



REIGN
OF
HADES

SCENARIO BOOK




IMPORTANT: Learn the core rules of the game to play the **Prologue** scenario from the rulebook before you start playing. The campaign book includes a **Tutorial** to remind you on how to play the game.

Prologue The Wedding Crashers

READ BEFORE YOU START THE SCENARIO

You and your companions, the mightiest of all Olympian Gods, received an invitation to the Underworld, to officially celebrate the marriage of Hades and Persephone, a covenant previously not approved by the bride's father, Zeus. Putting aside your grudge and suspicion, you and your fellow Gods, even Zeus, decide to attend the wedding. You are already at the feast, when you realize this indeed is a trap, too late to simply walk out of it as your food and drink was poisoned and dark shades are gathering around you...

STARTING RESOURCES

 Ichor: Max <small>(As shown on your character card)</small>	 Nectar: 5	 Might: 1
 Spark: 2	 Carry Capacity: Max <small>(As shown on your character card)</small>	 Divinity: 0 <small>(Ignore Divinity in this scenario!)</small>


STARTING ZONES

1-2 Players: Battlefield Player Starts at the Zone **Salad Bar**, Cover Player Starts at Zone **Meat Plates**



3-4 Players: Alpha Team players start at the Zone **Salad Bar** while Beta Team players start at the **Meat Plates**.

Place your figures on the Map accordingly.


MONSTER DECK

 Create the Monster deck with 6 **Nymphs** and 6 **Satyrs**. You can leave the rest (2-2) in the Scenario pack.

SENTINEL MONSTERS

 Cover the alert slots in the bottom row with  tokens. Draw a Monster card from the deck and place it on the Sentinel track's leftmost space.







LOOT TOKENS AND DISCOVER MARKET

 Place 1 Weapon loot token into the Battlefield area of each Zone. Reveal all the 6 Weapon cards you find in the Prologue pack on the Discover market.

STORY CARDS

Shuffle all the **Open Door** cards and make a deck from them. Place the **Special Scene** card next to the deck face down without looking at it.

ENCOUNTERS

SALAD BAR	
MEAT PLATES	
POOL	
THRONES OF NEWLYWEDS	
TABLE OF LESSER GODS	
MUSICIANS	

ENDING THE SCENARIO

WINNING THE SCENARIO

You win this Scenario when all the doors are open and the Special Scene is revealed.

READ ONLY IF YOU WIN THE SCENARIO

Though you are almost fainting, you are getting ready for another blow, when you realize it's silence, the battle is over. You exchange a final look with your fellow gods before you pass out...

FAILING THE SCENARIO

You fail the Prologue scenario if a character dies or an Overrun is triggered.

READ ONLY IF YOU FAIL THE SCENARIO

You see as your comrades fall one by one. The poison didn't do the job, but a rough hit on the back of your skull forces you to the ground...

If you are comfortable with the rules, you can move on to Scenario 1 even if you failed the scenario.

READ BEFORE MOVING ON

Congratulations, you have successfully mastered the basics of the game! Don't worry if you couldn't win this scenario, you were supposed to fail one way or another...

So welcome to the Underworld! We wish you a pleasant stay and many memorable moments.

MAIN OBJECTIVE

Find a way out before it's too late.

SCENARIO SETUP

PLAYER BOARD

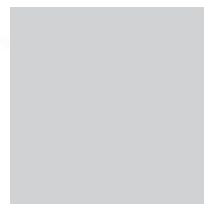
Use the player board's Prologue side for this scenario.

CHARACTER CARDS

Use the **Prologue** (marked with **P** in the top right corner) Character cards.

POISONED

Give a **Poisoned** condition card to all players. This condition is active.



Scenario 1

Prison Break

READ BEFORE YOU START THE SCENARIO

It has been ages since you've last seen daylight, so your eyes hurt from pain when a shining light bursts through your cell. You get yourself together and crawl towards it, dragging your heavy chains along, only to recognize your Divine Cup in the shiny object luminating your cell. "Get yourself together, for Uranus' sake!" commands a harsh voice offering you the sweetest of all beverages, Nectar from your own cup..."Persephone sent me to help you, but I don't have all day. Hades kept you alive on purpose: he is torturing you with the hope of once getting out of here. His arrogance is your opportunity to get back at him, but you must hang on to the last drops of Ichor in you, or you will never leave his domain! Now, drink up already! There is a hundred-armed giant guarding the exit, I need you in your best...possible... form.

IMPORTANT: You can now read the content marked with a **red icon** in the rulebook. Make sure to learn the new rules coming into play before starting the campaign.



BEFORE YOU START PLAYING

Read the Objectives in the Campaign book to learn your goals for this Scenario and explore the Challenge book to learn what else there is to explore.

MAIN OBJECTIVE

In order to escape, find a way around the hundred-armed giant, Briareus, guarding the exit.

SCENARIO SETUP

PLAYER BOARD

Use the player board's standard side for the rest of the campaign. Place the Level 1 Upgrade tokens on the respective spaces of the dual-layered player board. You will find these in the character's compartment (zip bag). Make sure to match the right action with the right token during setup.

CHARACTER CARDS

1 Use the side of the level 1 character cards where the (1) in the top right corner is in a circle.

POISONED

Cover the following with an on each player board.

- ◆ Pray cover main action
- ◆ Discard effects

STARTING RESOURCES

Ichor: Max <small>(As shown on your character card)</small>	Nectar: 1	Might: 1
Spark: 2	Carry Capacity: Max <small>(As shown on your character card)</small>	Divinity: 1

STARTING ZONES

Alpha Team players start at the Zone **Cells of Torment** while Beta Team players start at the **Dark Cells**.

Place your figures on the Map accordingly.

OBLIVION SETUP

The special "cocktail" you had at the wedding still has an effect on you – you are forgetting your moves. Shuffle your starting Feat cards (marked with your characters icon and an **S** in the middle), randomly pick one and place it in the Oblivion slot of your player board face down.

IN CHAINS

Give an "Immobilized" condition card to all players. This condition is active.

MONSTER DECK

(Put Monsters marked **P** back into the Prologue pack, you will not use them anymore.)

Take the Monster cards you find in the **Scenario 1 Pack**, remove 3 **Spawn** cards from them and create a reserve deck. Shuffle and create the Monster deck from the rest of the cards.

(Monster deck = 3× Spawn, 3× Giant's Hand, 6× Drakaina)

SENTINEL MONSTERS

Cover the alert slots in the bottom row with tokens. Draw a Monster and place it on the Sentinel track's leftmost slot.

COMPANIONS

Place the Companion card **Persephone's Servant** near the main board.

SIGNATURE WEAPONS

Place the Signature Weapons of the gods currently in play near the main board. Do not place them in the Discover market!

LOOT TOKENS AND DISCOVER MARKET

Reveal all the Weapon cards you find in the Scenario 1 pack on the Discover market. (**Sawtooth Blade**, **Whip** and **Hook**)

Place 3 Weapon Loot tokens in the Zone called **Torture Chamber**.

Place one Feat Loot token in the **Guard's Room** Zone and another one in **The Giant's Lair** Zone.

Reveal all the Feat cards you find in the Scenario 1 pack on the Discover market. (**Ruse** and **Maneuver**)

ENCOUNTERS AND LANDMARKS

Place a Landmark and a number of Encounter markers into each Zone as follows:

Zone	Encounters	Landmark
CELLS OF TORMENT		Column
DARK CELLS		Statue
THE GIANT'S LAIR		Amphoras
TORTURE CHAMBER		Well
GUARD'S ROOM		Firepit

STORY TOKENS

Place a and a token randomly on the paths leading to the **Torture Chamber** Zone. These paths are blocked until a player finds the keys at a defeated Drakaina (see objectives in the campaign book).

Place **one** token on the path leading to the Exit, that path is blocked.

Place another token on the utility cube space of the **Challenge 102: Search for a clue** in the campaign book's bottom right corner. This Challenge is considered blocked until the is removed.

Place **two** tokens on the utility cube space of **Challenge 103: Attempt Escape** on top of each other. This Challenge is considered blocked.

Both must be removed in order to make this Challenge available.

STORY CARDS

Shuffle the 3 **Scene** cards and place them near the Map. Place the **Rumor**, **Note** and **Special Scene** cards next to the Map without looking at them.

OBJECTIVES

Place the Objective card (**Note: this is the card missing from your prototype, we sent it to you digitally**) with its **A** side up on the respective space of the Objectives part in the campaign book.

Shuffle the following tokens **face down**: and place them randomly on the circular slots next to the Objective card. Do **not** reveal them.



SCENARIO SPECIAL RULES

SEARCHING THE DRAKAINAS

Every time you defeat a **Drakaina**, you search them to see if you find something useful for your escape. Flip a face down Challenge token next to the Objective card to see what you have found by resolving the effect that belongs to the revealed symbol.

ENDING THE SCENARIO

WINNING THE SCENARIO

You win the Scenario at the end of a Round when **at least one** player is located in the **Exit Zone**.

READ ONLY IF YOU WIN THE SCENARIO

The unconscious giant is blocking your way, so you must climb over its motionless body. It has a terrible stench, and you can't help but grimace as you step and touch into body liquids of various sorts covering most of his body. You know exactly that this is only the beginning, but the feeling of freedom makes you want to fly. "Now that would come handy for sure." you think, as you get a sight of the path leading through the next chamber...

FAILING THE SCENARIO

You fail the scenario if a character dies or an Overrun is triggered. Try again from the beginning or optionally move on to the next scenario if you reached the checkpoint challenge.

CHECKPOINT CHALLENGE:

Attempt Escape. *You may continue the campaign if you fail the scenario after you completed this challenge. Please refer to the rulebook for details on how to move on.*

READ ONLY IF YOU FAIL THE SCENARIO

You know that it's only a matter of seconds until the giant mutant appears and then all hope is gone. When you see a fellow God go down the next moment, you know it's all lost, and you already feel the giant, slippery fingers of one of the hundred hands around your waist...

Scenario 2 Gate of Limbo

STARTING RESOURCES

Use the Campaign log to see your starting resources and Ichor.

STARTING ZONE


All players start in the Zone **Bridgehead**.

COMPANIONS

"Farewell, Olympians", said Persephone's Servant. "My mission is over here, now I must return to my master. Good luck...you'll need it."

Discard the Persephone's Servant card. There is no starting Companion in this Scenario.

MONSTER DECK

 Remove the Giant's Hand Monster cards from the Monster deck of Scenario 1, leave all Spawns and Drakainas in the deck and add the new Monsters (6x Daemons) from Scenario pack 2 to the deck. Now the deck contains 6 Drakaina, 6 Spawn and 6 Daemon Monster cards. Shuffle the deck well and place it on the Sentinel board's respective space.

SENTINEL MONSTERS

 Place alert sentinel markers on the three alert spaces instead of  tokens. (**Note: these are missing from the prototype. Please mark three regular encounters' base with red and use those.**)

Draw 1 Monster and place it on the Sentinel track's top leftmost space.

PRIMORDIAL DEITIES

From now on, you can enjoy the support of Chaos, one of the eldest Primordial Deities.

Place 3 Blessing/Curse tokens on the respective slots of Chaos, with 2 of them showing their Blessing side, and 1 of them showing its Curse side.

Place Chaos' Special Gift card - **Assassin knife** - face up next to Chaos. (see the Ending the scenario section to see how you can get it).

READ BEFORE YOU START THE SCENARIO

The deep, roaring voice echoes the caves of Tartarus: "Your determination is impressive."

Even after such a devastating defeat and in such a hopeless situation, you don't give up. I respect that." Slowly, you recognize the voice of Uranus as he continues. "To express my honor, I will see which one of my Primordial friends is willing to aid you on your journey. Wait... okay, great! My dear friend Chaos, already volunteered. Pray to him if you are in need, you have my Blessing!

IMPORTANT: You can now read the content marked with a **blue icon** in the rulebook. Make sure to learn the new rules coming into play before starting the campaign.



MAIN OBJECTIVE

Main Goal: Open the Gate.

Read the Objectives in the Campaign book to learn your goals for this Scenario and explore the Challenge book to learn what else there is to explore.

SCENARIO SETUP

PLAYER BOARD

Use the Campaign log to see which Upgrade tokens your character has, or simply take them from the character's compartment (zip bag) and place them into the respective slots.







DISCOVER MARKET

Add all new Weapon cards (**Battlechain** and **Dagger**) from **Scenario 2 pack** to the Weapon deck you brought along from Scenario 1.

Add all new Feat cards (4x) from Scenario 2 pack to the Feat deck you brought along from Scenario 1.

In addition, create a new loot deck from the Item cards you find in the Scenario 2 pack.

Place the 3 decks on the Discover Market.

Zone	Encounters	Landmark
BRIDGEHEAD		Firepit
BASTION		Statue
RUINS		Columns
BRIDGE OF DEATH		Altar
WATCH TOWER		Well
GATE		Amphoras

ORACLE CARDS

Shuffle all the Oracle cards and draw 4 cards randomly to create the Oracle deck. Put the rest of the cards back into the box for now.

Warning: If you run out of Oracle cards, you failed to meet your objectives in time and the game is over!

STORY TOKENS

Place a  token on the path between the Zones **Ruins** and **Gate**, and another one on the **Gate** to mark these paths blocked.

Place a  token on the **Challenge 202 - Open the Gate** in the campaign book (shown in the respective Zone of the Map).

Place a  into the Battlefield areas of the following Zones:

- ◆ Bridgehead
- ◆ Watch Tower
- ◆ Bastion.

These tokens represent statues portraying Hades. Destroy them all to express your feelings about him. (See details later.)

STORY CARDS


Place the **Gate Opens 1**, **Gate Opens 2**, **Secret Bonus** and **Special Scene** cards next to the main board.

SCENARIO SPECIAL RULES

HADES STATUES

When a **Knock Down Hades Statue** Challenge is done, remove the corresponding Hades Statue token and place it on the respective space of the Objectives part of the main board. Reveal the “Secret Bonus” card if all three tokens are removed from the map this way.

GUARDIAN MONSTER

 This icon is a symbol of a Guardian monster. Monsters with this characteristic cannot leave the zone they are guarding. If a player engaged with a Guardian monster resolves a Move main action, the combat with the Guardian monster must be resolved first. If there is no die assigned to the Guardian, the Infliction ability activates as usual.

ENDING THE SCENARIO

WINNING THE SCENARIO

You win the Scenario at the end of a Round after all the mandatory objectives are met.

Note: There might be new objectives revealed during a Scenario.

Gift of Chaos: Check the Oracle cards you revealed. If you have chosen more **Fearless** than **Cautious** paths, then Chaos gives a reward to the team.

To determine which player receives the reward, all players should roll the Fate die. The player with the highest result can give the **Assassin knife** item card to any player (including themselves).

READ ONLY IF YOU WIN THE SCENARIO

As the Gate slowly opens, you expect some sort of revelation. What you get instead, is a pitch black tunnel leading deep below. With more guards rallying behind you, you have no other choice but to move on...

FAILING THE SCENARIO

You fail the scenario if a character dies, an Overrun is triggered or if you fail to meet the mandatory objectives before running out of oracle cards.

Try again from the beginning or optionally move on to the next scenario if you reached the checkpoint challenge.

CHECKPOINT CHALLENGE:

- ◆ Open the Gate or Smash the gate

READ ONLY IF YOU FAIL THE SCENARIO

As you breathe out your final breath, your soul joins the stream of souls below where it will circulate for eternity... Try again.