



Land of Encounters



Adventure 1: Battle at Blacklake

..... ADVI-1

Now that you've found the entry that matches your encounter token, remove that token from the adventure map and return it to the box.

You freeze in place when you hear a sound ahead of you on the trail. Quietly creeping into cover, you look ahead and spy a six-limbed Insectoid sentry pacing back and forth across the trail. Two sets of arms each hold a shortbow, with an arrow notched and ready. It seems that you'll have to deal with this sentry if you wish to take the camp by surprise.

The choice indicators below offer a choice between two skill checks. Each shows which attributes will be used to resolve the skill check. Once you've made your choice, turn to the corresponding entry here in the Tome of Encounters.

- ② Sneak around the sentry ⚔ (DEX, WIS). → **ADVI-3**
- ② Wrestle him to the ground and knock him out ⚔ (STR, DEX). → **ADVI-4**

..... ADVI-2

Now that you've found the entry that matches your encounter token, remove that token from the adventure map and return it to the box.

By the faint light of the crescent moon you make your way through a grove of ancient trees. You discover a thin line of twine running across your path and up a tree, where rusty pots and pans hang from the branches. The forest around you is laced with these tripwires. Any false move will alert the Dragul to your presence.

The choice indicators below offer a choice between two skill checks. Each shows which attributes will be used to resolve the skill check. Once you've made your choice, turn to the corresponding entry here in the Tome of Encounters.

- ② Disarm the trap ⚔ (DEX, INT). → **ADVI-5**
- ② Carefully sneak through it ⚔ (DEX, WIS). → **ADVI-6**



You move forward quickly and silently, staying downwind from the Insectoid sentry while his attention is elsewhere. Having left the trail, however, you must pass through dry brush without making a sound.

SKILL CHECK



The box below initiates a skill check. To complete a skill check, all players will work together to cover every dice slot on a skill check row with a die that matches the indicated color and number. You'll first build your dice pool, then play cards to manipulate your rolled dice. See the "Skill Checks" section on page 12 of the rulebook.

◆ **SKILL CHECK: Stealth I**

- ✓ **Pass:** You sneak around the sentry. → **ADVI-7**
- ✗ **Fail:** He raises an alarm as you flee. → **ADVI-8**

You hide behind a tree and wait for the Insectoid sentry to approach, then leap out and attempt to force him to the ground.

SKILL CHECK



The box below initiates a skill check. To complete a skill check, all players will work together to cover every dice slot on a skill check row with a die that matches the indicated color and number. You'll first build your dice pool, then play cards to manipulate your rolled dice. See the "Skill Checks" section on page 12 of the rulebook.

◆ **SKILL CHECK: Force I**

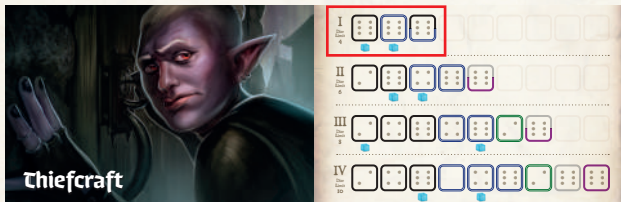
- ✓ **Pass:** You pin the sentry down. → **ADVI-9**
- ✗ **Fail:** He evades capture and raises an alarm. → **ADVI-10**



..... ADVI-5

You attempt to carefully sever and secure the various tripwires here in the forest, so that no pots or pans fall from the trees.

SKILL CHECK



The box below initiates a skill check. To complete a skill check, all players will work together to cover every dice slot on a skill check row with a die that matches the indicated color and number. You'll first build your dice pool, then play cards to manipulate your rolled dice. See the "Skill Checks" section on page 12 of the rulebook.

◆ SKILL CHECK: *Thieftcraft I*

- ✓ **Pass:** You disarm the trap. → **ADVI-13**
- ✗ **Fail:** You trigger the alarm. → **ADVI-12**

..... ADVI-6

You do your best to creep your way past the many tripwires that the Dragul have set up on the path to their encampment.

SKILL CHECK



The box below initiates a skill check. To complete a skill check, all players will work together to cover every dice slot on a skill check row with a die that matches the indicated color and number. You'll first build your dice pool, then play cards to manipulate your rolled dice. See the "Skill Checks" section on page 12 of the rulebook.

◆ SKILL CHECK: *Stealth I*

- ✓ **Pass:** You sneak past the trap. → **ADVI-11**
- ✗ **Fail:** You trigger the alarm. → **ADVI-12**

..... ADVI-7

With care and guile, you manage to sneak past the Insectoid sentry undetected. You hope that the rogue is having as much luck on his side of the lake.

- ⚠️ **Record the keyword CLEAR.**
- ⚠️ **Tarik is handling his side of the lake. Remove the other encounter token from the adventure map and return it to the box.**
- ⚠️ **Continue.** → **ADVI-14**



..... ADVI-8

You sneak carefully, but not carefully enough. The brush rustles around you, drawing the attention of the Insectoid sentry, who sounds his horn to raise an alarm in the camp ahead. You hope that the rogue is having better luck on his side of the lake.

▲ *Record the keyword **ALARM**.*

▲ *Tarik is handling his side of the lake. Remove the other encounter token from the adventure map and return it to the box.*

▲ *Continue. → ADVI-14*

..... ADVI-9

You spring from hiding and quickly tackle the Insectoid sentry to the ground, disarming him and knocking him out. This bug won't give you any further trouble. You hope that the rogue is having as much luck on his side of the lake.

▲ *Record the keyword **CLEAR**.*

▲ *Tarik is handling his side of the lake. Remove the other encounter token from the adventure map and return it to the box.*

▲ *Continue. → ADVI-14*

..... ADVI-10

You pounce quickly, but not quickly enough. The Insectoid sentry springs away and sounds his horn, raising an alarm in the camp ahead. You hope that the rogue is having better luck on his side of the lake.

▲ *Record the keyword **ALARM**.*

▲ *Tarik is handling his side of the lake. Remove the other encounter token from the adventure map and return it to the box.*

▲ *Continue. → ADVI-14*

..... ADVI-11

With great skill and precision, you pass through the tripwires and head toward the Dragul camp, prepared to take them by surprise. You hope that the rogue is having as much luck on his side of the lake.

▲ *Record the keyword **CLEAR**.*

▲ *Tarik is handling his side of the lake. Remove the other encounter token from the adventure map and return it to the box.*

▲ *Continue. → ADVI-14*

..... ADVI-12

With a tremendous racket, pots and pans rain out of the trees around you. Surely every Dragul in the camp is alerted to your approach. Oh well. Nothing to do but charge ahead. You can only hope that the rogue is having better luck on his side of the lake.

▲ *Record the keyword **ALARM**.*

▲ *Tarik is handling his side of the lake. Remove the other encounter token from the adventure map and return it to the box.*

▲ *Continue. → ADVI-14*

..... ADVI-13

With a bit of know-how and a lot of elbow grease, you disarm the trap and move forward without fear of alerting the Dragul camp. You hope that the rogue is having as much luck on his side of the lake.

▲ *Record the keyword **CLEAR**.*

▲ *Tarik is handling his side of the lake. Remove the other encounter token from the adventure map and return it to the box.*

▲ *Continue. → ADVI-14*

..... ADVI-14

Before heading forward to the camp, you take a moment to catch your breath. The crescent moon reflects eerily off the glassy black surface of the water.

REST

The first choice indicator below gives you the opportunity to rest. You should rest now so that you can learn how it works. See the “Resting” section on page 11 of the rulebook.

- Ⓢ ⚠ Rest.
- Ⓢ ↻ Move to the next location on your path.





..... DEATH-I

You sit down to rest and your vision becomes distorted, as if a rippling curtain of fog were passing between you and the world. When the fog lifts, you find yourself in a stone hallway, cold and dark.

An old woman approaches from the darkness, wearing a black hood that obscures her face. Her voice is warm and kind. “It’s good to see you resting,” she says. “Azema’s world is full of struggle, and a soul grows weary.” She finds a smooth flagstone and sits down beside you.

“Oh dear,” she complains. “This floor never gets any softer. But look, I’ve come to give you something.”

She extends a bony hand from the sleeve of her cloak, revealing a bag of glass marbles. Each marble contains a small, compressed creature, looking angry and uncomfortable. You reach in and grab one.

⚠ If you are playing in legendary mode → **DEATH-LEGENDARY**

⚠ ♦ Reveal rare card 7.

⚠ ✍ Record the keyword **PASSAGE**.

⚠ Recover:

⚠ Roll one die, then remove all XP from the party journal that exceeds the roll result. For example, if you roll a three on the die, remove all but three XP.

⚠ Each player: Roll one die, then remove all stamina from your fatigue box that exceeds the roll result. For example, if you roll a five on the die, remove all but five stamina.

⚠ Each player: Remove all bonus play tokens from your fatigue box and return them to the party journal.

⚠ Each player: Fill your attribute rows up to their attribute limit.

⚠ Each player: Return all spent cards to your hand.

⚠ Each player: Flip your class ability card face up.

⚠ If you have just completed an encounter, move to the next location on your path.

⚠ If your party marker is already at a location on the adventure map, read the base entry for that location instead.


DEATH-2

You return through a veil of fog to a familiar hallway, cold and dark. The old woman approaches you once again from the darkness with her bag of marbles.

“Back again already?” she asks. “Oh dear.” The woman pulls back her hood, revealing gray hair and a wizened face. Her eyes are empty sockets, black and bottomless. You recognize her from legend. She is Kethra, goddess of gates and thresholds. “I fear you may not be long for Azema’s world,” she tells you. “But her world desperately needs its heroes. I cannot let you pass just yet.”


Kethra pulls another marble from her bag and hands it to you. The creature inside is uncomfortably cramped, as if it has somehow tied its own limbs in knots. “These aren’t easy to catch, you know. Use them wisely.” Fog rises around you, and the woman fades from view.

⚠ If you are playing in legendary mode → **DEATH-LEGENDARY**

⚠  Reveal rare card 26.

⚠ If you have the keyword **PASSAGE**, increase your combat dice limit by one.

⚠ Recover:

- ⚠ Roll one die, then remove all XP from the party journal that exceeds the roll result. For example, if you roll a three on the die, remove all but three XP.
- ⚠ Each player: Roll one die, then remove all stamina from your fatigue box that exceeds the roll result. For example, if you roll a five on the die, remove all but five stamina.
- ⚠ Each player: Remove all bonus play tokens from your fatigue box and return them to the party journal.
- ⚠ Each player: Fill your attribute rows up to their attribute limit.
- ⚠ Each player: Return all spent cards to your hand.
- ⚠ Each player: Flip your class ability card face up.
- ⚠  Record the keyword **PASSAGE**.
- ⚠ If you have just completed an encounter, move to the next location on your path.
- ⚠ If your party marker is already at a location on the adventure map, read the base entry for that location instead.




DEATH-3

A fog rises around you and fades again, leaving you in Kethra's dark stone hallway. She calls to you from down the hall. "Come this way," she says, "and look through my gate."

At the end of the hall, you stare through the space between cold iron bars into a vast emptiness beyond. A pale speck of light hovers alone, deep in the void. The goddess pulls another marble from her bag and places it in your hand.

"Be careful with this one," she tells you. The creature inside does not struggle, but stares into your eyes and smiles. You thank the goddess as you fade from her presence. She nods and looks nervously through her gate.

⚠ If you are playing in legendary mode → **DEATH-LEGENDARY**

⚠  Reveal rare card 9.

⚠ If you have the keyword **PASSAGE**, increase each player's health by two.

⚠ Recover:

⚠ Roll one die, then remove all XP from the party journal that exceeds the roll result. For example, if you roll a three on the die, remove all but three XP.


⚠ Each player: Roll one die, then remove all stamina from your fatigue box that exceeds the roll result. For example, if you roll a five on the die, remove all but five stamina.

⚠ Each player: Remove all bonus play tokens from your fatigue box and return them to the party journal.

⚠ Each player: Fill your attribute rows up to their attribute limit.

⚠ Each player: Return all spent cards to your hand.

⚠ Each player: Flip your class ability card face up.

⚠  Record the keyword **PASSAGE**.

⚠ If you have just completed an encounter, move to the next location on your path.

⚠ If your party marker is already at a location on the adventure map, read the base entry for that location instead.



You find yourself standing near Kethra, goddess of gates and thresholds, once again. She holds the bars of the cold iron gate.

“Look,” she tells you, pointing through the bars to a speck of light in the black void beyond. “He’s getting closer. You’ll need to be more careful.”

Kethra searches through her bag of marbles. “I only have so many of these, you know. If I run out of marbles, I’m afraid your story won’t end well.” The creature within looks incredibly sad. You almost feel moved to release it, but the old woman grasps your hand.

“Don’t,” she says. “It will suck you right in if you stare at it for too long.” Then the fog rises again, and you are pulled away from the cold stone hall.

▲ If you are playing in legendary mode → **DEATH-LEGENDARY**

▲ ♦ Reveal rare card 18.

▲ If you have the keyword **PASSAGE**, increase your bonus play limit by one and place one bonus play token on the party journal.

▲ **Recover:**

▲ Roll one die, then remove all XP from the party journal that exceeds the roll result. For example, if you roll a three on the die, remove all but three XP.

▲ Each player: Roll one die, then remove all stamina from your fatigue box that exceeds the roll result. For example, if you roll a five on the die, remove all but five stamina.

▲ Each player: Remove all bonus play tokens from your fatigue box and return them to the party journal.

▲ Each player: Fill your attribute rows up to their attribute limit.

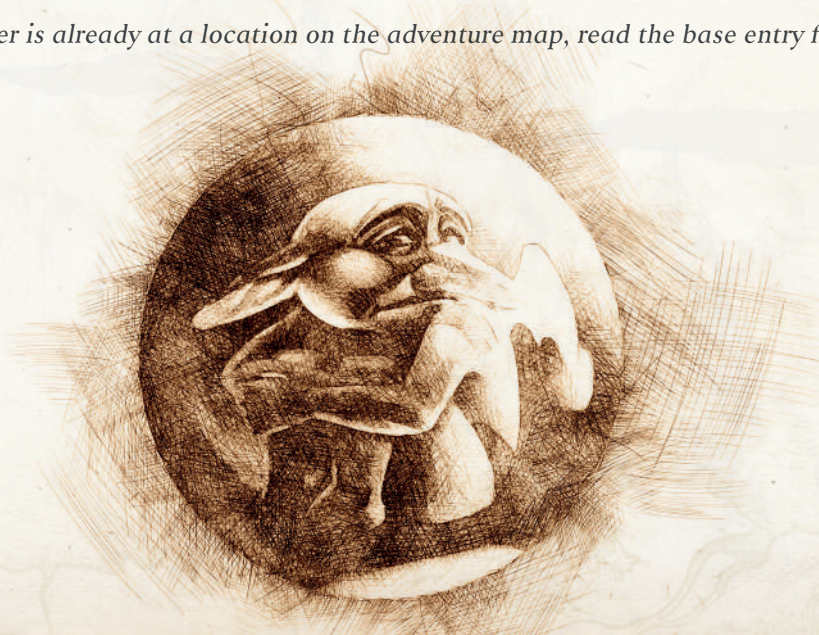
▲ Each player: Return all spent cards to your hand.

▲ Each player: Flip your class ability card face up.

▲ ✍ Record the keyword **PASSAGE**.

▲ If you have just completed an encounter, move to the next location on your path.

▲ If your party marker is already at a location on the adventure map, read the base entry for that location instead.




DEATH-5

Kethra, the old woman with empty, bottomless eyes, sits on the floor, her back against the iron gate. A dim light filters through the bars, allowing you to see every stone and cobweb. When she sees you, the goddess slowly stands, hand on her hip, and then she opens her bag of marbles.

“Oh dear,” she says. “Halfway through already. I really did think they would last much longer. But here you go. Have your pick.” She holds out her bag to you and you pull out another creature encased in glass. It stares back at you blankly.

As you study your new marble, you notice the hallway is gradually growing brighter. The goddess nods sadly. “Won’t be long now,” she says as she and her hallway disappear.

⚠ If you are playing in legendary mode → **DEATH-LEGENDARY**

⚠  Reveal rare card 12.

⚠ If you have the keyword **PASSAGE**, increase each player’s attribute score that matches their own class color by one.

⚠ **Recover:**

⚠ Roll one die, then remove all XP from the party journal that exceeds the roll result. For example, if you roll a three on the die, remove all but three XP.


⚠ Each player: Roll one die, then remove all stamina from your fatigue box that exceeds the roll result. For example, if you roll a five on the die, remove all but five stamina.

⚠ Each player: Remove all bonus play tokens from your fatigue box and return them to the party journal.

⚠ Each player: Fill your attribute rows up to their attribute limit.

⚠ Each player: Return all spent cards to your hand.

⚠ Each player: Flip your class ability card face up.

⚠  Record the keyword **PASSAGE**.

⚠ If you have just completed an encounter, move to the next location on your path.

⚠ If your party marker is already at a location on the adventure map, read the base entry for that location instead.




DEATH-6

A harsh light shines from the void beyond the iron gate. The hall is painfully illuminated, so much so that you must hold your hand over your eyes to see at all.

You hear fear in Kethra's wavering voice. "He sees us. He knows we're here. Take this and go quickly. Please do not come back." She presses a marble into your hand, and then she and her hallway vanish from sight. The creature in this one is upside down, no matter which way you hold it. You feel dizzy just looking at it.

⚠ If you are playing in legendary mode → **DEATH-LEGENDARY**

⚠  Reveal rare card 33.

⚠ If you have the keyword **PASSAGE**, increase your combat dice limit by one.

⚠ Recover:

⚠ Roll one die, then remove all XP from the party journal that exceeds the roll result. For example, if you roll a three on the die, remove all but three XP.

⚠ Each player: Roll one die, then remove all stamina from your fatigue box that exceeds the roll result. For example, if you roll a five on the die, remove all but five stamina.

⚠ Each player: Remove all bonus play tokens from your fatigue box and return them to the party journal.

⚠ Each player: Fill your attribute rows up to their attribute limit.

⚠ Each player: Return all spent cards to your hand.

⚠ Each player: Flip your class ability card face up.

⚠  Record the keyword **PASSAGE**.

⚠ If you have just completed an encounter, move to the next location on your path.

⚠ If your party marker is already at a location on the adventure map, read the base entry for that location instead.



DEATH-7

You find yourself in total darkness, the goddess's hand in yours, pressing a marble into your grip. She whispers into your ear. "I've cast a spell to hide us a bit longer. Take this and go."

The marble burns with a deep red glow as the creature within boils with rage. You do not have long to study it before you are transported away from her hall. "I only have two more," the woman calls after you. "After that, I fear for your soul."

⚠ If you are playing in legendary mode → **DEATH-LEGENDARY**

⚠💎 Reveal rare card 40.

⚠ If you have the keyword **PASSAGE**, increase each player's health by three.

⚠ Recover:

⚠ Roll one die, then remove all XP from the party journal that exceeds the roll result. For example, if you roll a three on the die, remove all but three XP.

⚠ Each player: Roll one die, then remove all stamina from your fatigue box that exceeds the roll result. For example, if you roll a five on the die, remove all but five stamina.

⚠ Each player: Remove all bonus play tokens from your fatigue box and return them to the party journal.

⚠ Each player: Fill your attribute rows up to their attribute limit.

⚠ Each player: Return all spent cards to your hand.

⚠ Each player: Flip your class ability card face up.

⚠✍ Record the keyword **PASSAGE**.

⚠ If you have just completed an encounter, move to the next location on your path.

⚠ If your party marker is already at a location on the adventure map, read the base entry for that location instead.



DEATH-8

You cannot see. You cannot speak or think. The light is too intense. It's all around you. You feel as though you are not standing in a stone hall, but floating in a realm of cold fire. The light passes through your heart and searches through the secrets of your soul. It knows you.

Suddenly, you fall to the floor of the dark stone hall, gasping for breath. All light is gone.

Kethra presses a finger to her lips and whispers, "He has found you and he will be here soon. I will attempt to speak with him on your behalf." She hands you another of her marbles. The creature within has fierce eyes and a wiry frame. Sorely restricted by its confinement, it cannot even stretch its wings.

"Only one left now," whispers Kethra as she fades from view. "I hope you will not need them and that you do not return."

▲ If you are playing in legendary mode → **DEATH-LEGENDARY**

▲ ♦ Reveal rare card 54.

▲ If you have the keyword **PASSAGE**, each player selects one of their attribute scores and increases it by one and increase each player's health by two.

▲ Recover:

▲ Roll one die, then remove all XP from the party journal that exceeds the roll result. For example, if you roll a three on the die, remove all but three XP.

▲ Each player: Roll one die, then remove all stamina from your fatigue box that exceeds the roll result. For example, if you roll a five on the die, remove all but five stamina.

▲ Each player: Remove all bonus play tokens from your fatigue box and return them to the party journal.

▲ Each player: Fill your attribute rows up to their attribute limit.

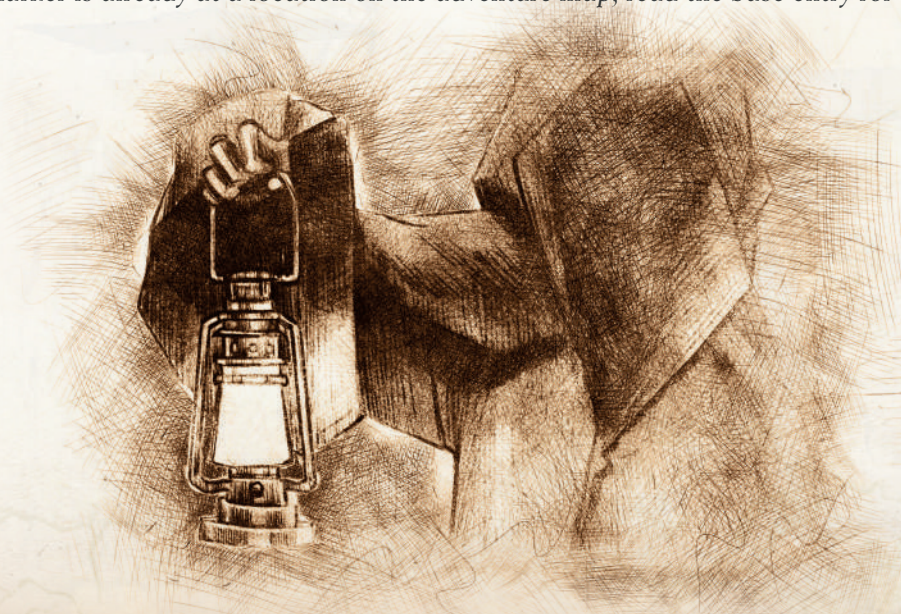
▲ Each player: Return all spent cards to your hand.

▲ Each player: Flip your class ability card face up.

▲ ✍ Record the keyword **PASSAGE**.

▲ If you have just completed an encounter, move to the next location on your path.

▲ If your party marker is already at a location on the adventure map, read the base entry for that location instead.




DEATH-9

As the fog around you clears, you find yourself in the now-familiar hallway. There is no old woman here, only a low candle and her bag. One marble remains, and the creature inside it looks weak and frail, as if starving.

You look around and find that the iron gate at the end of the hall hangs open. An infinite void lies beyond. A cool breeze drifts into the hall. Cold, shadowy teeth and fingers swirl around you, but before they can grab hold, the fog rises and transports you away again.

Without Kethra's protection, it will not be safe for you to return to this place.

⚠ If you are playing in legendary mode → **DEATH-FINAL**

⚠  Reveal rare card 2.

⚠ If you have the keyword **PASSAGE**, increase your bonus play limit by one and place one bonus play token on the party journal.

⚠ **Recover:**

⚠ Roll one die, then remove all XP from the party journal that exceeds the roll result. For example, if you roll a three on the die, remove all but three XP.


⚠ Each player: Roll one die, then remove all stamina from your fatigue box that exceeds the roll result. For example, if you roll a five on the die, remove all but five stamina.

⚠ Each player: Remove all bonus play tokens from your fatigue box and return them to the party journal.

⚠ Each player: Fill your attribute rows up to their attribute limit.

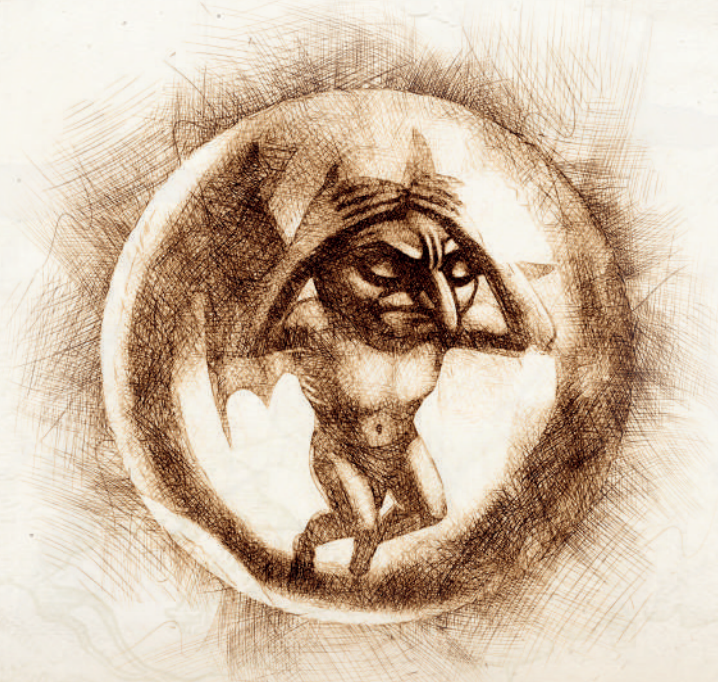
⚠ Each player: Return all spent cards to your hand.

⚠ Each player: Flip your class ability card face up.

⚠  Record the keyword **PASSAGE**.

⚠ If you have just completed an encounter, move to the next location on your path.

⚠ If your party marker is already at a location on the adventure map, read the base entry for that location instead.



..... DEATH-10


▲ If you have the title **EMPTY VESSEL** → **DEATH-FINAL**

You find yourself once again in the dark stone hall. Standing before you is a tall, thin figure in a long cloak. He holds a lantern that casts a familiar, piercing light, causing you to shield your eyes. You recognize him now. This is Ulrir, warden of wayward souls.

He speaks in a calm, low tone. “The old woman will be here no more,” he says. “But she has pleaded your case to me. You may return to Azema’s realm, but your soul will remain here with me. When your work is done, you will return to me and pass through the iron gates. Your home lies forever there, in the depths of the void.”


The figure raises his hand, revealing an empty sphere of glass. A horrid light reaches forth from the sphere, draining your body of blood and life. You grow as cold as the stones around you. Your spirit swirls within Ulrir’s sphere.

Fog rises around you and the tall man fades from view. “Farewell,” he says as you return to your world. “I await you at its end.”

▲  Reveal title card 107.

▲ If you are playing in legendary mode → **DEATH-LEGENDARY**

▲ If you have the keyword **PASSAGE**, increase your combat dice limit by one.

▲  Each player: Reveal rare card 48 and add it to your hand. (There are multiple copies of this card in the rare deck.)

▲ **Recover:**

▲ Roll one die, then remove all XP from the party journal that exceeds the roll result. For example, if you roll a three on the die, remove all but three XP.

▲ Each player: Roll one die, then remove all stamina from your fatigue box that exceeds the roll result. For example, if you roll a five on the die, remove all but five stamina.

▲ Each player: Remove all bonus play tokens from your fatigue box and return them to the party journal.

▲ Each player: Fill your attribute rows up to their attribute limit.

▲ Each player: Return all spent cards to your hand.

▲ Each player: Flip your class ability card face up.

SPECIAL RULE

From now on, whenever your entire party is exhausted, do not mark the death track. Instead, read the **DEATH-FINAL** entry below.

▲ If you have just completed an encounter, move to the next location on your path.

▲ If your party marker is already at a location on the adventure map, read the base entry for that location instead.

..... DEATH-FINAL

The now-familiar stone hall is empty. Its gate is closed. Your own flesh is already as cold as the stones here. No distant light calls to you. Ulrir and his lantern wait for you at your journey's end. He has left you a small meal of bread and water on a folded cloth.

⚠ *If you are playing in legendary mode →* **DEATH-LEGENDARY**

⚠ Final Recover:

- ⚠ *Each player: Remove all stamina from your fatigue box.*
- ⚠ *Each player: Remove all bonus play tokens from your fatigue box and return them to the party journal.*
- ⚠ *Each player: Fill your attribute rows up to their attribute limit.*
- ⚠ *Each player: Return all spent cards to your hand.*
- ⚠ *Each player: Flip your class ability card face up.*
- ⚠ *If you have just completed an encounter, move to the next location on your path.*
- ⚠ *If your party marker is already at a location on the adventure map, read the base entry for that location instead.*

..... DEATH-LEGENDARY

Your spirit slowly, painfully returns to your body as you writhe on the ground and gasp for breath.

⚠ Recover:

- ⚠ *Roll one die, then remove all XP from the party journal that exceeds the roll result. For example, if you roll a three on the die, remove all but three XP.*
- ⚠ *Each player: Roll one die, then remove all stamina from your fatigue box that exceeds the roll result. For example, if you roll a five on the die, remove all but five stamina.*
- ⚠ *Each player: Remove all bonus play tokens from your fatigue box and return them to the party journal.*
- ⚠ *Each player: Fill your attribute rows up to their attribute limit.*
- ⚠ *Each player: Return all spent cards to your hand.*
- ⚠ *Each player: Flip your class ability card face up.*
- ⚠ *Each player: Roll a die to determine the outcome below.*

- | | |
|---|---|
| 1 | Decrease your health by one. |
| 2 | Decrease your health by two. |
| 3 | Return a weapon or skill card from your hand to its market deck. |
| 4 | Return a trait or scroll card from your hand to its market deck. |
| 5 | Return an armor or familiar card from your hand to its market deck. |
| 6 | Reduce the attribute score matching your class color by one. |

