Chapter 1: A Light in the Darkness

Update Chronology

- 10 April 2023 'Shining Heroes Chapter 1: A Light in the Darkness' published.

Before the Adventure

In addition to your Hero Cards, you will need to print the following items to start the first chapter.

- Initiative tracker and Initiative Token.

- Timer Cards

- Chapter 1 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.)

- Story Events 1-4 front and back. (It is recommended that you sleeve these cards)

- Room Cards 1, 2 and 3.

- Item Reference Card

- Monster cards: Mishayal, Vampire Knight, Skeletons 1-4. (It is recommended that you sleeve these cards)

- A.I. Cards: Mishayal, Vampire Knight, Skeletons. (It is recommended that you sleeve these cards)

- Event Cards front and back. (It is recommended that you sleeve these cards)

- Boss Event Cards front and back. (It is recommended that you sleeve these cards)

4 Heroes	Hero 1	Monster 1	Monster 2	Hero 2	BOSS	Monster 3	Monster 4	Hero 3
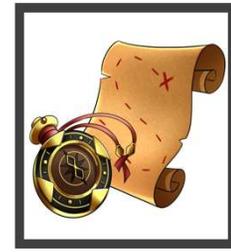
Monster 1	Monster 2	Hero 4	Monster 3	Monster 4	BOSS	Roll on Encounter Chart then Restart

TIMER — Discard then Restart

TIMER — Discard then Restart

TIMER — Discard then Restart

TIMER — Discard then Restart

TIMER — Discard then Restart

TIMER — Discard then Restart

STORY

EVENT 1

Mishayal Flees

It's been fun playing with you! But I have more important things to do! Mishayal floats off down the path leading Northwest of the abbey.

Mishayal is removed from play. Roll on the Encounter Chart and resume playing.

STORY

EVENT 2

Ouch! That hurt! You guys are no fun! **Mishayla** *scowls then floats off down the path leading Northwest of the abbey. However, she appears to have dropped something.* **–Heroes obtain the following item-**

Mishayal's Doll [RELIC] Once Per encounter when the Hero equipped with this item is attacked, this Hero may use this RELIC to be placed in any available square on the board. If this placement removes them from Range or LOS of the ATK, that ATK fails.

STORY

EVENT 3

The heavy stone lid of the sarcophagus slides with a grating-scraping noise. Inside the stone coffin you find only purple drapery and a single piece of red plate armor. **–Heroes obtain the following item-**

Red Baron's Cuirass [RELIC] Once Per encounter when the Hero equipped with this RELIC is attacked, this Hero may use this RELIC to reduce the DMG of that ATK to (0), inflict (1)DMG on the ENEMY NPC who made the ATK and Heal1 on any Hero.

STORY

EVENT 4

There is no sign of the hermit anywhere. You open a wooden drawer revealing a folded letter with a red-wax seal. Maybe this will tell you of his whereabouts, but you'll have to read it later when it's safe. There is also a scroll with magic text inked on the aging parchment. **Heroes obtain the following item-**

Kazin's BLAZE Scroll [RELIC] Once Per encounter when the Hero equipped with this RELIC makes an ATK, this Hero may use this RELIC to deal an additional D4 DMG to the target of the ATK.

Item List

Medical Herb This item can be used by the Hero in possession for the following: **FREE ACTION Heal2** on SELF or an adjacent Hero.

**Fairy Tear** This item can be used by the Hero in possession in conjunction with a **SPELL ACTION.** That **SPELL ACTION** does not consume any **MP.**

Holy Oil This item can be used by the Hero in possession in conjunction with an **ATTACK ACTION.** This ATK gains **+1DMG** vs **Undead, Demon** or **Unholy.**

Room 1

Room 2

Room 3

Party gains
(2) Holy Oil

LV1 Weapon-Smith Event

GOAL

VAMPYR KNIGHT

UNDEAD

Weapon: Darkness-Infused Sword Familiar
Armor: Full Plate Armor

MOVE	STR	DEX	VIT	MAG
7 FLY	8	8	10	8

Flying Sword Strike [MELEE ATTACK]
Range: 5   Attack Roll: D10 + STR
Less than target VIT = Attack Fails
Equal to/Higher than target VIT = 1DMG
Double Target VIT = 2 DMG
Feed: CHAIN **Natural 0 Rolled** = Target suffers 2DMG and this model heals (3) wounds.

MISHAYAL

DEMON

Weapon: Ghastly Tome
Armor: None

MOVE	STR	DEX	VIT	MAG
5 FLY	4	1	8	8

Ghastly Blast [MAGIC ATTACK]
Range: 5   Attack Roll: D10 + MAG
Less than target VIT = Attack Fails
Equal to/Higher than target VIT = 1DMG
Double Target VIT = 2 DMG
Raise: CHAIN **Natural 0 Rolled** = Target suffers 2DMG and Spawn (1) **UNDEAD** model adjacent to **TARGET**

SKELETON 1

UNDEAD

Weapon: Broken Sword
Armor: None

MOVE	STR	DEX	VIT	MAG
4	2	1	5	0

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

SKELETON 2

UNDEAD

Weapon: Rusty Axe
Armor: Partial Plate Armor

MOVE	STR	DEX	VIT	MAG
4	5	1	7	0

Axe Hack [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

SKELETON 3

UNDEAD

Weapon: Rickety Crossbow
Armor: Partial Plate Armor

MOVE	STR	DEX	VIT	MAG
4	6	1	6	0

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

SKELETON 4

UNDEAD

Weapon: Nocked Sword and Battered Shield
Armor: Battered Full Plate Armor

MOVE	STR	DEX	VIT	MAG
4	6	1	8	0

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 as far away from as many Heroes as possible with remaining Movement Points	**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 as far away from as many Heroes as possible with remaining Movement Points	**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 as far away from as many Heroes as possible with remaining Movement Points	**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 as far away from as many Heroes as possible with remaining Movement Points	**Blink** Model is placed in attack range of the most wounded Hero. Model makes a single attack Model moves as far away from as many Heroes as possible with remaining Movement Points	**Blink** Model is placed in attack range of the most wounded Hero. Model makes a single attack Model moves as far away from as many Heroes as possible with remaining Movement Points
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 <mark>CHAIN</mark> effect regardless of the dice roll.	**Vanishing Attack** Model moves until its best possible attack is in range of the most wounded Hero it can reach. Model makes an attack against a single Hero then is placed in a square that is as far away from as many Heroes as possible.	**Blink** Model is placed in attack range of the most wounded Hero. Model makes a single attack Model moves as far away from as many Heroes as possible with remaining Movement Points	**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 <mark>CHAIN</mark> effect regardless of the dice roll.	**Vanishing Attack** Model moves until its best possible attack is in range of the most wounded Hero it can reach. Model makes an attack against a single Hero then is placed in a square that is as far away from as many Heroes as possible.	**Blink** Model is placed in attack range of the most wounded Hero. Model makes a single attack Model moves as far away from as many Heroes as possible with remaining Movement Points

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

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Model makes a single attack

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.

Blink
Model is placed as close as possible to the most wounded Hero.

Model makes a single attack

Blink
Model is placed as close as possible to the most wounded Hero.

Model makes a single attack

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.

Eternal Thirst
Model moves until it's adjacent to the closest Hero.

[If this Model has enough movement points to get adjacent to the closest Hero] This Model is placed in the furthest available square from their current location, then the target Hero is placed adjacent to it.

The Hero suffers (1)DMG and this Model Heals (1) Wound.

Blink
Model is placed as close as possible to the most wounded Hero.

Model makes a single attack

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.

Eternal Thirst
Model moves until it's adjacent to the closest Hero.

[If this Model has enough movement points to get adjacent to the closest Hero] This Model is placed in the furthest available square from their current location, then the target Hero is placed adjacent to it.

The Hero suffers (1)DMG and this Model Heals (1) Wound.

Eternal Thirst
Model moves until it's adjacent to the closest Hero.

[If this Model has enough movement points to get adjacent to the closest Hero] Both the Hero and this Model are placed in the furthest available squares from their current location.

The Hero suffers (1)DMG and this Model Heals (1) Wound.

VAMPYR KNIGHT	VAMPYR KNIGHT	VAMPYR KNIGHT	VAMPYR KNIGHT	VAMPYR KNIGHT	VAMPYR KNIGHT
VAMPYR KNIGHT	VAMPYR KNIGHT	VAMPYR KNIGHT	VAMPYR KNIGHT	VAMPYR KNIGHT	VAMPYR KNIGHT

Basic Attack
Model moves until its best possible attack is in range of the nearest Hero.

Model makes a single attack

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Basic Attack
Model moves until its best possible attack is in range of the nearest Hero.

Model makes a single attack

Double Attack
Model moves until its best possible attack is in range of the nearest Hero.

Model makes a two attacks against a single Hero

Aggressive Attack
Model moves until its best possible attack is in range of the nearest Hero.

Model makes a single attack

Then draw another AI card and resolve its effects.

Basic Attack
Model moves until its best possible attack is in range of the nearest Hero.

Model makes a single attack

Double Attack
Model moves until its best possible attack is in range of the nearest Hero.

Model makes a two attacks against a single Hero

Aggressive Attack
Model moves until its best possible attack is in range of the nearest Hero.

Model makes a single attack

Then draw another AI card and resolve its effects.

SKELETON AI   SKELETON AI   SKELETON AI   SKELETON AI   SKELETON AI   SKELETON AI

SKELETON AI   SKELETON AI   SKELETON AI   SKELETON AI   SKELETON AI   SKELETON AI

EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
Chapter 1	Chapter 1	Chapter 1	Chapter 1	Chapter 1	Chapter 1
BOSS EVENT	BOSS EVENT	BOSS EVENT	BOSS EVENT	BOSS EVENT	BOSS EVENT
Chapter 1	Chapter 1	Chapter 1	Chapter 1	Chapter 1	Chapter 1

RESPAWN	RESPAWN	RESPAWN	REINFORCEMENTS	REINFORCEMENTS	FRENZIED REINFORCEMENTS
Spawn (2) Enemy NPC. If no Enemy NPCs are out of play, Monster 4 activates immediately.	Spawn (2) Enemy NPC. If no Enemy NPCs are out of play, Monster 4 activates immediately.	Spawn (2) Enemy NPC. If no Enemy NPCs are out of play, Monster 4 activates immediately.	All Enemy NPCs in play Heal1. **THEN** All Enemy NPCs out of play spawn.	All Enemy NPCs in play Heal1. **THEN** All Enemy NPCs out of play spawn.	All Enemy NPCs in play Heal1. **THEN** All Enemy NPCs in play activate immediately. **THEN** All Enemy NPCs out of play spawn.

BOSS RUSH	BOSS HEALING	BLAZING AURA	GET THEM!	BLAZING AURA	BOSS HEALING
Boss activates immediately.	Boss Heals half the DMG it is currently suffering.	Every Hero suffers 1DMG	All Enemy NPCs in play activate immediately. **THEN** All Enemy NPCs out of play spawn.	Every Hero suffers 1DMG	Boss Heals half the DMG it is currently suffering.

Introduction - Chapter 1: A Light in the Darkness *The Kingdom of the Guardian Seal has been at peace for two full decades. Within the castle grounds Centaur Knights hold duels. Archers practice marksmanship on straw targets while Mages compete with combat spells. Weapon-smiths sharpen and polish armaments and armor. Everyone goes about their routines with a certain business.*

The Kingdom is at peace, but the older generation still remember the invasion by the northern kingdom and the war against the Devil King that followed. Their homes have since been rebuilt and daily routines restored, but the idyllic peace they knew before the invasion is gone and the current peace feels tense and tentative.

The Kingdom is at peace, but an ancient evil still lives, sealed deep beneath the ground in Ark Valley where its dark power continues to influence evil creatures on the surface. Many still remember the sacrifice of the Heroic Knight Lamonde, who flung himself into the pit, taking the Possessed King with him. Some believe that Lamonde still lives in Ark Valley, standing eternal vigil over the Legendary Devil King.

The Kingdom is at peace, but monsters still roam the land causing trouble at the outskirts of civilization. And they only seem to be getting more aggressive, and more coordinated in their attacks. A storm is gathering, and it threatens great devastation.

Meanwhile a new generation is coming of age. You have been summoned by the King to serve your kingdom. The road ahead of you may seem insignificant. But the world needs a new Force of Light.

Introduction - Chapter 1: A Light in the Darkness (Continued)

Standing before the castle in the late afternoon, you break the red wax seal of your summons, unravel the crisp parchment and read the message contained within:

"Young Warrior.

You have been summoned to fulfill your duties to the Kingdom of the Guardian Seal, as is the custom for all youth come of age. Show this letter to the castle guards and they will guide you from there. Thank you for your service to the Kingdom and the realm.

Signed

King-Regent of the Guardian Seal Kingdom"

You show your letter to one of the two armored soldiers at the castle gate, who directs you to a building inside the castle walls. You find yourself in a wooden-floored waiting room with others your age awkwardly seated on wooden stools, armed and armored according to their battle role. Before long you and three others are ushered through a dark hallway and into a lantern-lit briefing room with a large parchment map sprawled over a large hard-wood table. A green-haired Centaur Knight stands at the head of the table and promptly addresses you.

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

From his unkempt hair and urgent demeanor, you guess that he is exhausted and had not slept very well for several days.

"A village to the west has gone dark. No messengers have come from there in months. We would have investigated sooner, but with all the monster activity lately... Anyway. We sent scouts there last week and they reported unnatural dark clouds overhead and odd shifting shadowed figures whose movements are consistent with undead creatures. Your quest is to investigate the village more closely, fight your way through any undead, and determine what you can about the ...situation. That is all."

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

"Take this to the local ITEM STORE. It is a royal requisition letter. They will provide you with supplies for your quest. I would join you on this quest, but the King-Regent has me very busy here. Blessings upon you!"

Introduction - Chapter 1: A Light in the Darkness (Continued)

You depart the briefing room, through the dark hallway, out of the waiting room and through the castle gates. Soon you find yourself at the ITEM STORE in the south-west region of the castle-town, requisition letter in hand, waiting for your items in a backed-up queue of would-be Heroes, amid a grey-skied drizzle. After some time waiting in line, you find yourself in front of the store owner, a stocky dwarf in a brown leather outfit with a thick black beard and green cap.

The Shop Owner regards you for a moment then reviews your requisition letter.

"This is more healing items than usual. Dangerous quest? I hope it's not your first one, har har!"

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.

(5) Healing Herbs.

(3) Holy Oil Flask.

(3) Fairy Tear Vial.

Once you have assigned items, the party departs on its quest. Turn to **Encounter One: Gnarled Forest - Chapter 1: A Light in the Darkness** on the following page.

Encounter One: Gnarled Forest - Chapter 1: A Light in the Darkness *The light of late afternoon is slowly giving way to evening as you approach the outskirts of your destination. Lush green trees fade to brown and dead ones some distance ahead of you.*

Suddenly you spot movement in the forest...

Encounter Setup:

1. Spawn Undead Minions 1,2,3 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 2: Sleeping Village.

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

2-3: 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 Cards face down on the FINAL STEP section of the initiative tracker
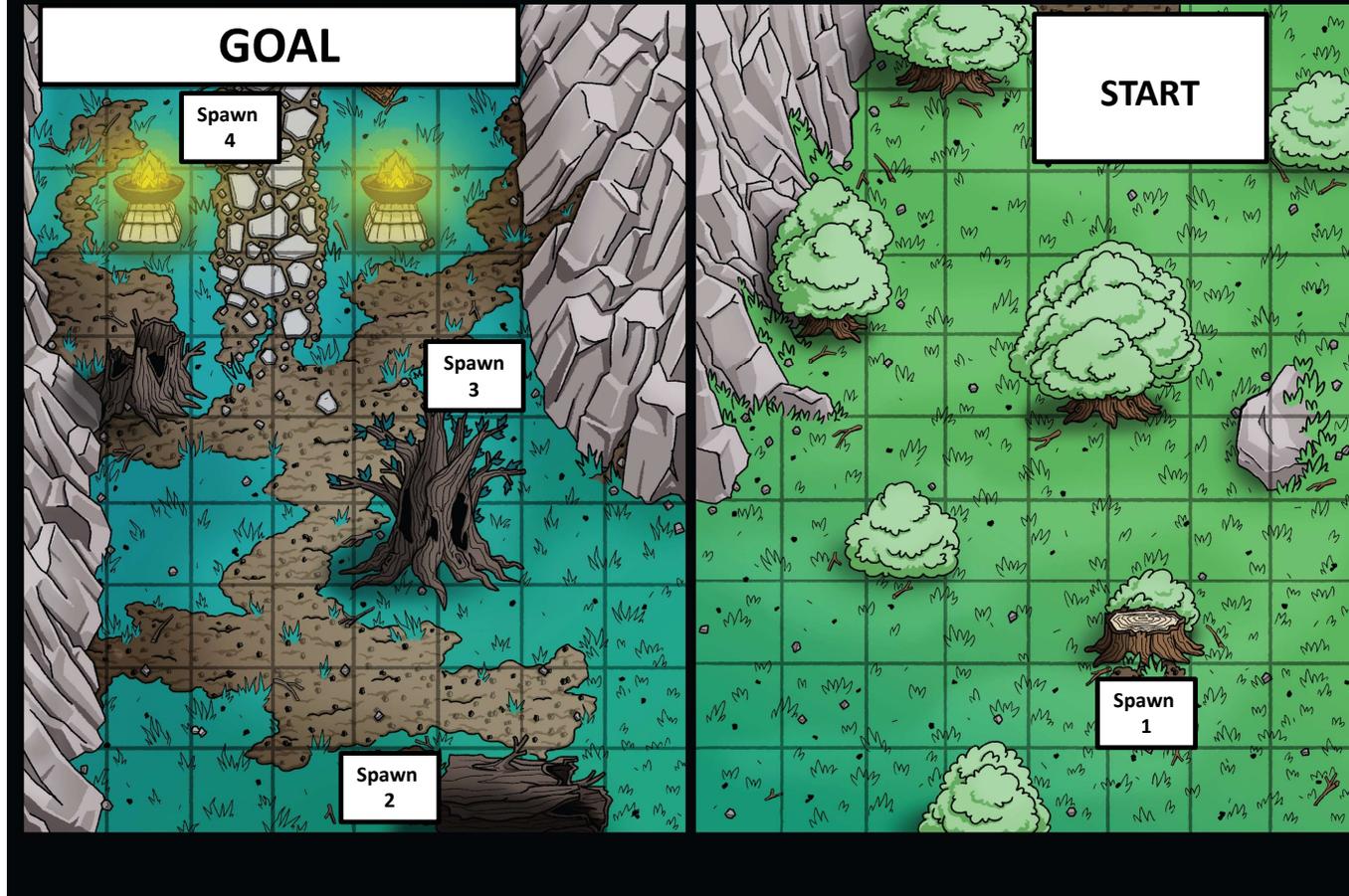
Encounter 2: Sleeping Village - Chapter 1: A Light in the Darkness *You emerge from the forest, arriving at the village entrance. Torches light the streets, but the houses loom as empty shadows before you. The torch in front you reveals that you are not alone as a skeleton crawls up from the earth in front of you, dragging a dull sword with it.*

Encounter Setup:

1. Spawn Undead Minions 1 and 3.
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 3: Old Abbey.

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

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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.
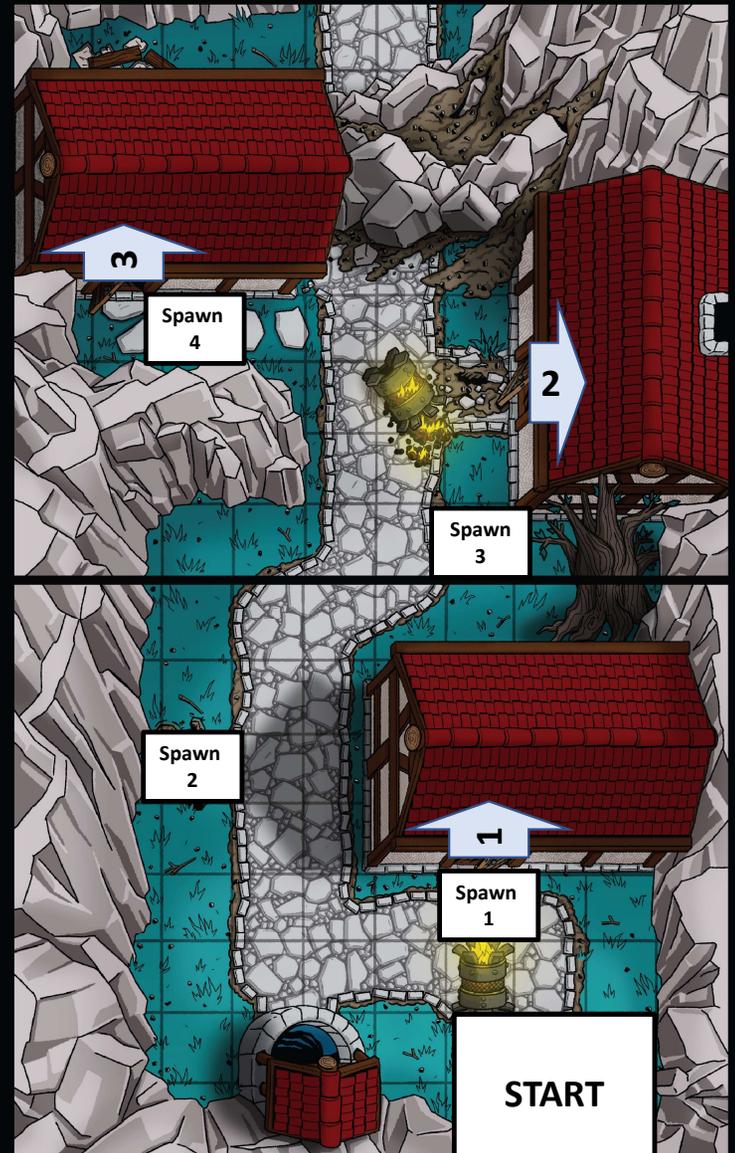
Encounter 3: Old Abbey (exterior) - Chapter 1: A Light in the Darkness *You arrive at a clearing filled with vertical stone slabs. Graves! An ornate chapel stands before you in a state of moderate disrepair. You sense something sinister within. The source of the undead maybe?*

Before you can ponder this further, an ethereal woman floats into view.

"Meddling Heroes!? Fine, I'll play with you... For a bit."

Her voice echoes with an unnatural giggle as Skeleton Soldiers rise from the graves.

Encounter Setup:

1. Spawn Boss, **Mishayal** and Undead Minions 1, 2, 3 and 4
2. Place **Story Event 1** and **(2) Timer cards** on **FINAL STEP** section of the initiative tracker
3. Begin Combat.

Victory: Once **Mishayal** is no longer in play either: All Heroes reach Goal A, or All Heroes reach Goal B.

1. Each Hero gains +1 to their Reaction stat
2. Each Hero may choose one of the following
   - Regain 1MP
   - Regain 2HP

3. If all Heroes reach Goal A, Proceed to Encounter 4A: Old Abbey Interior.
4. If all Heroes reach Goal B Proceed to Encounter 4B: Outside Hermitage.

Mishayal Defeated: If the Heroes defeat **Mishayal** before Story Event 1 is resolved, instead immediately reveal and resolve Story Event 2, then discard Story Event 1 without revealing it. Then continue play as normal.

Defeat: If the initiative track reaches the Final Step and all Event Cards have been discarded, the Encounter is restarted without **Mishayal** (*do not spawn **Mishayal**, or **Story Event 1**. Instead roll on the Encounter Chart as normal)**, and the **Heroes** may only pursue the **Goal A** win condition.

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
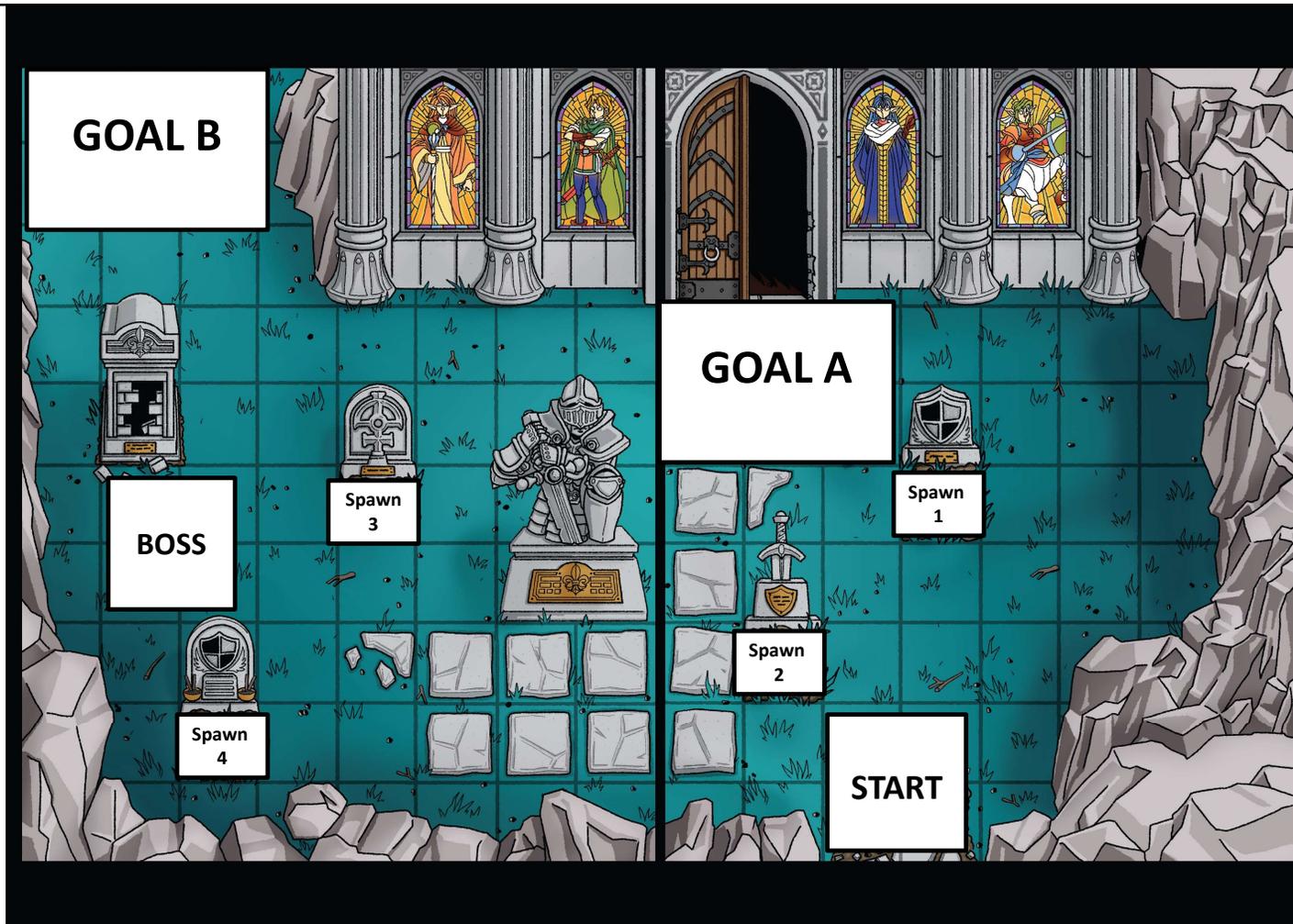
Encounter 4A: Old Abbey (interior) - Chapter 1: A Light in the Darkness *You shove your way past the broken door and into the chapel. It's dark inside but with a whoosh the candles on the far wall blaze with fiery blasts then settle into a flicker, bathing the room with candlelight.*

From nowhere a dark cape swirls in front of the altar and a tall armored man with long hair and pale skin materializes from the swirl. A large sword is floating behind him.

Minions! Destroy these foolish intruders!!

Skeletons raise up through the floorboards, turning their hollowed eye-sockets toward you, along with their weapons. This pale skinned man must be the reason for the undead attacks in the area.

Encounter Setup:

1. Spawn **Boss:** Vampire and Undead Minions 1 and 3.
2. Roll on the Encounter Chart.
3. Begin Combat.


Victory: Defeat the **Vampire Knight**

The final blow is struck, and the pale skinned man falls to the floor, landing on his feet then falling to one knee. As the finishing blow is about to strike, he shatters into white glassy shards, his voice echoing through the room **"My King...come with me...."** *Unsure if you destroyed him or if he just escaped you scan the room uneasily. Long moments pass and the pale skinned man does not return. The altar appears to hide a set of secret stairs leading down below the chapel.*

1. Each Hero gains +1 [MAX] HP
2. Each Hero may choose one of the following
   - Regain 1MP
   - Regain 2HP
3. Proceed to Encounter 5A: Catacombs

Defeat: If the initiative track reaches the Final Step and all Boss Event Cards have been discarded, the game ends in defeat for the Heroes. The Heroes lose (1) Reaction Point stat and may restart at **Encounter 3** without **Mishayal** appearing (*do not spawn **Mishayal**, or **Story Event 1**. Instead roll on the Encounter Chart as normal)**, and the **Heroes** may only pursue the **Goal A** win condition.

Encounter Chart (D4)

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

3-4: Place **(1)** Boss Event card then **(1) Timer Card** on the **FINAL STEP** section of the initiative tracker
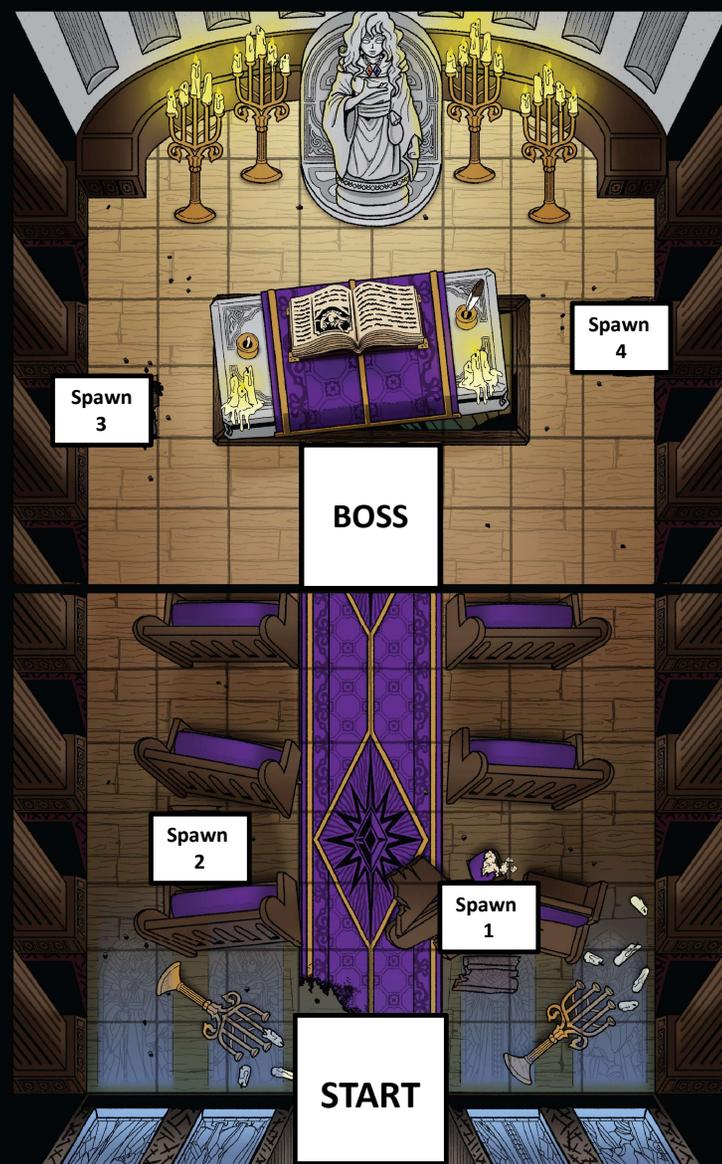
Encounter 5A: Catacombs - Chapter 1: A Light in the Darkness *The stairs lead down to a rocky cave that gives way to a stone burial room. You still feel the unnatural presence of the undead, but it seems less oppressive than before. On the far side of the burial room a large stone sarcophagus catches your eye.*

Encounter Setup:

1. Spawn Undead Minions 1, 2, 3 and 4

2. Roll on the Encounter Chart.

3. Begin Combat.

Victory: Search the catacombs [TRIGGER STORY EVENT 3] then return every Hero to the catacombs entrance [START squares].

1. Restore all HP and MP to all Heroes.

2. Proceed to Epilogue A

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 lose (1) Reaction Point stat & (1) [MAX] HP stat then restart at **Encounter 3** without **Mishayal** appearing (*do not spawn **Mishayal**, or **Story Event 1**. Instead roll on the Encounter Chart as normal)**, and the **Heroes** may only pursue the **Goal A** win condition.

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
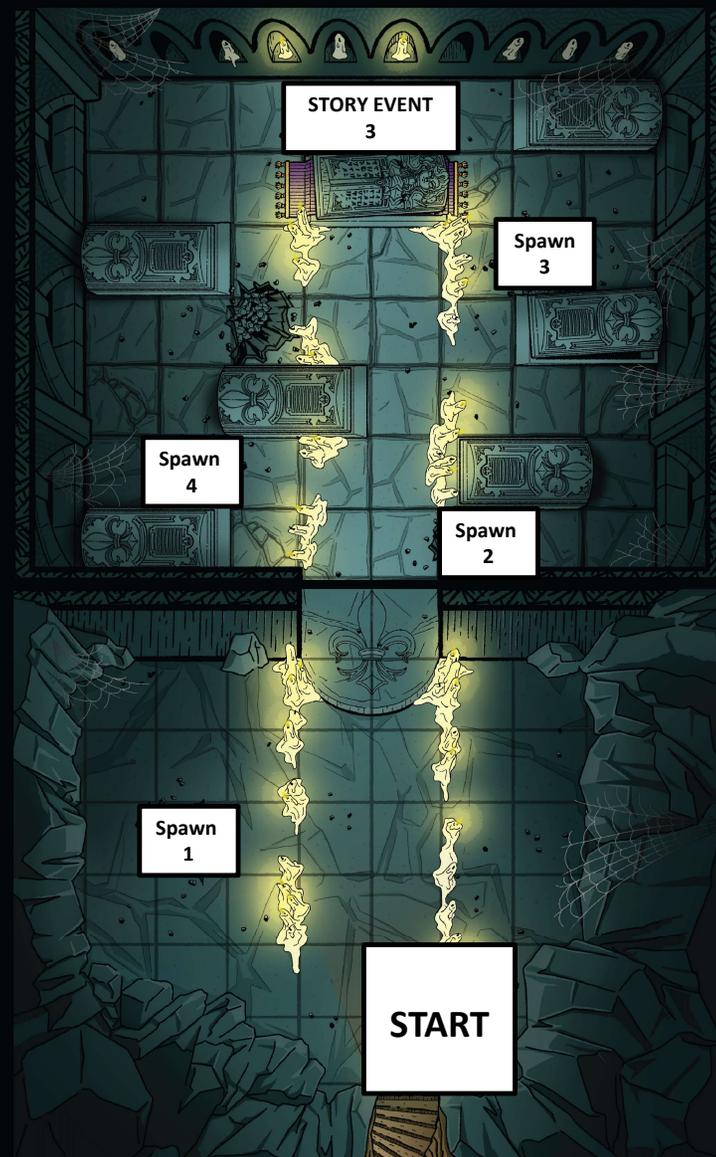
Encounter 4B: Outside Hermitage - Chapter 1: A Light in the Darkness *Following the ethereal woman's path at a run, you end up at an old hermitage outside of the village. The ethereal woman hovers before the entrance to the hermitage.*

"Open up! Give us your notes on the Ground Seal! We won't hurt you, probably..."

No one responds to her cackled demands.

"Well, THAT'S no fun! Oh, I have company?!"

The ethereal woman turns her attention toward you with a snarl.

"You again!? I was done playing with you back in the village. I'll show no mercy this time!"

Encounter Setup:

1. Spawn **Boss: Mishayal** and Undead Minions 1, 2, 3 and 4.
2. Roll on the Encounter Chart.
3. Begin Combat.

Victory: Defeat **Mishayal**

The ethereal woman is knocked out of the air by your final strike and lies on her side.

"You're too late. My minions have already smashed their way into the hermitage."

You have no idea what she wants with the hermit, but it can't be good. You take your eyes off the ethereal woman briefly to survey the hermitage, and within a split second she blinks out of reality and reappears floating above the water.

"Perhaps we'll meet again. You better hurry... Heroes!!"

Her voice echoes with an unnatural cackle and she floats away. Hearing thumps and crashes inside the hermitage you turn your attention back to your immediate situation. With a few strong kicks, the locked wooden door flies open.

1. Each Hero gains +1 [MAX] MP
2. Each Hero may choose one of the following
   - Regain 1MP
   - Regain 2HP
3. Proceed to Encounter 5B: Inside Hermitage

Defeat: If the initiative track reaches the Final Step and all <mark>Boss Event</mark> Cards have been discarded, the game ends in defeat for the Heroes. The Heroes lose (1) Reaction Point stat then may restart at **Encounter 3** without **Mishayal** appearing (*do not spawn **Mishayal**, or **Story Event 1**. Instead roll on the Encounter Chart as normal)**, and the **Heroes** may only pursue the **Goal A** win condition.

Encounter Chart (D4)

1-3: Place **(1)** <mark>Boss Event</mark> card on the **FINAL STEP** section of the initiative tracker

4: Place **(1)** <mark>Boss Event</mark> card then **(1) Timer Card** on the **FINAL STEP** section of the initiative tracker
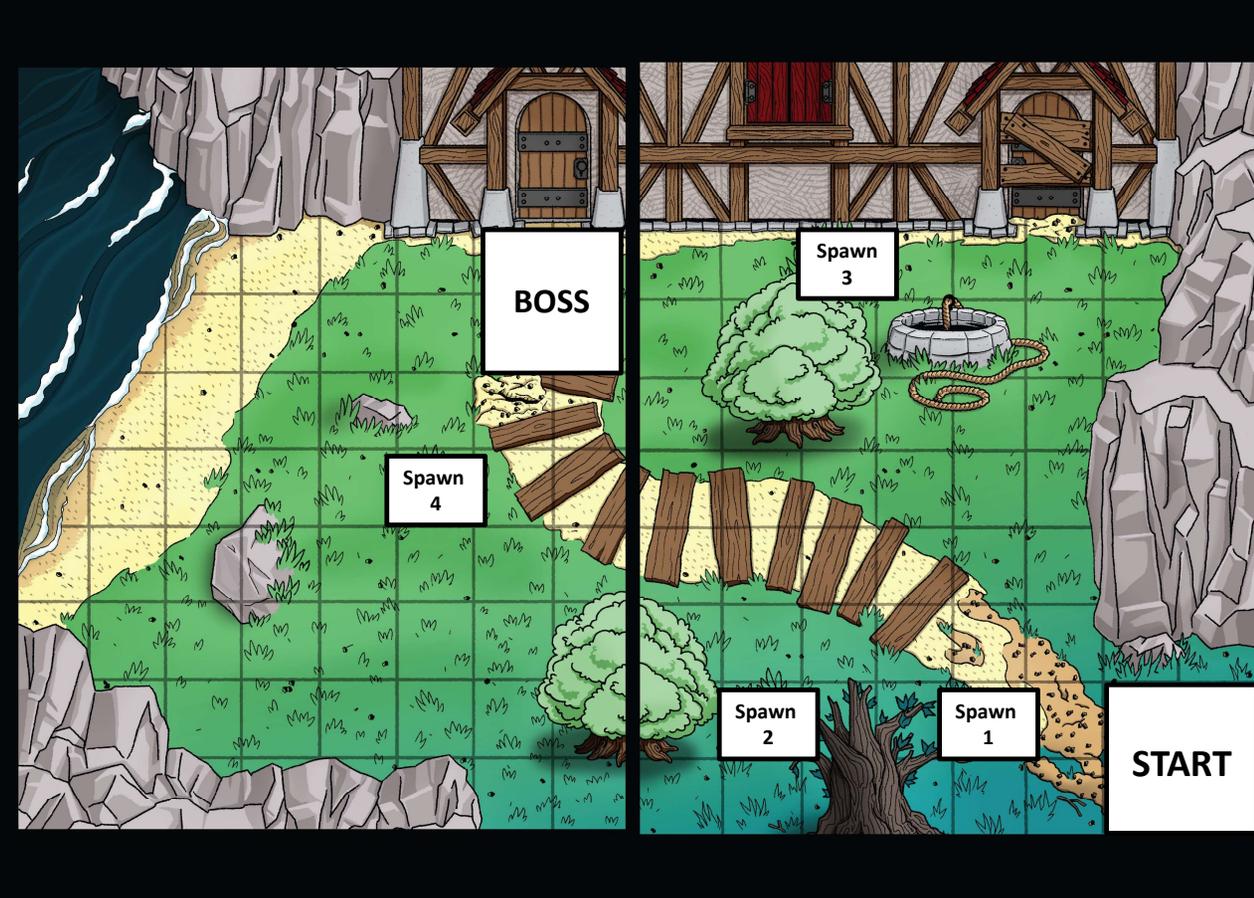
Encounter 5B: Inside Hermitage - Chapter 1: A Light in the Darkness *The inside of the hermitage is in disarray. Books and scrolls are scattered, and you can hear undead monsters among the tall bookcases. A clear trail of destruction leads toward a room in the back.*

Encounter Setup:

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

Victory: Search the hermitage [TRIGGER STORY EVENT 4] then return every Hero to the hermitage entrance [START squares].

1. Restore all HP and MP to all Heroes.
2. Proceed to Epilogue B

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 lose (1) Reaction Point stat & (1) [MAX] MP stat then may restart at **Encounter 3** without **Mishayal** appearing (*do not spawn **Mishayal**, or **Story Event 1**. Instead roll on the Encounter Chart as normal)**, and the **Heroes** may only pursue the **Goal A** win condition.

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

Epilogue A **Chapter 1: A Light in the Darkness**: *The pale-skinned knight vanquished, and the catacombs thoroughly searched, you determine your quest to be fulfilled. As you exit the chapel, silent but for the creaks of floorboards, and pass back through the deserted village, not a single undead monster approaches you. You begin your trek eastward, back toward your kingdom as the morning sun begins to rise.*

Your encounter with the ethereal woman nags at you, but there was not time to deal with her and the pale-skinned knight who turned out to be the object of your quest anyway. Still, you resolve to report her to the green-haired centaur knight back at the castle.

Just as the Guardian Seal Kingdom comes into view on the horizon something closer catches your eye. A rider on horseback is moving toward you at full gallop. Arriving before you the rider greets you with a grim expression and an exhausted horse.

"Greetings Heroes. Regrettably, there is no time for rest. Our allies to the north have been invaded. You have new royal orders."

The messenger hands you a fresh parchment, stamped with the royal seal. Without waiting for you to open it, he turns his horse south riding in a new direction. Not toward the Kingdom but presumably toward another party of Heroes, with similar orders to deliver. Your heart sinks for a moment at the lost prospect of rest and food. Then, gathering your resolve you break the seal and unravel the royal orders just received.

Chapter 1: A Light in the Darkness – End

The adventure continues in Chapter 2: Imperial Invasion (Coming Soon)

Epilogue B **Chapter 1: A Light in the Darkness**: *You exit the hermitage and move to a distance you assume is safe before examining the sealed letter. Since the letter isn't addressed to anyone curiosity overcomes you. Gripping the letter almost subconsciously the red-wax seal breaks in your hands. Your heart thumps heavily as you unfold the parchment.*

"Whoever may come upon this. I have vacated my hermitage in anticipation of what's coming. I have compiled all notes on the Guardian Seal into one volume to take with me and destroyed all loose notes and records. Myself and my work cannot fall into Demon hands, and you won't find me or any trace of my work on the Guardian Seal here. I have been tracking the movements of human armies and Demon-Knights. A regiment sized military unit has been compromised by a Demon-Knight and now moves to harness the power of the Legendary Devil King. They will harness this power in unexpected ways. They must not be allowed to have their way. You must inform your king of this immediately.

Signed

-Chaz Hawel"

The urgency of the letter hits you. You fold the parchment and begin your trek back toward the Kingdom. The undead still plague the village as you pass through it, but they seem trivial when compared to the contents of the letter and you fight them off with a tired indifference. The skeleton soldiers will remain a blight on this land, but a greater threat seems to be looming. Before long you have reached the southern edge of the village and have made an eastbound course towards the Kingdom. Early morning dawn gives way to sunrise as you pass through forest and field.

Just as the Guardian Seal Kingdom comes into view on the horizon something closer catches your eye. A rider on horseback is moving toward you at full gallop. Arriving before you the rider greets you with a grim expression and an exhausted horse.

"Greetings Heroes. Regrettably, there is no time for rest. Our allies to the north have been invaded. You have new royal orders."

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Chapter 1: A Light in the Darkness – End

The adventure continues in Chapter 2: Imperial Invasion (Coming Soon)