



Chapter 2: Imperial Invasion

Before the Adventure

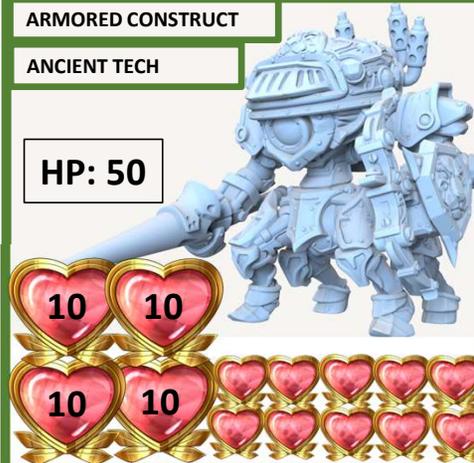
In addition to the materials printed to start Chapter 1, you will need to print the following items to start this chapter.

- Story Events 5-8 front and back. (It is recommended that you sleeve these cards)
- Room Cards 2-1, 2-2, 2-3, 2-4, 2-5 and 2-6.
- Chapter 2 Map Tiles. Greyscale maps are free to download at <https://www.ignitioncoregames.com/game-downloads> (Full color maps are available to customers who have purchased Shining Heroes Undead Encounter. Contact us at webstore@ignitioncoregames.com to obtain full color maps.)
- Monster cards: **ARMORED CONSTRUCT, NERO, SOLDIERS** 1-4. (It is recommended that you sleeve these cards)
- A.I. Cards: **SOLDIER, ARMORED CONSTRUCT, NERO**. (It is recommended that you sleeve these cards)
- **Event Cards** front and back. (It is recommended that you sleeve these cards)
- **Nero Boss Event Cards, Armored Construct Boss Event Cards** front and back. (It is recommended that you sleeve these cards)

ARMORED CONSTRUCT

ANCIENT TECH

HP: 50



Weapon: Monocular Eye, Giga-Lance, Wyvern-Slayer Repeating Torque-Bow, Bulwark Shield.
Armor: Fitted Iron Plate

MOVE	STR	DEX	VIT	MAG
5	7	3	13	1

NERO

Weapon: Sword of Darkness
Armor: Full Plate Armor

DEMON,
CENTAUR

HP: 40



MOVE	STR	DEX	VIT	MAG
6	9	6	14	3

Sword Strike [MELEE ATTACK]

Range: 2 Attack Roll: D10 + STR
Less than target VIT = Attack Fails
Equal to/Higher than target VIT = 1DMG
Double Target VIT = 2 DMG
Desoul: **CHAIN** Natural 0 Rolled = 10 DMG
regardless of Target Vit

STORY



EVENT 5

The Armored Construct falls before you. Amid the wreckage you retrieve a knightly weapon, sharpened to a fine point. Heroes obtain the following item-

Chester's Lance [RELIC]
FREE ACTION Once Per encounter the Hero equipped with this RELIC may use this RELIC to deal D4 DMG to an Enemy NPC in LoS within (2) squares of this Hero.

STORY



EVENT 6

The weapons rack has been picked clean, except for one curious weapon. A spear with odd symbols carved into the shaft remains, along with instructions for use against magical constructs. – Heroes obtain the following item-

Mist Javelin [Single Use]
ACTION RANGE:5 (Must Target **Armored Construct**) Roll D4s equal to the Hero's LUCK stat and add up the total. If the total equals/exceeds the Armored Construct's remaining HP, reveal **Story Event 7**.

STORY



EVENT 7

The Mist Javelin flies toward the towering enemy, almost singing as it does. The Armored Construct turns to face the hurtling weapon and is struck cleanly in its monocular eye. Sparks erupt from the cracks in the lens. The Armored Construct turns toward the castle entrance and the line of crossbowmen and charges at full speed...

–The Encounter ends in victory for the Heroes. Each Hero gains **+1 [MAX] HP** and **+1 [MAX] MP** and they proceed to **Encounter 9B: Castle Courtyard-**

STORY



EVENT 8

As you move behind the statue of the Legendary Knight, a glint of light catches your eye. You reach for the shining object on the ground, retrieving a pendant shaped like the cross-hilt of a sword. Heroes obtain the following item-

Warrior's Pride [RELIC]
Once Per encounter when the Hero equipped with this RELIC makes an ATK, this Hero may use this RELIC to change the result of all dice rolled for that ATK to a result of their choice.

Room 2-1



Room 2-2



Room 2-3



Room 2-4



Room 2-5



Room 2-6



EVENT



Chapter 2

EVENT



Chapter 2

EVENT



Chapter 2

EVENT



Chapter 2

EVENT



Chapter 2

EVENT



Chapter 2

RESPAWN

Spawn (2) SOLDIERS.
If no SOLDIERS are out of play, SOLDIER 4 activates immediately.

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If no SOLDIERS are out of play, SOLDIER 4 activates immediately.

REINFORCEMENTS

All SOLDIERS in play Heal3.

THEN

All SOLDIERS out of play spawn.

Regroup

All SOLDIERS in play move their full MOVE value away from as many Heroes as possible.

THEN

All SOLDIERS in play HEAL3

THEN

All SOLDIERS out of play spawn.

PRECISE STRIKE

All SOLDIERS in play move towards the nearest Hero.

THEN

All SOLDIERS in play who are in ATK range of a Hero attack, automatically gaining the **CHAIN** result.

**ARMORED CONSTRUCT
BOSS EVENT**



Chapter 2

**ARMORED CONSTRUCT
BOSS EVENT**



Chapter 2

**ARMORED CONSTRUCT
BOSS EVENT**



Chapter 2

**ARMORED CONSTRUCT
BOSS EVENT**



Chapter 2

**ARMORED CONSTRUCT
BOSS EVENT**



Chapter 2

**ARMORED CONSTRUCT
BOSS EVENT**



Chapter 2

FIELD REPAIRS
ARMORED
CONSTRUCT
Heals 3 DMG

FIELD REPAIRS
ARMORED
CONSTRUCT
Heals 3 DMG

LEAPING STRIKE

Place ARMORED CONSTRUCT so that it occupies the squares of as many Heroes as possible (following normal rules for model placement). Any Heroes in a square now occupied by ARMORED CONSTRUCT each roll D4 equal to their remaining HP and suffer 1DMG for each result of 1 or 2. Then each Hero must be placed in the closest unoccupied square possible.

LEAPING STRIKE

Place ARMORED CONSTRUCT so that it occupies the squares of as many Heroes as possible (following normal rules for model placement). Any Heroes in a square now occupied by ARMORED CONSTRUCT each roll D4 equal to their remaining HP and suffer 1DMG for each result of 1 or 2. Then each Hero must be placed in the closest unoccupied square possible.

BOSS RUSH
Boss activates
immediately.

BOSS RUSH
Boss activates
immediately.

**NERO
BOSS EVENT**



Chapter 2

**NERO
BOSS EVENT**



Chapter 2

**NERO
BOSS EVENT**



Chapter 2

**NERO
BOSS EVENT**



Chapter 2

**NERO
BOSS EVENT**



Chapter 2

**NERO
BOSS EVENT**



Chapter 2

ADVANCE!!

If SOLDIER 1 is in play
activate SOLDIER 1
immediately.

OTHERWISE

If SOLDIER 1 is out of
play spawn SOLDIER 1.

ADVANCE!!

If SOLDIER 2 is in play
activate SOLDIER 2
immediately.

OTHERWISE

If SOLDIER 2 is out of
play spawn SOLDIER 2.

BLADE ARC

Place Nero within 2
squares of as many
Heroes as possible.
Every Hero within 2
squares of Nero
suffers 2DMG

BLADE ARC

Place Nero within 2
squares of as many
Heroes as possible.
Every Hero within 2
squares of Nero
suffers 2DMG

ADVANCE!!

If SOLDIER 3 is in play
activate SOLDIER 3
immediately.

OTHERWISE

If SOLDIER 3 is out of
play spawn SOLDIER 3.

ADVANCE!!

If SOLDIER 4 is in play
activate SOLDIER 4
immediately.

OTHERWISE

If SOLDIER 4 is out of
play spawn SOLDIER 4.

Enemy NPC AI Deck Card – Armored Construct

Armored Construct AI



Giga Lance Strike

This Model Moves to the nearest Hero then makes the following ATK:

[MELEE ATTACK]

Range: 3 ATK Roll: D10 + STR
Less than target VIT = Attack Fails

Equal to/Higher than target VIT = 2DMG

Double Target VIT = 3DMG

Critical Strike: CHAIN Natural 0 Rolled = 4 DMG regardless of Target Vit and PUSH3

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Range: 3 ATK Roll: D10 + STR
Less than target VIT = Attack Fails

Equal to/Higher than target VIT = 2DMG

Double Target VIT = 3DMG

Critical Strike: CHAIN Natural 0 Rolled = 4 DMG regardless of Target Vit and PUSH3

Torque-Bow Shot

This Model Moves to the most wounded Hero in reach then makes the following ATK:

[RANGED ATTACK]

Range: 12 ATK Roll: 2D4 + DEX
Less than target VIT = Fails
Equal to/Higher than target VIT = 2DMG

Double Target VIT = 3DMG

Repeating Shots: CHAIN If two dice roll the same number = Repeat the above ATK

Torque-Bow Shot

This Model Moves to the most wounded Hero in reach then makes the following ATK:

[RANGED ATTACK]

Range: 12 ATK Roll: 2D4 + DEX
Less than target VIT = Fails
Equal to/Higher than target VIT = 2DMG

Double Target VIT = 3DMG

Repeating Shots: CHAIN If two dice roll the same number = Repeat the above ATK

Trample This model moves its full movement value moving into the squares of as many Heroes as possible with each movement.

Each Hero whose square is entered by this model suffers (1) DMG and must immediately be placed in the nearest available square.

This may result in some Heroes being damaged more than once.

Laser-Eye

Every Hero within LOS of this model suffers (1) DMG

Enemy NPC AI Deck Card example

NERO AI 	NERO AI 	NERO AI 	NERO AI 	NERO AI 	NERO AI 
<p>Critical Attack Nero moves until his best possible attack is in range of the most wounded Hero it can reach.</p> <p>Nero makes a single attack that gains the CHAIN effect regardless of the dice roll.</p>	<p>Basic Attack Nero moves until his best possible attack is in range of the most wounded Hero it can reach.</p> <p>Nero makes a single attack</p> <p>Nero moves as far away from as many Heroes as possible with remaining Movement Points</p>	<p>Blink Nero is placed in attack range of the most wounded Hero.</p> <p>Nero makes a single attack</p> <p>Nero moves as far away from as many Heroes as possible with remaining Movement Points</p>	<p>Basic Attack Nero moves until his best possible attack is in range of the most wounded Hero it can reach.</p> <p>Nero makes a single attack</p> <p>Nero moves as far away from as many Heroes as possible with remaining Movement Points</p>	<p>Aggressive Attack Nero moves until his best possible attack is in range of the most wounded Hero it can reach.</p> <p>Nero makes a single attack</p> <p>Then draw another AI card and resolve its effects.</p>	<p>Tail-Whip Nero moves until as many Heroes as possible are within 2 squares of Nero.</p> <p>Every Hero within 2 squares of Nero suffers 1DMG</p>

SOLDIER 1

CENTAUR




Weapon: Iron Lance and Shield
Armor: Full Plate Armor

MOVE	STR	DEX	VIT	MAG
6	6	4	11	1

Lance Strike [MELEE ATTACK]
Range: 2 Attack Roll: D10 + STR
Less than target VIT = Attack Fails
Equal to/Higher than target VIT = 1DMG
Double Target VIT = 2 DMG
Critical Hit: CHAIN Natural 0 Rolled = 3 DMG
 regardless of Target Vit

SOLDIER 2

CENTAUR




Weapon: Shoulder Mounted Ballista
Armor: Partial Plate Armor

MOVE	STR	DEX	VIT	MAG
6	4	6	8	1

Loose-Bolt [RANGED ATTACK]
Range: 8 Attack Roll: D10 + DEX
Less than target VIT = Attack Fails
Equal to/Higher than target VIT = 1DMG
Double Target VIT = 2 DMG
Critical Hit: CHAIN Natural 0 Rolled = 3 DMG
 regardless of Target Vit

SOLDIER 3

HUMAN




Weapon: Papal Staff
Armor: Partial Plate Armor

MOVE	STR	DEX	VIT	MAG
3	3	3	7	6

Holy Light [HOLY ATTACK]
Range: 8 Attack Roll: D10 + MAG
Less than target VIT = Attack Fails
Equal to/Higher than target VIT = 1DMG
Double Target VIT = 2 DMG
Healing Light: CHAIN Natural 0 Rolled = 3 DMG
 regardless of Target Vit then Heal(5) Wounds from
Enemy NPCs.

SOLDIER 4

HUMAN




Weapon: Steel Sword and Shield
Armor: Full Plate Armor

MOVE	STR	DEX	VIT	MAG
5	8	4	10	1

Sword Slash [MELEE ATTACK]
Range: 1 Attack Roll: D10 + STR
Less than target VIT = Attack Fails
Equal to/Higher than target VIT = 1DMG
Double Target VIT = 2 DMG
Critical Hit: CHAIN Natural 0 Rolled = 3 DMG
 regardless of Target Vit

Basic Attack
Model moves until its best possible attack is in range of the most wounded Hero it can reach.

Model makes a single attack

Model moves to the most tactically advantageous position with remaining Movement Points

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Model moves until its best possible attack is in range of the most wounded Hero it can reach.

Model makes a single attack

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Critical Attack
Model moves until its best possible attack is in range of the most wounded Hero it can reach.

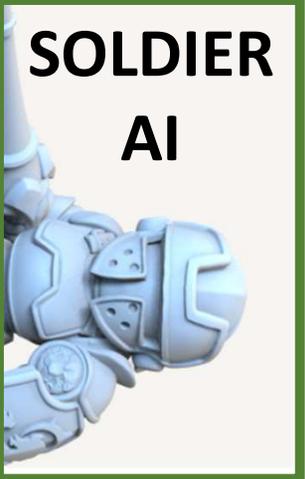
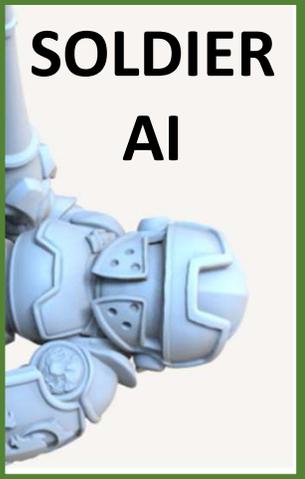
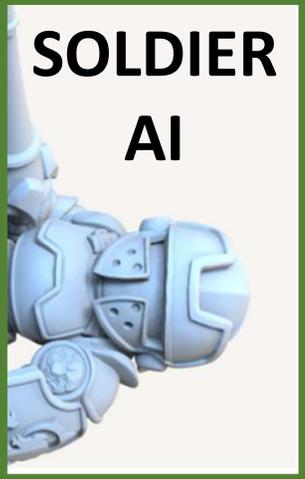
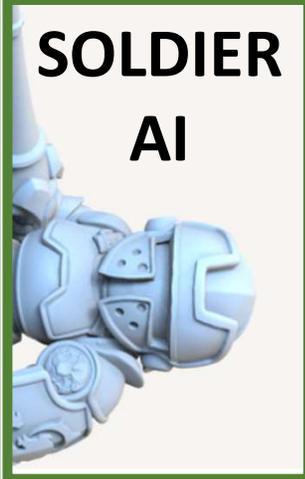
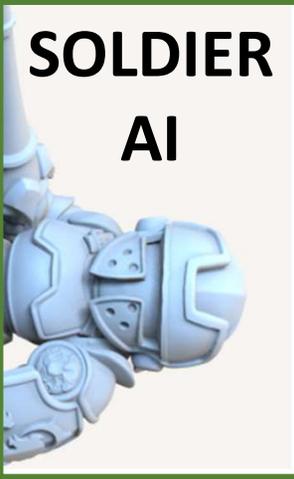
Model makes a single attack that gains the CHAIN effect regardless of the dice roll.

Double Attack
Model moves until its best possible attack is in range of the most wounded Hero it can reach.

Model makes a two attacks against a single Hero

Critical Attack
Model moves until its best possible attack is in range of the most wounded Hero it can reach.

Model makes a single attack that gains the CHAIN effect regardless of the dice roll.



Introduction - Chapter 2: Imperial Invasion *Rain falls softly as you end your day's journey. You have arrived at a Guardian Seal Kingdom military camp just 20 miles south of the Northern Kingdom. Canvas tents and camp-fires clump together in a tight semi-circle. The guards halt you at first, then let you pass when you show them your royal requisition letter. Once inside an armored soldier shows you to a round tent with bedrolls and hot food rations staged in the center.*

"Eat your fill and get as much rest as you can. You'll be summoned in a few hours with details on the situation and your quest."

Suddenly you are roused from your sleep by an armored soldier. Reluctantly you leave your warm bedroll and gather your gear. Several hours must have passed, though it feels like barely an instant. The soldier leads you past several campfires to a large command tent. At the head of a table with a large parchment map sprawled out on it, you recognize the green-haired centaur knight who issued you the first quest. Without looking up from the maps, he speaks.

"Greetings young warriors, and apologies in advance. I'm going to make this very brief."

At first his tone and speech feel rehearsed as if he has been repeating himself to several groups of Heroes.

"The Northern Kingdom has been invaded. The invading force appears to be Imperial soldiers."

His tone relaxes and he looks up from the large map, leveling his gaze with yours.

"All Hero parties so far have been sent on scouting missions to assess the situation from outside the kingdom. You will be going inside the Northern Kingdom walls. Here is an updated royal requisition letter to supply you for your new orders. Take this to the supply tent, gather what you need, then depart north. One of the scouting parties will meet you outside the Northern Kingdom with further details and information."

The Centaur Knight hands you a new parchment to sign, then hands you another parchment with the royal seal stamped on it.

"One last thing. I read the report and your last quest had you fighting the legions of the undead. In this quest I doubt you'll face skeletons or vampires. The invading soldiers all appear to be humans and centaurs. Keep that in mind when stocking up."

With a courteous salute, the centaur knight returns to the maps. You see yourself out of the command tent and make your way to the supply tent.

Introduction - Chapter 2: Imperial Invasion (Continued)

The line for the supply tent is short. You guess that the other Hero parties are already out on scouting quests.

Once inside the supply tent, the quartermaster regards you for a moment then reviews your requisition letter.

"It's dangerous out there. You had better stock up!"

Prepare for your quest:

The royal requisition letter has provided you with access to the healing items listed below prior to departing for your quest. You make take one item for each available pouch your Hero has and store it in that pouch. Your party may not take any more items than what is listed. Your party may not take any more items than they can carry based on their available item pouches. If you have any items remaining from the previous quest, you may either keep those items, or discard them to make room for the items listed below.

(6) Healing Herbs.

(2) Holy Oil Flask.

(4) Fairy Tear Vial.

Once you have assigned items, the party departs on its quest. Turn to **Encounter Six: Kingdom Gates- Chapter 2: Imperial Invasion** on the following page.

Encounter Six: Kingdom Gates- Chapter 2: Imperial Invasion You meet with a scouting team camped in the tree-line south of the Northern Kingdom city walls.

“Armored soldiers and cavalry are entering the city in small teams. The Kingdom’s soldiers will need help soon, but there’s time. Get some rest before you move out.”

Grateful for whatever sleep you can get; you lay out a bedroll and close your tired eyes.

“GET UP!!!”

The scout shakes you, jolting you awake.

“A large war machine just smashed through the city walls. You need to move immediately.”

You rush toward the city gates in the early morning light, prepared to meet the Imperial soldiers head on.

Encounter Setup:

1. Spawn Soldiers 3 and 4.
2. Roll on the Encounter Chart.
3. Begin Combat.

Victory: If all Heroes reach the goal.

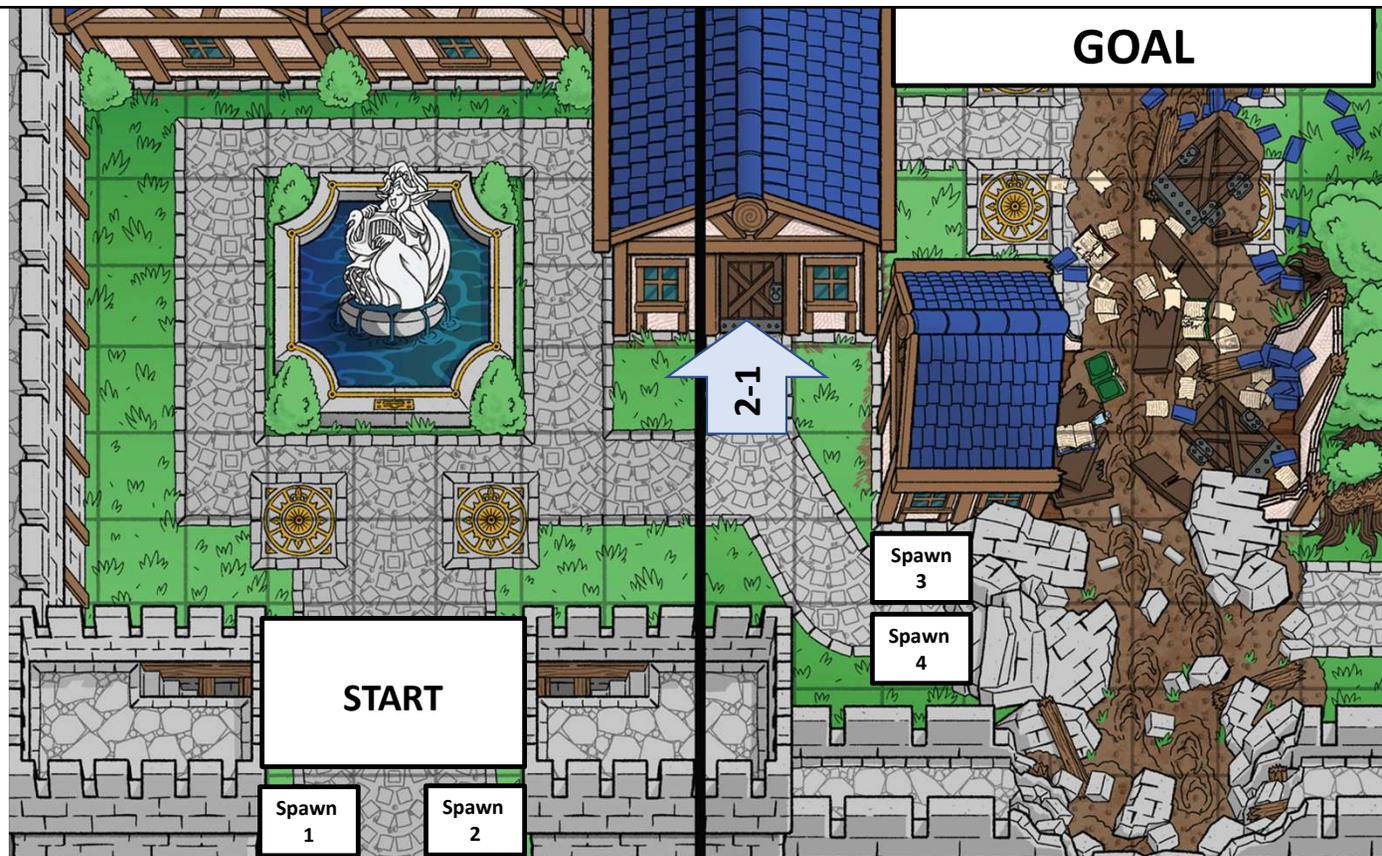
1. Each Hero gains +1 to a STAT of their choice (STR, DEX, VIT, MAG, or LCK)
2. Each Hero may choose one of the following
 - Regain 1MP
 - Regain 2HP
3. Proceed to **Encounter Seven: A Trail of Destruction**

Defeat: If the initiative track reaches the Final Step and all Event Cards have been discarded. **The Heroes are returned to the Prepare for your quest** Step on the previous page.

Encounter Chart (D4)

1: Place (1) event card on the FINAL STEP section of the initiative tracker

2-4: Place (1) event card then (1) Timer Card face down on the FINAL STEP section of the initiative tracker



Encounter Special Rule: Locked Door

To open the door to Room 2-1 a Hero must roll one of the following tests and get a result of (9) or higher:

Door Smash ACTION: D4 + STR

Leverage Open ACTION: D6 + DEX (a D6 roll of 6 succeeds regardless of total)

(If Hero has LUCK 3 or higher the roll gains Advantage1.)

Once the door is opened the heroes can then move into the building and interact with the room as indicated on the room card. (Place the Room Card so that it occupies the same squares as its respective building.)

Encounter Seven: A Trail of Destruction - Chapter 2: Imperial Invasion *Moving into the heart of the city, you find yourself surrounded by rubble and smashed houses. The trail of destruction leads further north towards the castle gates.*

Encounter Setup:

1. Spawn Soldiers 1 and 2.
2. Roll on the Encounter Chart.
3. Begin Combat.

Victory: If all Heroes reach the goal.

1. Each Hero gains one item of their choice (Healing Herb, Fairy Tear or Holy Oil)
2. Each Hero may choose one of the following
 - Regain 1MP
 - Regain 2HP
3. Proceed to **Encounter Eight: Towering Construct**

Defeat: If the initiative track reaches the Final Step and all Event Cards have been discarded, the Heroes may retain any **Gear** or **Items** found, but must restart the encounter.

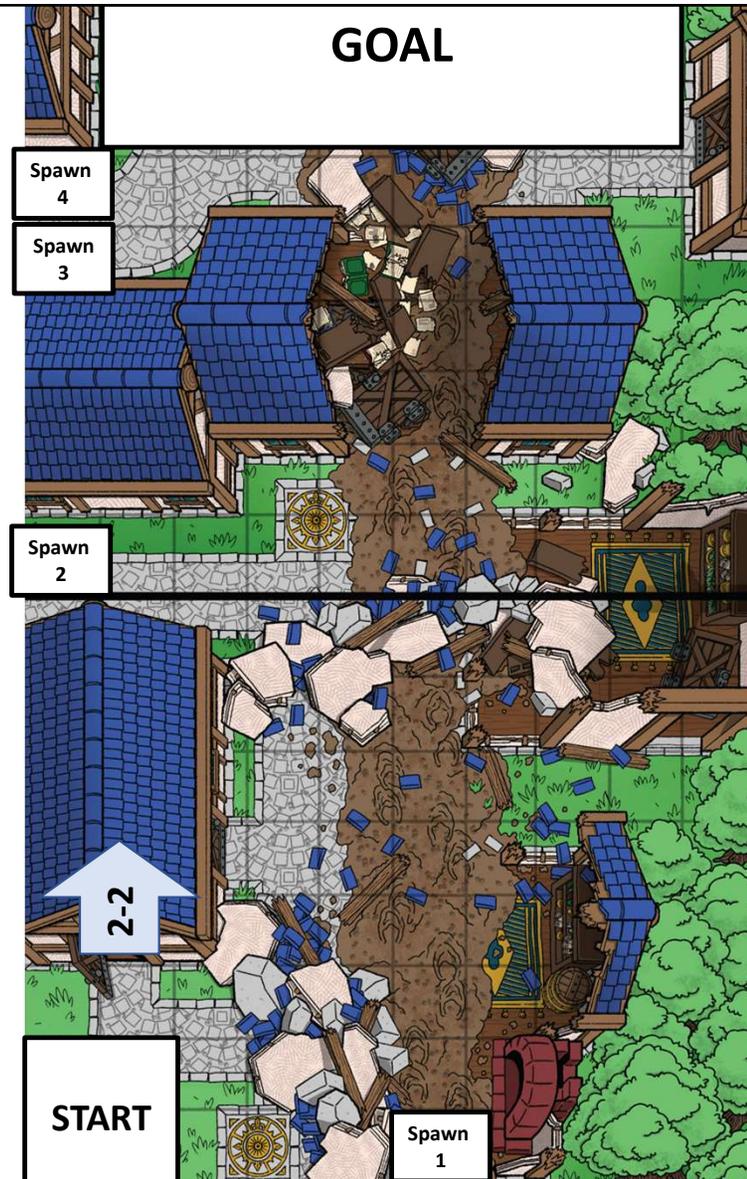
Encounter Chart (D4)

1-2: Place (1) event card on the FINAL STEP section of the initiative tracker

3-4: Place (1) event card then (1) Timer Card face down on the FINAL STEP section of the initiative tracker

Encounter Special Rule: Room Cards

In this encounter the Heroes can enter buildings. To do so, a Hero stands by a door (indicated by the arrow symbol) then reveals the room card that matches the number on the arrow symbol. The Hero can then move into the building and interact with the room as indicated on the room card. (Place the Room Card so that it occupies the same squares as its respective building.)



Encounter Eight: Towering Construct - Chapter 2: Imperial Invasion *The trail of destruction ends right where an infernal war-machine stands at the foot of the castle draw-bridge. On the far side of the drawbridge Imperial Soldiers appear to have seized the castle, and the battlements are bristling with enemy crossbowmen.*

Encounter Setup:

1. Spawn Boss, **Armored Construct**
2. Roll on the Encounter Chart.
3. Begin Combat.

Victory: If the Heroes defeat **Armored Construct** reveal Story Event 5

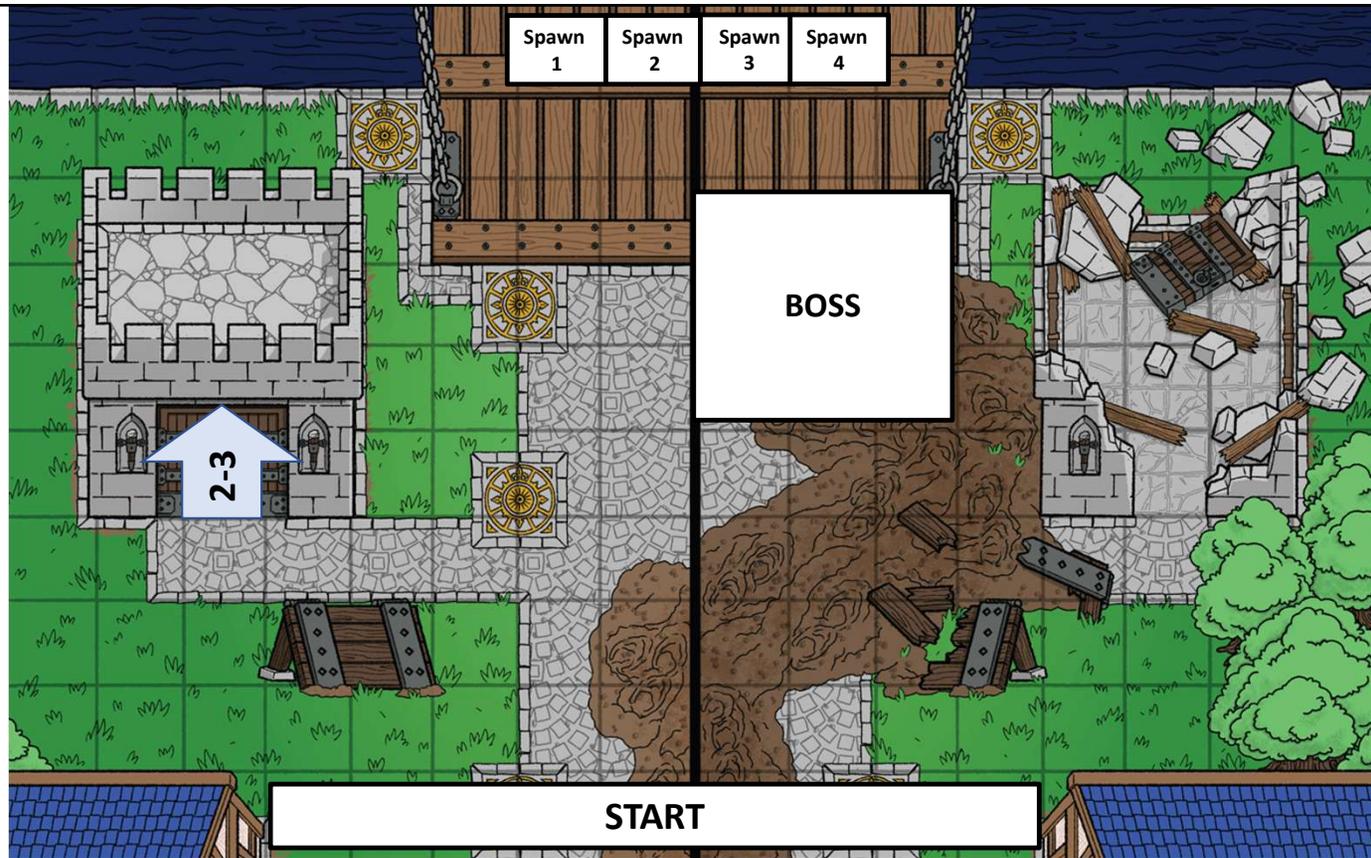
1. Each Hero gains +1 to their Reaction stat
2. Each Hero may choose one of the following
 - Regain 1MP
 - Regain 2HP
3. Proceed to Encounter 9A: Castle Prison

Defeat: If the initiative track reaches the Final Step and all Event Cards have been discarded, Proceed to Encounter 9A: Castle Prison

Encounter Chart (D4)

1-2: Place (1) **ARMORED CONSTRUCT BOSS EVENT CARD** on the FINAL STEP section of the initiative tracker

3-4: Place (1) **ARMORED CONSTRUCT BOSS EVENT CARD** then (1) **Timer Card** face down on the FINAL STEP section of the initiative tracker



Encounter Special Rule: Locked Door

To open the door to Room 2-3 a Hero must roll one of the following tests and get a result of **(11)** or higher:

Door Smash ACTION: D4 + STR

Leverage Open ACTION: D6 + DEX (a D6 roll of 6 succeeds regardless of total)

(If Hero has LUCK 4 or higher the roll gains Advantage1.)

Once the door is opened the heroes can then move into the building and interact with the room as indicated on the room card. (Place the Room Card so that it occupies the same squares as its respective building.)

Encounter 9A: Castle Prison- Chapter 2: Imperial Invasion *The last clang of battle echoes and fades. You look toward the castle gates to see a tactical column of Imperial soldiers advancing toward you with crossbows at the ready. You are clearly outnumbered and at a disadvantage. Before you can decide what to do next, you feel a painful blunt thump to the side of the head...*

...You awaken on a stone floor, in a dark stone room. Metal bars block the one entrance to the room you're in. A prison cell? You need to escape and reclaim your weapons. It seems that one of your friends evaded capture...

Encounter Setup:

1. Spawn Soldier 4.
2. Remove all cards from Hero 1,2 & 3 except their Hero Card and 'Traits' card. (Hero 4 was not imprisoned and keeps all their cards.)
3. Roll on the Encounter Chart.
4. Begin Combat.

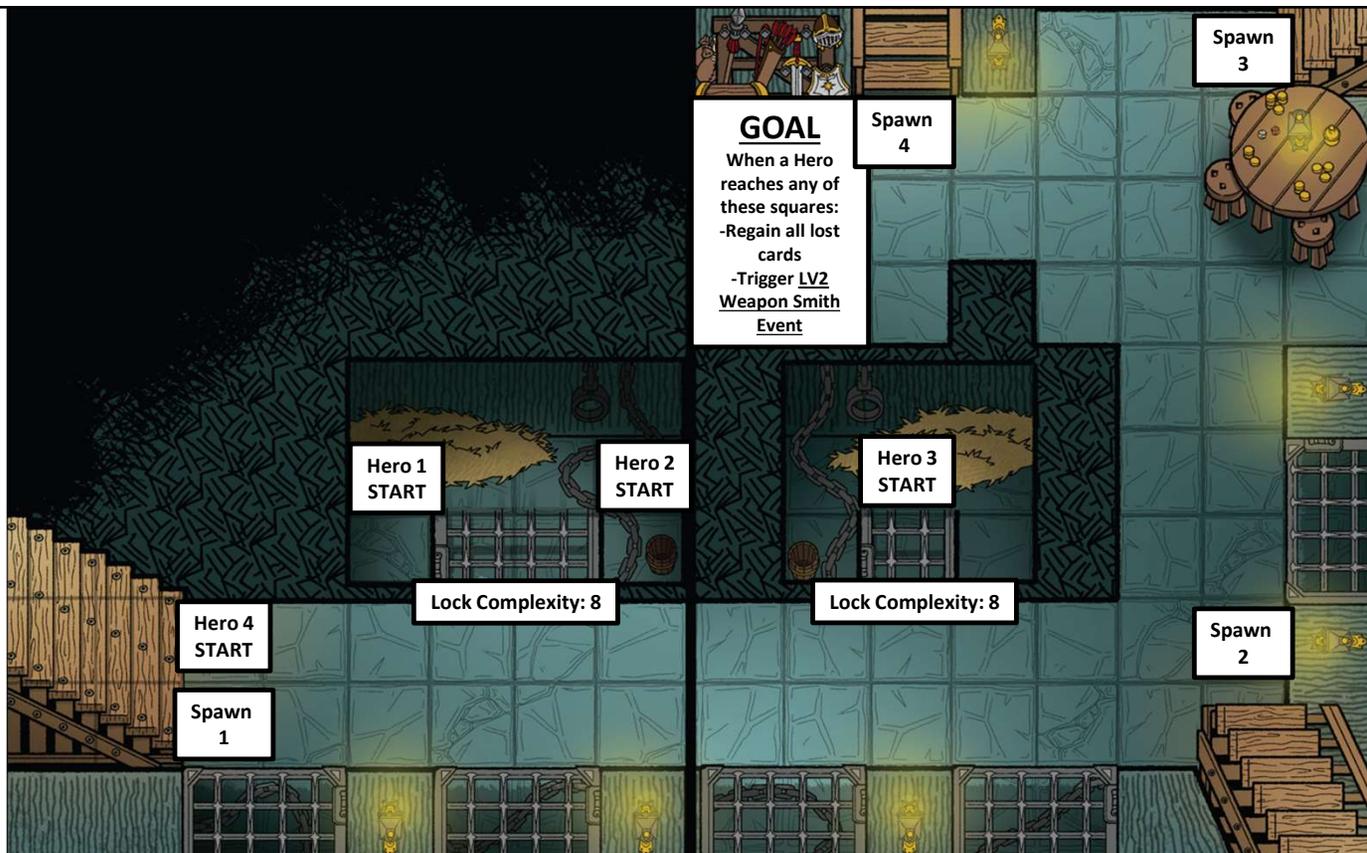
Victory: If all Heroes reach the goal.

1. Each Hero gains +1 to a STAT of their choice (STR, DEX, VIT, MAG, or LCK)
2. Each Hero may choose one of the following
 - Regain 1MP
 - Regain 2HP
3. Proceed to **Encounter Ten: Outside the Throne Room**

Defeat: If the initiative track reaches the Final Step and all Event Cards have been discarded, the Heroes may retain any **Gear** or **Items** found, but must restart the encounter.

Encounter Chart (D4)

- 1: Place (1) event card on the FINAL STEP section of the initiative tracker
- 2-3: Place (1) event card then (1) Timer Card face down on the FINAL STEP section of the initiative tracker
- 4: Place (1) event card then (2) Timer Card face down on the FINAL STEP section of the initiative tracker



Encounter Special Rules:

Lockpick [ACTION]

Range: 1 While adjacent to a locked door, roll D4s equal to the Hero's LUCK stat. For each result of 4, generate a single success against the lock's [COMPLEXITY VALUE]. Once the Heroes have gained success equal to the lock's complexity value, the door is unlocked and may be moved through freely. **Gain Advantage1** to this roll if DEX is 4 or higher. **Gain +1** to each D4 result if DEX is 6 or higher.

Unarmed Strike [MELEE ATTACK]

Range: 1 Attack Roll: D4 + STR
Less than target VIT = Attack Fails
Equal to/Higher than target VIT = 1DMG
Natural 4 Rolled = 1 DMG regardless of Target Vit

Encounter 9B: Castle Courtyard - Chapter 2: Imperial Invasion *The crossbowmen scatter and the Armored Construct collides with the wooden castle doors, smashing them into splinters. Seizing the opportunity, you rush across the drawbridge an into the castle courtyard. The burning remains of the castle gate's wooden doors lie on the ground before you, and the smoking wreckage of the Armored Construct are just past that. Beyond the smoking wreckage lie the houses of the unspoiled inner courtyard. Among the houses, Imperial soldiers have set up some hasty barriers and scramble to set up defensive positions.*

Encounter Setup:

1. Spawn Soldiers 1 and 4.
2. Roll on the Encounter Chart.
3. Begin Combat.

Victory: If all Heroes reach the goal.

1. Each Hero gains +1 to a STAT of their choice (STR, DEX, VIT, MAG, or LCK)
2. Each Hero may choose one of the following
 - Regain 1MP
 - Regain 2HP
3. Proceed to **Encounter Ten: Outside the Throne Room**

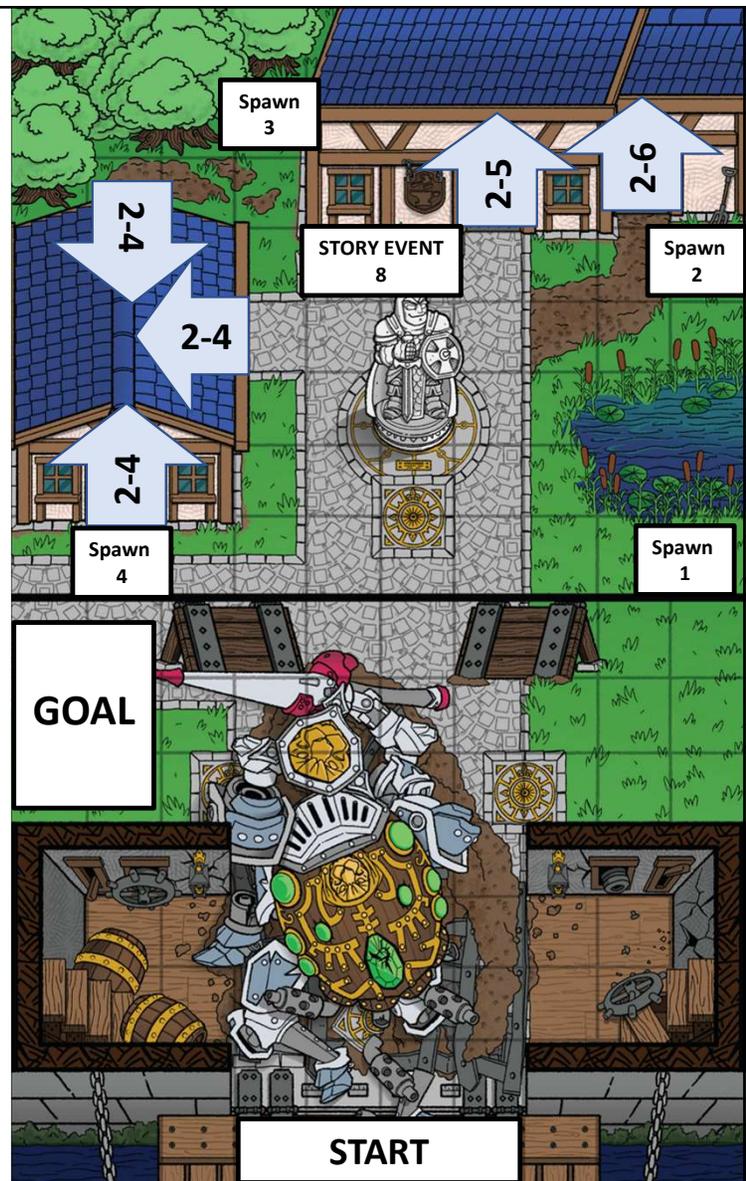
Defeat: If the initiative track reaches the Final Step and all Event Cards have been discarded, the game ends in defeat for the Heroes. The Heroes may restart at **Encounter 9A: Castle Prison**

Encounter Chart (D4)

- 1: Place (1) event card on the FINAL STEP section of the initiative tracker
- 2-3: Place (1) event card then (1) Timer Card face down on the FINAL STEP section of the initiative tracker
- 4: Place (1) Timer Card face down on the FINAL STEP section of the initiative tracker

Encounter Special Rule: Room Cards

In this encounter the Heroes can enter buildings. To do so, a Hero stands by a door (indicated by the arrow symbol) then reveals the room card that matches the number on the arrow symbol. The Hero can then move into the building and interact with the room as indicated on the room card. (Place the Room Card so that it occupies the same squares as its respective building.)



Encounter Ten: Outside the Throne Room - Chapter 2: Imperial Invasion *Arriving in the castle keep you see two Imperial soldiers outside the door to the throne room. Both appear to be high ranking officers. One is a centaur knight in heavy plate armor with long silver hair. The other a tall human with long black hair in ornate plate armor bearing a lion sigil who speaks with authority to the centaur knight. "See to the King. Commander Nero, and deal with anyone who gets in your way."*

"As you wish my Lord Legate." The centaur knight responds with a hint of scorn in his voice. The Imperial Legate shoves his way past you without even making eye contact with you.

Commander Nero's gaze locks with yours. Your heart seizes as his eyes flash yellow and black.

"A Devil!?" you think involuntarily. Something is unnatural about commander Nero.

"TO ARMS!!!" Commander Nero's orders echo through the keep and Imperial soldiers surround you from all sides.

Encounter Setup:

1. Spawn **BOSS: Nero** and Soldiers 1, 2, 3 and 4.
2. Roll on the Encounter Chart.
3. Begin Combat.

Victory: Defeat **Nero**

As the final strike is about to land, Commander Nero blinks out of existence and reappears by the exit of the castle keep.

"Go on, lowly Heroes. Save your king. I tire of this fight."

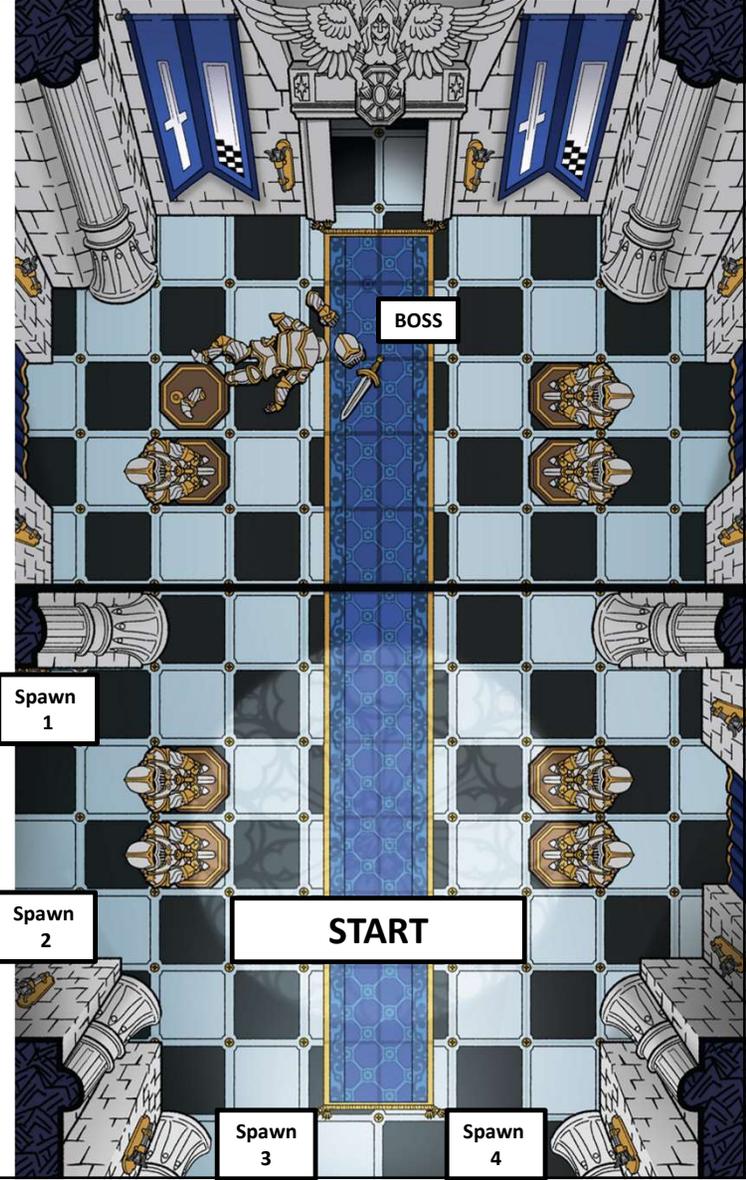
With that, Commander Nero departs, seemingly unscathed by the battle. You heave a sigh of relief, certain that he was holding back. Rallying yourselves, you make for the throne room.

1. Each Hero gains either +1 [MAX] HP OR +1 [MAX] MP
2. Each Hero may choose one of the following
 - Regain 1MP
 - Regain 2HP
3. Proceed to **Encounter 11: Save the King!!**

Defeat: If the initiative track reaches the Final Step and all **Nero Boss Event Cards** have been discarded, the game ends in defeat for the Heroes. The Heroes each suffer -1 to a Stat of their choice (STR, DEX, VIT, MAG, or LCK) then may restart at **Encounter 9A: Castle Prison- Encounter Chart (D4)**

1-2: Place (1) **Nero Boss Event card** on the **FINAL STEP** section of the initiative tracker

3-4: Place (1) **Nero Boss Event card** then (1) **Timer Card** on the **FINAL STEP** section of the initiative tracker



Encounter 11: Save the King!! - Chapter 2: Imperial Invasion *The throne room is unspoiled ...so far. Behind you, you hear more Imperial Soldiers clamoring. You must hold off the invaders long enough for reinforcements to arrive!*

Encounter Setup:

1. Spawn SOLDIER 1 & 3.
2. Roll on the Encounter Chart.
3. Begin Combat.

In this encounter, if all Heroes are exhausted, the Enemy NPCs will treat the “Enemy Goal” Squares as the nearest Hero for AI purposes.

STAIRS: If a monster moves into a square marked as “STAIRS”, immediately place that monster on the opposite floor, on or as close as possible to any one of that floor’s ‘STAIRS’ squares. Then continue that monster’s activation.

Victory: Once all event cards are resolved and all enemy NPCs have been defeated, without any ENEMY NPCs reaching an ENEMY GOAL square.

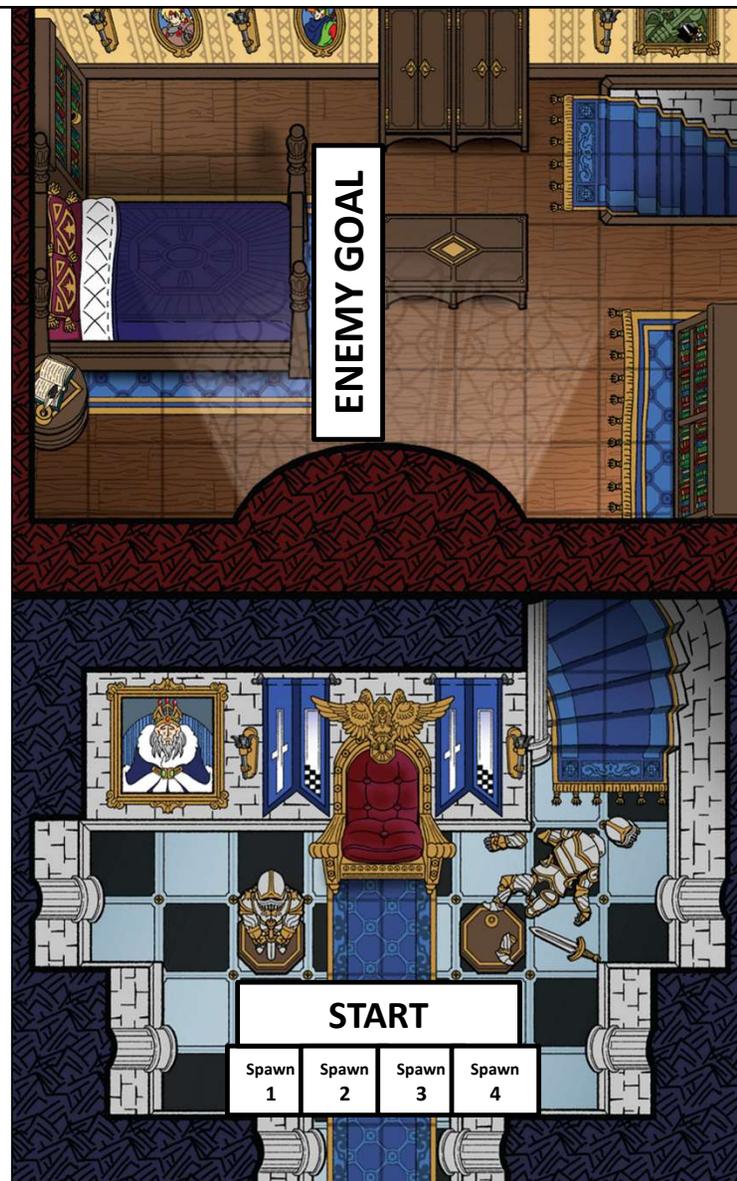
1. Read the following: *The last of the Imperial forces have been scattered. The King emerges from behind the ornate bed, holding a battle-stained sword, visibly wounded but still standing. “Thank you, brave Heroes! I owe you, my life. Have you been knighted yet? “ You slowly shake your head. “Given the circumstances, I will make this quick. I assume you wish to remain knighted under the Guardian Seal Kingdom.” The king limps toward you. Instinctively you bend the knee, and he places the flat of his sword on each of your shoulders, and that of your companions in turn. “Give your names to my scribe. She will register you, and ensure copies are sent to the Guardian Seal Kingdom to register you as Knights, or the equivalent thereof in your fighting discipline. Now, we must make haste. Time is not a luxury we have to waste.”*
2. Each Hero triggers **Class Promotion Event 1**
3. Restore all HP and MP to all Heroes.
4. Proceed to Epilogue

Defeat: If any ENEMY NPCs reach an ENEMY GOAL square, the game ends in defeat for the Heroes. The Heroes each suffer -1 to a Stat of their choice (STR, DEX, VIT, MAG, or LCK) and -1 to either [MAX] HP OR [MAX] MP then may restart at **Encounter 9A: Castle Prison- Encounter Chart (D4)**

Encounter Chart (D4)

1-3: Place (1) event card on the FINAL STEP section of the initiative tracker

4: Place (1) event card then (1) Timer Card face down on the FINAL STEP section of the initiative tracker



Epilogue **Chapter 2: Imperial Invasion:**

“The Guardian Seal Kingdom is occupied by Imperial Soldiers”

The wounded king has a grave expression on his face. A messenger rushes into the room and, kneeling before the king, hands him a sealed parchment.

“By your leave, my king.”

The king dismisses the messenger, who departs quickly.

“The King-Regent of the Guardian Seal Kingdom has been slain, and Queen Alice is missing.”

The King’s expression darkens.

“The Empire... What could they want!? To break the seal? No... Not possible.”

*****If you defeated the Vampire Knight in Chapter 1, proceed to Epilogue A.*****

***** If you instead pursued and defeated Mishayal in Chapter 1, Epilogue B.*****

Epilogue A: *The King's expression darkens.*

"The Empire... What could they want!? To break the seal? No... Not possible."

Instinctively you recount your encounter with the Vampire Knight in the ruined chapel, including his mysterious parting words. At this, the king furrows his brow.

"My King...come with me.... These are the last recorded words of the Legendary Knight Lamonde, right before he sacrificed himself the to abyss to banish that Devil King."

The King appears to be distracted by this information for a moment then regains his focus.

"An Imperial invasion, and the appearance of a powerful undead creature within such a short timeframe. This must be related to the ancient tower south of here in the Kingdom of the Guardian Seal."

Another messenger rushes in and hands the king a sealed parchment. The King's expression sags into a resigned but knowing look.

"We have repelled the Imperial soldiers from the castle keep, but they still hold the city and have made siege on the keep. We are officially under Imperial occupation. And so is the Guardian Seal Kingdom. All I can do is stall for time. You'll need to escape through the North Gate. For now, please wait on my scribe in the throne room."

You do as the King says and wait anxiously in the throne room downstairs. Some time passes before a young woman in scribe's formal robes approaches you.

"Here are two scrolls. The one with the red wax seal is for you. Open it no less than one day's journey past the castle's North Gate. It will give you the details on what to do next. The other, with the white wax seal, is for the High Priestess at the Holy Mother's temple on the eastern continent. No one, unless it be the Holy Mother herself, is to open that letter before you hand to the High Priestess. Do you understand?"

You nod dumbly in response.

"Good! The King bade me wish you farewell in his stead. He wanted to see you off personally, but he is busy communicating with Imperial occupiers. So, farewell. Blessings upon you!"

Heroes gain [White Wax Sealed Letter]. Mark this on the back of each Hero's tarot-sized card.

Chapter 2: Imperial Invasion – End



The adventure continues in Chapter 3: Ruins of a Lost Age (Coming Soon)

Epilogue B: *The King's expression darkens.*

"The Empire... What could they want!? To break the seal? No... Not possible."

Instinctively you hand over the letter you found in the hermitage. The King receives it, unravelling it quickly, and reads through it.

"They intend to harness the sealed Devil King!? The High Priestess must know of this right away!"

The King appears to be distraught by this information for a moment then regains his focus.

"An Imperial invasion, and the sacking of Chaz's hermitage. This must be related to the Guardian Seal."

Another messenger rushes in and hands the king a sealed parchment. The King's expression sags into a resigned but knowing look.

"We have repelled the Imperial soldiers from the castle keep, but they still hold the city and have made siege on the keep. We are officially under Imperial occupation. And so is the Guardian Seal Kingdom. All I can do is stall for time. You'll need to escape through the North Gate. For now, please wait on my scribe in the throne room."

You do as the King says and wait anxiously in the throne room downstairs. Some time passes before the king approaches you once more.

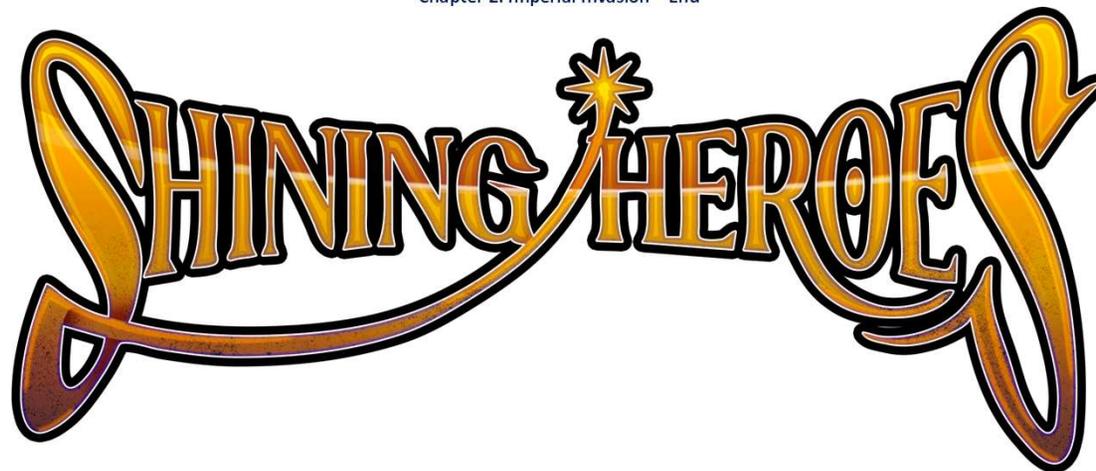
"Heroes. It's darker than we thought. My scribe has drafted two scrolls. The one with the red wax seal is yours. Open it after you have ridden for at least one day past the castle's North Gate. It will give you the details on what to do next. The other, with the blue wax seal, is for the Holy Mother's temple on the eastern continent. No one, unless it be the Holy Mother herself, is to open that letter before you hand to the High Priestess. Do you understand?"

You nod dumbly in response.

"Thank you, brave Heroes! I you farewell. I will buy you as much time as I can. Blessings upon you!"

Heroes gain [Blue Wax Sealed Letter]. Mark this on the back of each Hero's tarot-sized card.

Chapter 2: Imperial Invasion – End



The adventure continues in Chapter 3: Ruins of a Lost Age (Coming Soon)