the burden of captive spirits lifting, your gaze turns forward to the uncharted horizons that test your indomitable willpower.

Only one path remains ahead – the foreboding entrance to the Lord's Lair. The air is thick with expectation, and the shades seem to converge upon this pivotal point. The concluding confrontation with the Lord of the Manor beckons. As you approach the entrance to the Lair, a palpable tension envelops the citadel. The malevolent Lord, aware of your persistent advance, has dispatched his most fearsome soldiers, the formidable Doom Guardians, to stand sentinel before the throne of darkness.

With fierce resolve and the memories of your goal in mind, you step into the ominous threshold of the Lord's Lair, ready to face the impending clash with the Lord of the Manor and his relentless Doom Guardians. The fate of the fortress hangs in the balance, and the echoes of your footsteps resonate with the weight of the final battle that awaits you within the core of the accursed Manor.

Setup Adventure 5 next.

B093. Asterism Observatory Explored

Through the elysian corridors of the Manor, where starlight whispers of cosmic mysteries, your journey continues. As you step beyond the cosmogonical vaults, the hauntings of celestial bodies fade, replaced by the unseen constellations guiding your path to enigmatic realms that abide. Thusly overwhelmed by cosmic thoughts, you step beyond the Asterism Observatory, a realm of astral wonders and visions.

Having gathered your strength, you stand at the threshold of destiny – the entrance to the Lord's Lair. The air is charged with malevolence, and the ominous aura of impending bloodshed seeps through the very stones of the citadel. The Lord of the Manor, a spectre of darkness aware of your every move, has summoned his most formidable Doom Guardians to defend the sanctity of his Lair. As you approach, the shades seem to writhe, and the chilling howls of undiscovered foes echo through the corridors.

With a determined heart, you step into the gloom that shrouds the entrance, ready to face the Lord of the Manor and his relentless guardians. The Lair awaits as the final battleground, where the clash of wills and the slash of blades will determine the fate of the citadel, in your ultimate assault upon the core of Kree Manor.

Setup Adventure 5 next.

B094. Grand Library Of Aeons Explored

Where antique tomes hold tales of forgotten centuries, you emerge from the Library of Aeons. As you depart the hallowed archives, the weight of ageless evils lifting, your gaze turns to the uncharted realms ahead, beckoning with the promise of untold adventures that tempt your intrepid spirit.

Exhausted yet undeterred, you emerge from a brief respite, the journey having carved its marks upon your every step. Before you stands the lone path forward, the entrance to the Lord's Lair itself. The air is heavy with the prospect of a final reckoning, and the shadows seem to gather, as if the very citadel breathes with a malignant life of its own.

The Lord of the Manor, cognizant of your inexorable approach, has summoned his Doom Guardians to stand as the last line of defence. As you move towards the entrance, the citadel seems to close in, its walls bearing witness to the imminent clash that will unfold within the Lair's shadowed halls.

With your resolve steeled, you cross the threshold into the abyss, ready to confront the Lord of the Manor and the relentless Doom Guardians. The Lair awaits, a crucible of destiny, where the memories of your expedition converge into the crescendo of the ultimate battle for the maligned KreeL Manor.

Setup Adventure 5 next.

B095. The Lord's Lair Explored

In the centre of the accursed Manor, the malevolent core of the Lords' Lair, your odyssey culminates. The Lord has breathed his last, his evil extinguished. As you emerge from the shadows, the haunting spectres dissipate, and the once-wretched Citadel of Horrors relinquishes its hold, allowing you to depart, victorious.

You step outside, gulping fresh air in the sunlight. Behind you, the foundations shake and rumble. Stone blocks fall from the highest towers of KreeL Manor, as the very keep itself begins to fall apart. Yet ahead of you, hope and green fields promise light and warmth, as you begin your journey home, fate buffeting you through the tapestry of time towards your next adventure.

You are victorious! Take a well earned break. Then start again with a new hero. Try choosing different paths at the end of each Adventure or Plot, and maybe increasing the difficulty...

B096. Goblin Chief Defeated

Through the ominous tapestry of the Manor's trials, where each shadow conceals a new peril, you devise your path to the lair of the Goblin Chief. The calamitous clash echoes through the dim corridors, your unassailable willpower prevailing over the maligned chief. You stand to catch your breath in the vanquished goblin's stronghold, the subdued ringing of danger yielding to triumph, paving the way for your excursion beyond.

Draw 2 Bronze Assets, keep 1 and discard the other.

B097. Zombie Warrior Defeated

Where the air is thick with the scent of decay, you face one of the two deadly Zombie Warriors. The clash is fierce, your steady assurance unwavering as you best the relentless undead foe. The subdued moans of the defeated horror whisper briefly as it gasps a final sigh, 'Free at last!' A moment of sad triumph ensues, before your readiness returns to tackle the remaining incorporeal challenges ahead.

Draw 1 Bronze Asset.

B098. Zombie Warrior Defeated

In the sombre chambers of the Manor, where the chill of undeath hangs heavy, you stand undefeated, over one of the two deadly Zombie Warriors. The resounding of your valiant struggle reverberates through the haunted halls, the conquering of the undead a momentary respite in the spectral atmosphere. As you catch your breath, the path ahead beckons, your courage undiminished by the horrors that survive in the accursed Manor.

Draw 2 Bronze Assets, keep 1 and discard the other.

B099. Crazy Orc Chef Defeated

Through the sprawling kitchens of the Manor, where the scent of cooked food mingles with the clatter of culinary madness, you accost and vanquish one of the three Crazy Orc Chefs. The chaos subsides, replaced by a momentary calm as the defeated orc falls silent. Following the wreckage of mayhem, your path forward becomes clearer, undeterred by the remaining adversaries anticipating your pursuit.

Draw 1 Bronze Asset.

B100. Crazy Orc Chef Defeated

Surrounded by the frenzied kitchens of the Manor, where the aroma of culinary chaos fills the air, you ambush and defeat one of the three Crazy Orc Chefs. Amidst the cacophony of clashing utensils and sizzling concoctions, a moment of triumph emerges. As the conquered orc chef's fervour subsides, you stand undaunted, poised to continue your pursuit through the tumultuous labyrinth that conceals the enigmas of the Manor.

Draw 1 Bronze Asset.

B101. Crazy Orc Chef Defeated

In the heated kitchens of the Manor, where madness reigns supreme, you confront and triumph over one of the three Crazy Orc Chefs. The clatter of pans and the sizzle of arcane ingredients subside momentarily as the subdued chef succumbs to your valiant efforts. From the culinary battleground, your unassailable spirit persists, ready to face the remaining adversaries that stand between you and the mysteries of the Manor.

Draw 1 Bronze Asset.

B102. Spectral Dancer Defeated

To the strings of phantom music emanating from the incorporeal ballroom of the Manor, you engage with and stand victorious over the Spectral Dancer. The haunting choreography of the ethereal dance falters briefly. To the muted strains of anguished melodies, your triumph marks a pause in the otherworldly revelry, signalling your readiness to face any remaining adversaries.

Draw 1 Bronze Asset.

B103. Spectral Dancer Defeated

Where the haunting waltz of Spectral Dancers unfolds, you accost and overcome one of the two otherworldly figures. As the flitting of their ghostly movements fade, your victorious stance disrupts the eerie dance. To the twinkling of incorporeal melodies, your resilience remains unbroken, poised to confront the remaining threats and secrets that lie beyond the haunted ballroom.

Gain 1 Spirit  and draw 1 Bronze Asset.

B104. Lizardman Champion Defeated

In the heart of the Manor, where shades weave tales of arcane struggles, you engage and triumph over one of the two formidable Lizardman Champions. The clash of scales and steel reverberates through the corridors as the champion falls. Without hesitation, you loot the body, before continuing your delve.

Draw 2 Bronze Assets, keep 1 and discard the other.

B105. Lizardman Champion Defeated

In the shadowed depths of the Manor, where the scales of Lizardman Champions shimmer ominously, you accost and vanquish one of the two relentless adversaries. The clash of blades and the hiss of arcane energy resonate through the uncanny silence, marking a moment of triumph. Your smited foe falls before you. You remain steadfast, prepared to face any remaining so-called champions as you continue your journey to unveil the answers that lurk within the labyrinthine halls.

Draw 1 Bronze Asset.

B106. Ghoul Lord Defeated

In the sepulchral chamber of the Manor, where the air is thick with the stench of decay, you face and emerge victorious over the Ghoul Lord. The haunting moans of the defeated undead leader dissipate, replaced by solemn silence. Your triumph marks a turning point in this ghastly realm, allowing you to continue your odyssey through the evil Manor, undeterred by the horrors that once lurked under the Ghoul Lord's dominion.

If any Eidolons were defeated by the Ghoul Lord, lose 2 Spirit . Draw 2 Silver Assets, keep 1 and discard the other.

B107. Doom Armourer Defeated

In the shadowed forge of the Manor, where the deafening clang of doom armour being wrought pierces the silence, you accost and triumph over one of the two menacing Doom Armourers. The unearthly resounding of their labours dissipates, as the subdued armourer's arcane creations lie dormant. Your unwavering resolve persists, ready to face any remaining enemies and unravel the puzzles concealed within the haunted depths of the Manor.

Draw 2 Bronze Assets, keep 1 and discard the other.

B108. Doom Armourer Defeated

In the spectral forge of the Manor, where the clamour of crashing anvils resounds, you face and emerge glorious over one of the two formidable Doom Armourers. The uncanny ringing of their spectral craftsmanship falls silent, as the vanquished armourer's creations lose their haunting vitality. You draw a deep breath and continue on, to tackle the remaining threats assailing you, and unveil the arcane secrets of the Manor.

Draw 1 Bronze Asset.

B109. Nature Sprite Defeated

Within enchanted groves, where whispers of nature intertwine with magical melodies, you engage and triumph over one of the three delicate Nature Sprites. The ethereal resounding of their harmonious manifestation fades as the vanquished sprite returns to the verdant embrace of nature. In her empty glade, your resolute spirit persists, ready to face any remaining threats and uncover their mystical secrets.

Draw 1 Bronze Asset.

B110. Nature Sprite Defeated

Where nature's symphony harmonises with arcane energies, you confront one of the three sublime Nature Sprites, but she cannot withstand your power. The delicate melodies of her presence quieten, as the subdued sprite returns to the embrace of the verdant magic.

Draw 1 Bronze Asset.

B111. Nature Sprite Defeated

Below the emerald canopy of the Manor's enchanted groves, you tackle and triumph over one of the three unworldly Nature Sprites. The delicate cadence of her magical melodies momentarily stills, as the vanquished sprite disperses. You remain resolute, poised to face any remaining foes and unravel the mystic secrets interwoven with sylvan mysteries.

Draw 1 Bronze Asset.

B112. Armoured Jailer Defeated

Within the echoing stone halls of the foreboding fortress, you tackle one of the three stoic Armoured Jailers, to their doom. The ominous resonance of their heavy footsteps subsides as the vanquished jailer's unearthly armour clatters to the ground. From somewhere not too far away, the Lord of the Manor howls in fury, and you sense his frustration at your continuing persistence growing. Time is short.

Draw 1 Silver Asset.

B113. Armoured Jailer Defeated

Where the clanging of spectral armour reverberates, you subdue and shatter one of the three formidable Armoured Jailers. Their sentinel march ends, as the once imposing, now defeated jailer crumbles. A furious voice bellows in the distance, 'You will pay for this transgression with your life!'

Draw 1 Silver Asset.

B114. Armoured Jailer Defeated

Where the spectres of Armoured Jailers stand guard, you face and triumph over one of the three imposing sentinels. Rising from your knees, you wipe your beaded brow, poised to confront the Manor's gloom and undo the arcane evils of this cursed citadel.

Draw 1 Silver Asset.

B115. Aberrant Wretch Defeated

Long and dark are the shadows of the Manor, where eldritch energies intertwine with spiteful intent. You have defeated one of the two otherworldly Aberrant Demons. The subdued demon's ominous silhouette dissolves into the arcane dusk. From the hollows you rise, ready to face the remaining enemies before you.

Draw 1 Silver Asset.

B116. Aberrant Wretch Defeated

In the abyssal depths of the Manor, where eldritch shapes abound with spiteful energy, you vanquish one of the two horrendous Aberrant Demons. Its uncanny silhouette dissipates into the arcane murk.

Draw 1 Silver Asset.

B117. Dark Hand Scribe Defeated

After a hard-fought battle, the enigmatic Dark Hand Scribe finally falls, still clutching their sinful quill, never to scrawl evil magicks again. You steel yourself to undo the remaining machinations of the Dark Hand.

Draw 1 Silver Asset.





KREEL MANOR

Book of Fables