







Chapter 3: Ruins of a Lost Age




Before the Adventure

In addition to the materials printed to play previous chapters, you will need to print the cards on the following pages. It is recommended that you sleeve the damage tracker cards for ease of use with dry erasers.

HARPY				
BEAST 1				
				
Weapon: Talons Armor: None				
MOVE 6 FLY	STR 7	DEX 5	VIT 10	MAG 1
Clawing Talons [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				
Double Strike: CHAIN Natural 0 Rolled				
= Target suffers 3DMG then Make an additional attack action				

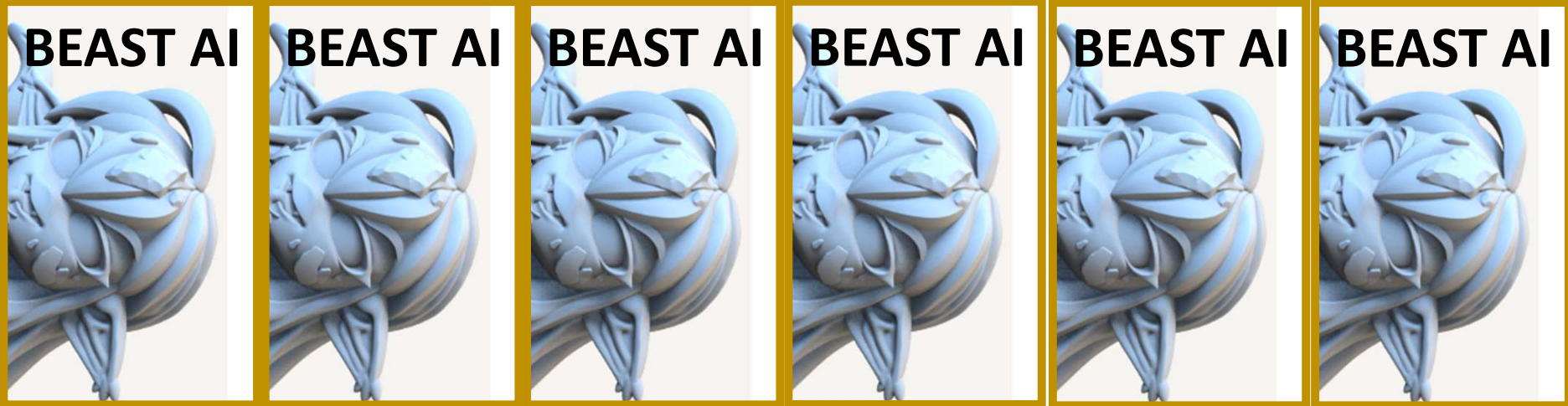
LAMIA				
BEAST 2				
				
Weapon: Serpent Coils Armor: None				
MOVE 5	STR 8	DEX 7	VIT 10	MAG 1
Constricting Tail [MELEE ATTACK]				
Range: 3 Attack Roll: D10 + STR				
Less than target VIT = Attack Fails				
Equal to/Higher than target VIT = 1DMG				
Double Target VIT = 2 DMG				
Deadly Coils: CHAIN Natural 0 Rolled = Target suffers 3DMG then this NPC Retreat8 , & place Target Hero adjacent to this NPC.				

MINOTAUR				
BEAST 3				
				
Weapon: Bull-Fist Gauntlets Armor: None				
MOVE 5	STR 10	DEX 2	VIT 12	MAG 1
Bull-Fist Strike [MELEE ATTACK]				
Range: 1 Attack Roll: D10 + STR				
Less than target VIT = Attack Fails				
Equal to/Higher than target VIT = 1DMG + PUSH1				
Double Target VIT = 3 DMG + PUSH2				
Horn Gouge : CHAIN Natural 0 Rolled = 5 DMG regardless of Target Vit				

SPHYNX				
BEAST 4				
				
Weapon: None Armor: None				
MOVE 8	STR 8	DEX 6	VIT 11	MAG 10
Arcane Blaze [MAGIC 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				
Fire Burst: CHAIN Natural 0 Rolled				
= Target suffers 3DMG then all Heroes within 3 squares of Target suffer 1DMG				

Enemy NPC AI Deck Card example – BEAST

<p><u>Beastly Attack</u> Model moves until its best possible attack is in range of the Hero with the lowest VIT stat it can reach.</p> <p>Model makes a single attack. If the D10 roll is higher than the Target Hero's LUCK stat, Target Hero suffers PUSH3.</p>	<p><u>Beastly Attack</u> Model moves until its best possible attack is in range of the Hero with the lowest VIT stat it can reach.</p> <p>Model makes a single attack. If the D10 Roll is higher than the Target Hero's LUCK stat, Target Hero suffers PUSH3.</p>	<p><u>Beastly Attack</u> Model moves until its best possible attack is in range of the Hero with the lowest VIT stat it can reach.</p> <p>Model makes a single attack. If the D10 Roll is higher than the Target Hero's LUCK stat, Target Hero suffers PUSH3.</p>	<p><u>Critical Attack</u> Model moves until its best possible attack is in range of the Hero with the lowest VIT stat it can reach.</p> <p>Model makes a single attack that gains the CHAIN effect. (Do not roll any dice)</p> <p>Then reshuffle all BEAST AI CARDS (including this one) back into the BEAST AI CARD DECK.</p>	<p><u>Double Attack</u> Model moves until its best possible attack is in range of the Hero with the lowest VIT stat it can reach.</p> <p>Model makes a two attacks against a single Hero</p>	<p><u>Aggressive Attack</u> Model moves until its best possible attack is in range of the Hero with the lowest VIT stat it can reach.</p> <p>Model makes a single attack</p> <p>Then draw another AI card and resolve its effects.</p>
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EVENT



Chapter 3

EVENT



Chapter 3

EVENT



Chapter 3

EVENT



Chapter 3

EVENT



Chapter 3

EVENT



Chapter 3

BEAST 1

If BEAST 1 is in play activate BEAST 1 immediately.

OTHERWISE

If BEAST 1 is out of play spawn BEAST 1.

BEAST 2

If BEAST 2 is in play activate BEAST 2 immediately.

OTHERWISE

If BEAST 2 is out of play spawn BEAST 2.

BEAST 3

If BEAST 3 is in play activate BEAST 3 immediately.

OTHERWISE

If BEAST 3 is out of play spawn BEAST 3.

BEAST 4

If BEAST 4 is in play activate BEAST 4 immediately.

OTHERWISE

If BEAST 4 is out of play spawn BEAST 4.

REGROUP

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

THEN

All BEASTs in play HEAL3

THEN



All BEASTs out of play spawn.

FERAL SHRIEK

Are at least Two BEASTs presently in play?



If Yes: (2) BEASTs in play activates immediately.

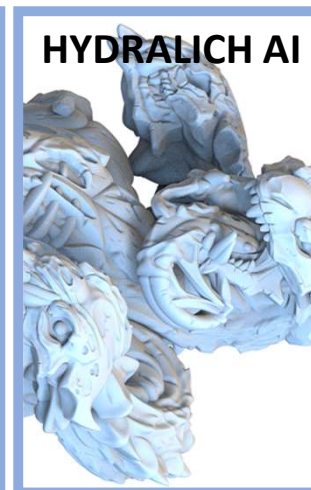
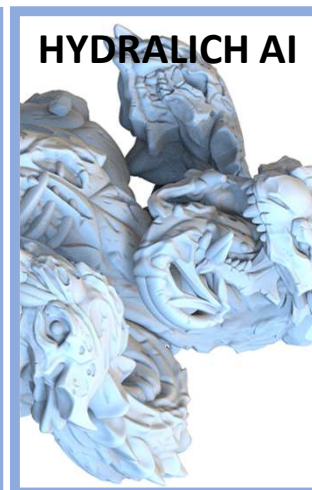
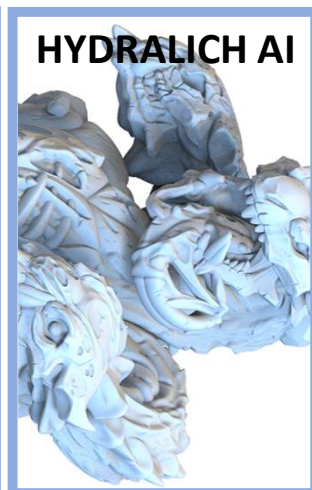
If No: Spawn (2) BEASTs and activate them immediately.

HYDRALICH		UNDEAD		
		HP:100		
MOVE 5	STR 8	DEX 6	VIT 14	MAG 1



Unholy Beast: Hero Attacks that gain any buffs/advantages against UNDEAD also get +1 DMG against HYDRALICH/HYDRALICH HEADS.

Burrow: All Hydralich models ignore terrain rules when moving. Heroes May draw LoS into a terrain square occupied by Hydralich models that would normally block LoS.

HYDRALICH HEAD 1	
UNDEAD	
MOVE 5	
STR 8	
DEX 6	
VIT 14	
MAG 10	



HYDRALICH HEAD 2	
UNDEAD	
MOVE 5	
STR 8	
DEX 6	
VIT 14	
MAG 10	

HYDRALICH HEAD 3	
UNDEAD	
MOVE 5	
STR 8	
DEX 6	
VIT 14	
MAG 10	

HYDRALICH HEAD 4	
UNDEAD	
MOVE 5	
STR 8	
DEX 6	
VIT 14	
MAG 10	

Trample This model moves its movement value passing through the squares of as many different Heroes as possible.

Each Hero whose square is entered by this model suffers (2) DMG and must immediately be placed in the nearest available square.

Furious Bite
Each Hydralich Model Moves to the nearest Hero then makes the following ATK:
[MELEE ATTACK]
Range: 1 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 Make an additional attack action

Furious Bite
Each Hydralich Model Moves to the nearest Hero then makes the following ATK:
[MELEE ATTACK]
Range: 1 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 Make an additional attack action

Foul Blazing Breath
Every Hero within 3 Squares and LOS of a Hydralich model suffers (3) DMG
Then reshuffle all HYDRA AI CARDS (including this one) back into the HYDRA AI CARD DECK.

**HYDRALICH
BOSS EVENT**



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**HYDRALICH
BOSS EVENT**



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**HYDRALICH
BOSS EVENT**



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BOSS EVENT**



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**HYDRALICH
BOSS EVENT**



Chapter 3

**HYDRALICH
BOSS EVENT**



Chapter 3

The stone floor shatters beneath you and another head of the hydralich smashes through.

If **HYDRALICH HEAD 1** is in play, place **HYDRALICH HEAD 1** within 3 Squares and LOS of the nearest Hero. That Hero then suffers **(2)DMG**.

OTHERWISE

If **HYDRALICH HEAD 1** is out of play spawn **HYDRALICH HEAD 1**.

The stone floor shatters beneath you and another head of the hydralich smashes through.

If **HYDRALICH HEAD 2** is in play, place **HYDRALICH HEAD 2** within 3 Squares and LOS of the nearest Hero. That Hero then suffers **(2)DMG**.

OTHERWISE

If **HYDRALICH HEAD 2** is out of play spawn **HYDRALICH HEAD 2**.

The stone floor shatters beneath you and another head of the hydralich smashes through.

If **HYDRALICH HEAD 3** is in play, place **HYDRALICH HEAD 3** within 3 Squares and LOS of the nearest Hero. That Hero then suffers **(2)DMG**.

OTHERWISE

If **HYDRALICH HEAD 3** is out of play spawn **HYDRALICH HEAD 3**.

The stone floor shatters beneath you and another head of the hydralich smashes through.

If **HYDRALICH HEAD 4** is in play, place **HYDRALICH HEAD 4** within 3 Squares and LOS of the nearest Hero. That Hero then suffers **(2)DMG**.

OTHERWISE

If **HYDRALICH HEAD 4** is out of play spawn **HYDRALICH HEAD 4**.

Unholy shrieks and roars rumble through the ruins. Stone shard shatter like glass and many heads smash their way into the ruins.

If **at least 3 HYDRALICH HEADS** are in play, place **each HYDRALICH HEAD** within 3 Squares and LOS of the nearest Hero then deal **(2)DMG** to that Hero.

OTHERWISE

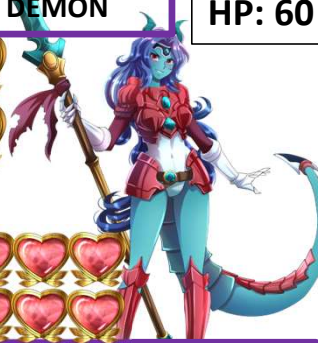

Spawn any (2) **HYDRALICH HEADS**.

Unholy shrieks and roars rumble through the ruins. Stone shard shatter like glass and many heads smash their way into the ruins.

If **at least 3 HYDRALICH HEADS** are in play, place **each HYDRALICH HEAD** within 3 Squares and LOS of the nearest Hero then deal **(2)DMG** to that Hero.

OTHERWISE

Spawn any (2) **HYDRALICH HEADS**.

AZAYLA		DEMON		HP: 60	
10	10				
10	10				
10					
					
Weapon: Chain Spear Armor: Demon Plate					
MOVE 5	STR 8	DEX 6	VIT 15	MAG 1	
Chain Spear Strike [MELEE ATTACK] Range: 3 Attack Roll: D10 + STR Less than target VIT = Attack Fails Equal to/Higher than target VIT = 1DMG Double Target VIT = 2 DMG Chain Spear: CHAIN Natural 0 Rolled = All Heroes within (3) squares suffer 3DMG.					



Critical Attack
AZAYLA moves until as many Heroes as possible are within (3) squares.

AZAYLA makes a single attack that gains the **CHAIN** effect. (Do not roll any dice)

Lurking Tail Stab
AZAYLA is placed adjacent to the Hero with the **Highest** VIT stat.

Hero Suffers (3)DMG

This Model is placed in the furthest available square from their current location, then the target Hero is placed adjacent to This Model.

Basic Attack
AZAYLA moves until her best possible attack is in range of the Hero with the **lowest** VIT stat

AZAYLA makes a single attack

AZAYLA moves as far away from as many Heroes as possible with remaining Movement Points

Basic Attack
AZAYLA moves until her best possible attack is in range of the Hero with the **lowest** VIT stat.

AZAYLA makes a single attack

AZAYLA moves as far away from as many Heroes as possible with remaining Movement Points

Blink
AZAYLA is placed adjacent to the Hero with the **lowest** VIT stat.

AZAYLA makes a single attack **then returns to the 'BOSS' square.**

Any Heroes reduced to 0HP by this attack are placed in a START square.

**AZAYLA
BOSS EVENT**



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**AZAYLA
BOSS EVENT**



Chapter 3

**AZAYLA
BOSS EVENT**



Chapter 3

**AZAYLA
BOSS EVENT**



Chapter 3

**AZAYLA
BOSS EVENT**



Chapter 3

**AZAYLA
BOSS EVENT**



Chapter 3

ADVANCE!!

If BEAST 1 is in play
activate BEAST 1
immediately.

OTHERWISE

If BEAST 1 is out of play
spawn BEAST 1.

ADVANCE!!

If BEAST 2 is in play
activate BEAST 2
immediately.

OTHERWISE

If BEAST 2 is out of play
spawn BEAST 2.

CHAIN LASH

Place Azayla within
2 squares of as
many Heroes as
possible. Every Hero
within 2 squares of
Azayla suffers 2DMG
and PUSH2

CHAIN LASH

Place Azayla within
2 squares of as
many Heroes as
possible. Every Hero
within 2 squares of
Azayla suffers 2DMG
and PUSH2

ADVANCE!!

If BEAST 3 is in play
activate BEAST 3
immediately.

OTHERWISE

If BEAST 3 is out of play
spawn BEAST 3.

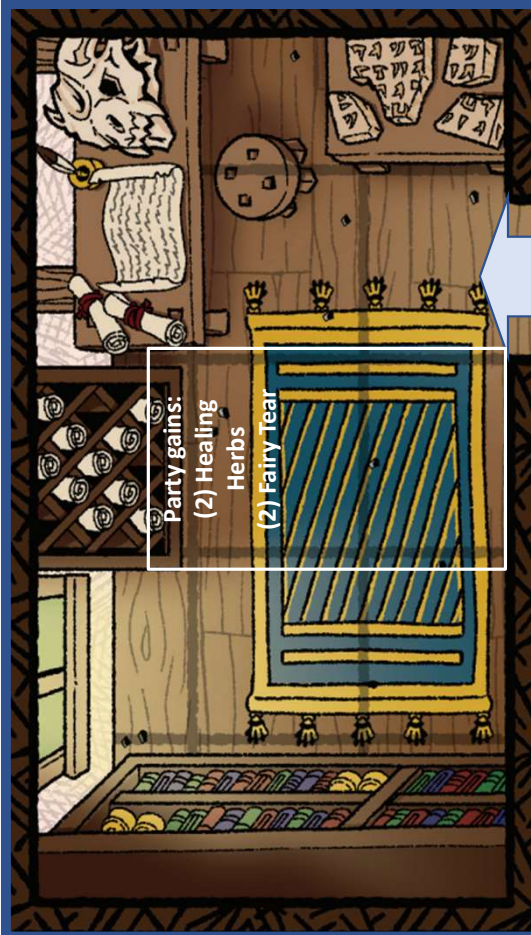
ADVANCE!!

If BEAST 4 is in play
activate BEAST 4
immediately.

OTHERWISE

If BEAST 4 is out of play
spawn BEAST 4.

Room 3-1



Room 3-2



Room 3-3



Introduction - Chapter 3: Ruins of a Lost Age *The sounds of fighting can still be heard south of the castle keep. It is only a matter of time before the Imperial soldiers take control of the Northern Kingdom. With hushed tones a group of the king's soldiers usher you to the Northern Gate in the darkness of early morning.*

Unfortunately, there isn't time to resupply you for the journey ahead. Once the Imperial Army occupies the castle keep, no one will be able to leave.

Two of the guards turn a large wooden wheel, raising the portcullis just high enough for you to duck under. Once you move to the other side, the guards release the massive chain and the portcullis slams down, barring your way back.

Blessings upon you, Heroes. We must return to our fight.

You clasp at the pouch with the King's scrolls, dying to know what's in them but not daring to break the seal until you've ridden north for a full day as the King requesting. The bright morning sun rises eventually giving way to late afternoon the tall spires of the castle fade from view as you move through the plains and forests putting as much distance between yourself and the castle as possible. Finally, night falls and you stop in a forest clearing to make camp. Breaking the red wax seal, you unravel the scroll intended for your eyes.

Read this carefully, Heroes. The Guardian Seal Kingdom is lost! The tower of the Guardian Seal Kingdom is the sacred seal that confines a terrible devil. Two jewels were installed to keep that devil sealed below it. Not long ago that seal was broken when the last king of the Northern Kingdom was possessed, invaded the Guardian Seal Kingdom and unleashed terrible evil. Brave Heroes banded together as a Force of Light and sealed the Devil King back in Ark Valley and I now atone for the actions of the past king.

The letter continues...

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

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

Introduction A - Chapter 3: Ruins of a Lost Age

The letter continues...

Further, that Vampire Knight you fought repeated the last recorded words of the Legendary Knight Lamonde before he fell into Ark Valley, dragging the Devil King along with him. Ser Lamonde recovered from a possession [that turned him into an immortal vampire] before he joined the Force of Light and drove the Devil King back into the pit. This vampire you encountered fills my mind with ominous thoughts. His appearance and the Imperial invasion are not coincidence. My fear is Lamonde is trying to tell us something from the depths of Ark Valley but has been driven mad by immortality and damnation.

Regardless, we must take this information to the Holy Mother's Sanctuary on the continent. The priestess will know better than I what to do with this. There are ruins due east of my kingdom that can transport you to the continent. Go there and deliver the sealed scroll to the High Priestess. Go there and she will give you further guidance.

You roll the scroll up, mulling over its contents before returning it to one of your pouches, then unravel your sleeping-roll in front of the campfire. Fatigue grips you and you fall into a deep sleep.

You awake to light rainfall in the early morning light and the clank of armored footsteps south of your campsite. With a sudden jolt of realization, you ready your weapon.

Prepare for your quest:

In your haste to flee the Northern Kingdom you did not have time to make a full resupply. Instead, you hastily grabbed what you could on your way out of the castle. Each Hero rolls D4s equal to their LUCK stat. Each D4 that rolls a 4 may be traded for a **Healing Herb** or a **Holy Oil Flask** or a **Fairy Tear Vial**. Once this is done, all items in the party's possession may be freely distributed among the Heroes.

Once you have assigned items, the party departs on its quest. Turn to **Encounter twelve: Pursuit- Chapter 3: Ruins of a Lost Age**.

Introduction B - Chapter 3: Ruins of a Lost Age

The letter continues...

I cannot fathom that the Emperor has anything to gain by breaking the Guardian Seal, but if one of the Imperial Legates has been possessed then the Army is being manipulated from within by a Demon-Knight. Since we don't know the current location of Ser Chaz, we only have the contents of his letter to act on. It's not much but we can be sure that the Imperial Army is being used for the purposes of the Demon Knights. However, we don't know if they plan to unleash the Devil King, or just harness his power for their own petty goals.

Regardless, we must take this information to the Holy Mother's Sanctuary on the continent. The priestess will know better than I what to do with this. There are ruins due east of my kingdom that can transport you to the continent. Go there and deliver the sealed scroll to the High Priestess. Go there and she will give you further guidance.

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Encounter Twelve: Pursuit - Chapter 3: Ruins of a Lost Age *The armored forms of Imperial soldiers emerge from the forest. They must have been on your trail for quite some time now. Amid the clutter of the campsite, you and your allies hastily ready yourself for the attack.*

Encounter Setup:

1. Spawn Soldiers 1,2, 3 and 4.
2. Roll on the Encounter Chart. **NOTE: This encounter does not use event cards.**
3. Begin Combat.

Victory: All Enemies are defeated

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 Thirteen: Escape**

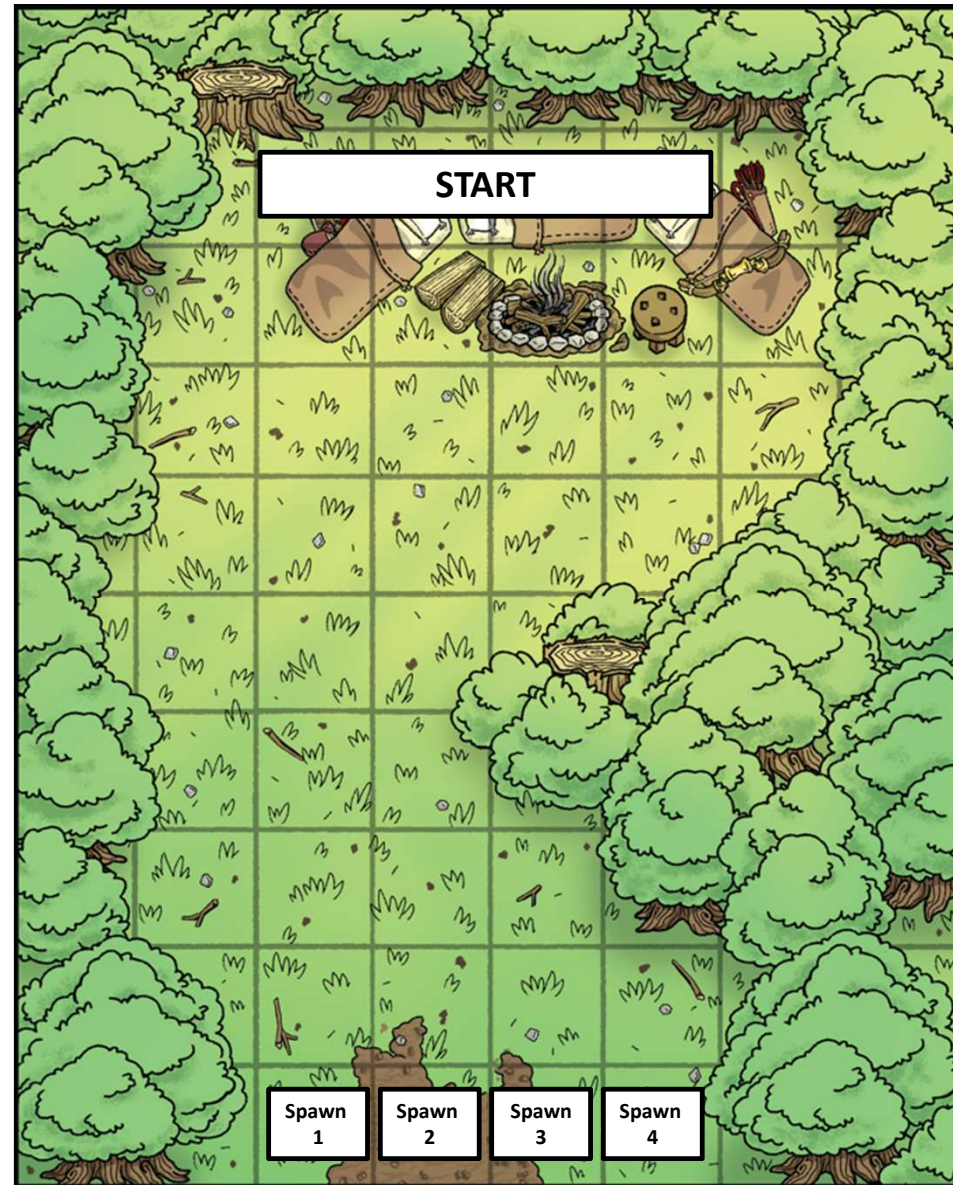
Defeat: All Heroes have the EX-status effect at the same time. **The Heroes are returned to the Prepare for your quest Step** on the previous page.

Encounter Chart (D4)

1: Remove 5 wounds total from any of the Enemy Soldiers.

2-3: Remove 2 wounds total from any of the Enemy Soldiers.

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



Encounter Thirteen: Escape - Chapter 3: Ruins of a Lost Age

Following the directions of the King's letter, you hurriedly head in the direction of the ruins. Far away you hear the clanks of armored footsteps growing closer. At the forest's edge you come upon a river. Across the other side you can see the entrance to ancient ruins that must be the one described in the King's letter.

Encounter Setup:

1. Spawn Soldiers 1 and 2.
2. Roll on the Encounter Chart. **NOTE: This encounter does not use event cards.**
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 Fourteen: Into the Ruins**

Defeat: All Heroes have the EX-status effect at the same time. The Heroes must restart the encounter.

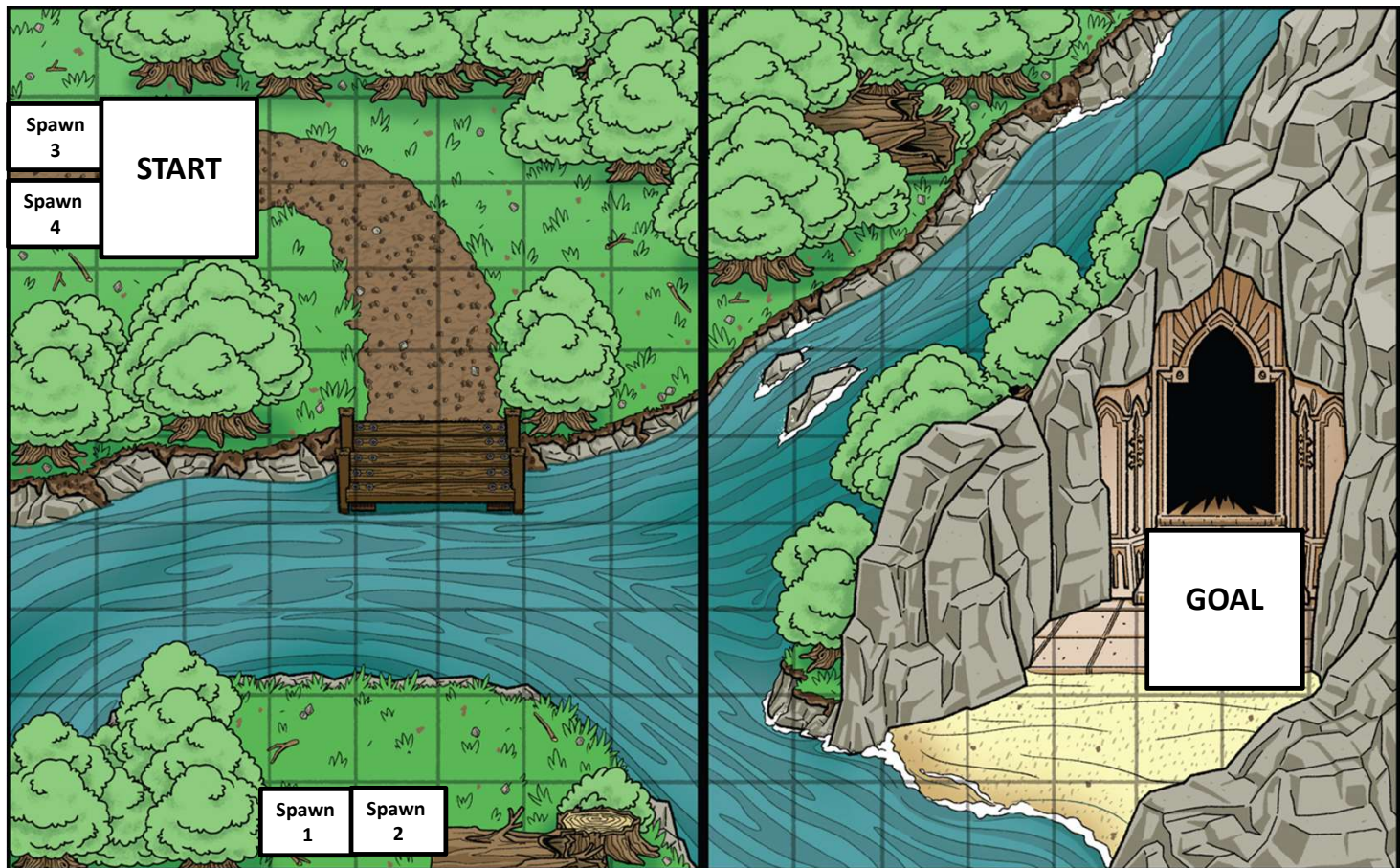
Encounter Chart (D4)

1: Spawn Soldier 1. If Soldier 1 is already spawned, Soldier 1 immediately activates instead.

2: Spawn Soldier 2. If Soldier 2 is already spawned, Soldier 2 immediately activates instead.

3: Spawn Soldier 3. If Soldier 3 is already spawned, Soldier 3 immediately activates instead.

4: Spawn Soldier 4. If Soldier 4 is already spawned, Soldier 4 immediately activates instead.



All [Water] squares in this encounter count as [DIFFICULT] TERRAIN: [Difficult] terrain costs 2 movement points to enter instead of 1.

Encounter Fourteen: Into the Ruins - Chapter 3: Ruins of a Lost Age You escape into the ruins and ready yourselves for a fight with your pursuers. A heavy silence falls, and the sound of armored footsteps never comes.

Tired from being chased down, you set up camp and get what rest you can before you dare to explore the depths of the ruins before you.

Some hours later...

You are jolted awake. From the shadows of the ruins comes a menacing growl. Something wild is drawing near.

Encounter Setup:

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

Victory: If all Heroes reach the goal.

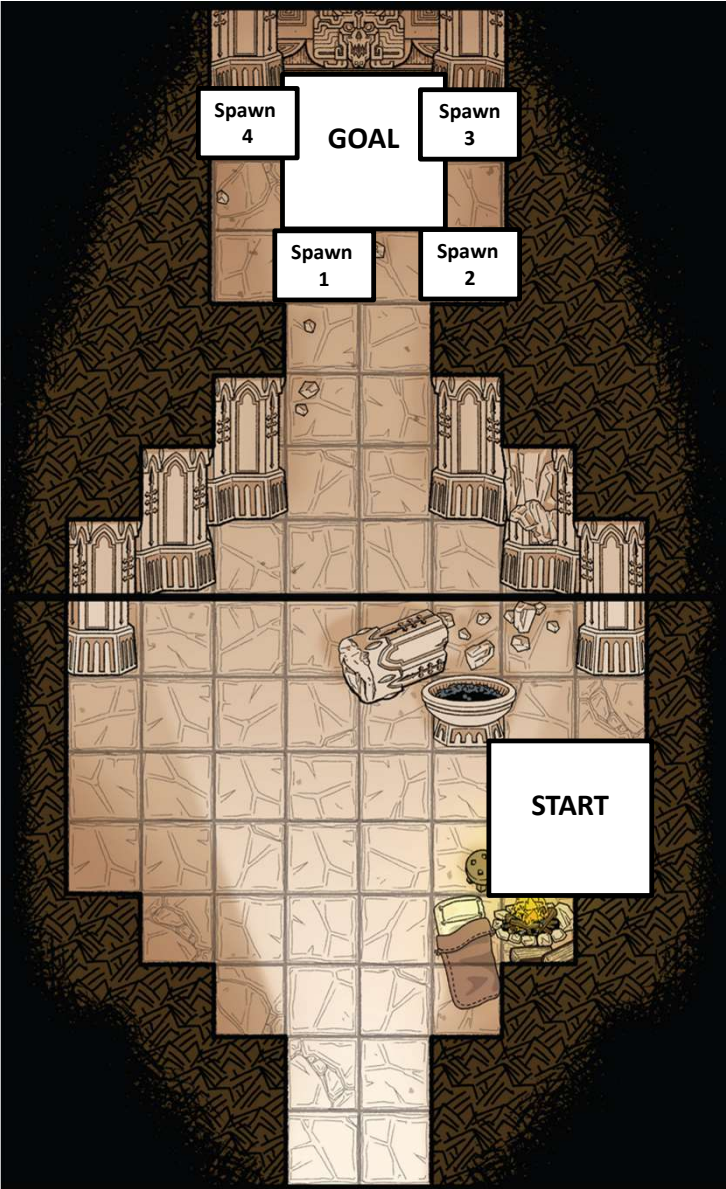
1. Each Hero gains +1 to a STAT of their choice (STR, DEX, VIT, MAG, or LCK)
2. Each Hero may choose one of the following
 - Regain 1MP
 - Regain 2HP
3. Proceed to **Encounter Fifteen: Depths of the Ruins**

Defeat: If the initiative track reaches the Final Step and all Event Cards have been discarded, The Heroes must restart the encounter.

Encounter Chart (D4)

1-2: Immediately resolve an event card. Then place (1) event card on the FINAL STEP section of the initiative tracker

3-4: Place (1) event card on the FINAL STEP section of the initiative tracker



Encounter Fifteen: Depths of the Ruins - Chapter 3: Ruins of a Lost Age You descend the dark stairs for what feels like an eternity, eventually arriving on a stone platform. An abyssal pit surrounds the platform, stretching out in all directions as far as you can see. There is no visible light source but, strangely, the platform is illuminated.

At one edge of the platform, a portion of the stone floor is inscribed with ancient text, framed with a square stone border just like before. As you move closer, the ancient text lights up with a wispy blue-white light. Soon that light envelops you and your vision floods with the same blue-white light.

The light fades and for a moment you see only blue-white stars. Then your eyes adjust, and you take in your surroundings.

You are on another stone platform surrounded by an abyssal pit that stretches in all directions as far as you can see. The stone floor beneath you is inscribed with ancient text, framed with a square stone border just like before. The ancient text is shadowed and cold this time. Broken pillars and piled up rubble are strewn across the platform. On the far side of the platform, you see another framed square floor tile with a wispy blue-white light rising from it. You also see hulking shapes moving in the shadows.

Encounter Setup:

1. Spawn **Beast 1**, **Beast 2** and **Beast 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 Sixteen: Serpent in the Ruins**

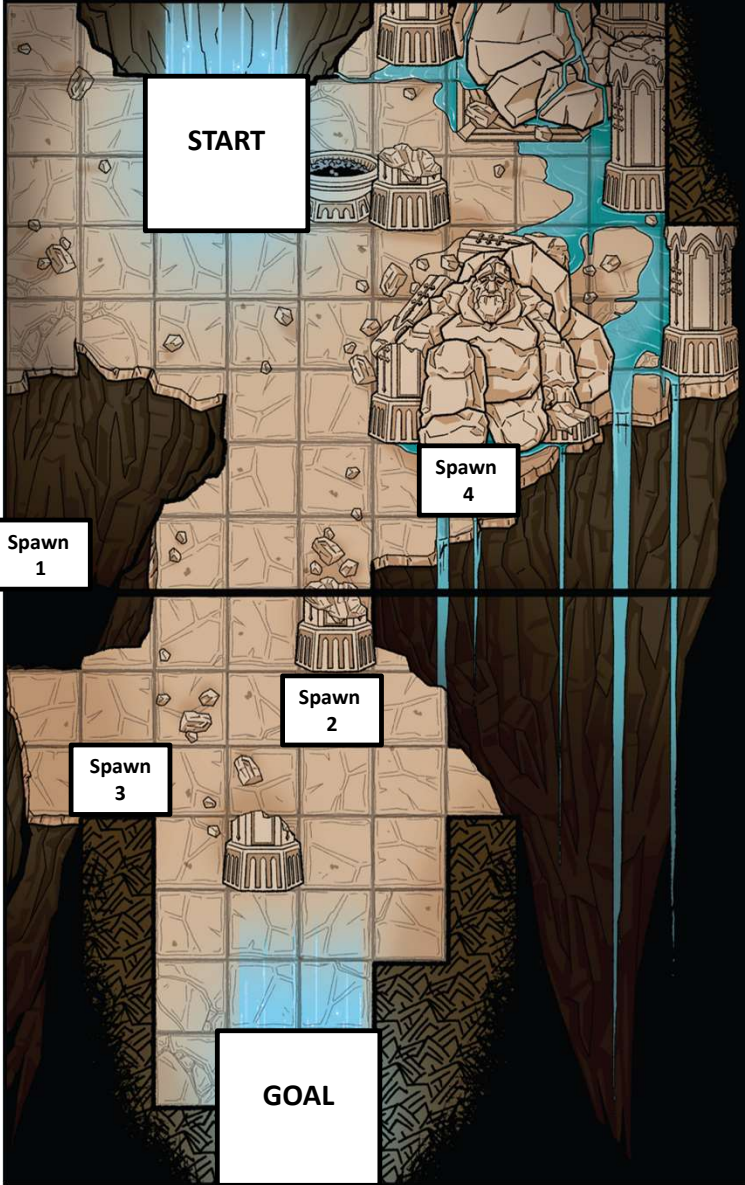
Defeat: If the initiative track reaches the Final Step and all Event Cards have been discarded, The Heroes must restart the encounter.

Encounter Chart (D4)

1-2: Immediately resolve an event card. Then place (1) event card on the FINAL STEP section of the initiative tracker

3-4: Place (1) event card on the FINAL STEP section of the initiative tracker

If a Hero is pushed into a 'Chasm' Square they must roll D4s equal to their LUCK stat: If the Hero rolls at least one result of (4) their model is placed in the last square they were pushed through before their model reached the Chasm Square. If the hero does not roll a (4) but rolls at least one result of (3) the Hero suffers one wound and is placed in the last square they were pushed through before their model reached the Chasm Square. If their model does not roll either a (3) or a (4) the Hero falls into the Chasm and the encounter ends in defeat for the Heroes. The Heroes must restart the encounter. **If a Hero has the FLY keyword, they ignore this and may move freely through Chasm squares. If a Monster is pushed into a Chasm square, they will suffer one wound and be placed in the last square they were pushed through before their model reached the Chasm Square.**



Encounter Sixteen: Serpent in the Ruins - Chapter 3: Ruins of a Lost Age *The Wispy white-blue light of the square stone tile flares up and floods your vision. When the light fades and you recover your sight, you find yourself on a stone platform like the one you found when first descending these ruins. The ancient text inscribed on the tile at your feet is shadowed and cold, seemingly indicating that there is no way back to the room you came from.*

One stone staircase leads up, and you follow it, emerging in a small stone room. Through the open door you hear something massive, breathing with a hissing sound on each exhale. Your hearing adjusts, and the one breath now seems like many. Every muscle in your chest tenses as you anxiously step forward.

Encounter Setup:

1. Spawn Boss **Hydra**.
2. Roll on the Encounter Chart.
3. Begin Combat.

Victory: If the Heroes defeat the **Hydra**:

1. Each Hero gains either +1 [MAX] HP OR +1 [MAX] MP
2. Each Hero may choose one of the following
 - Regain 2MP
 - Regain 3HP
3. Proceed to **Encounter Seventeen: The Eastern Continent**

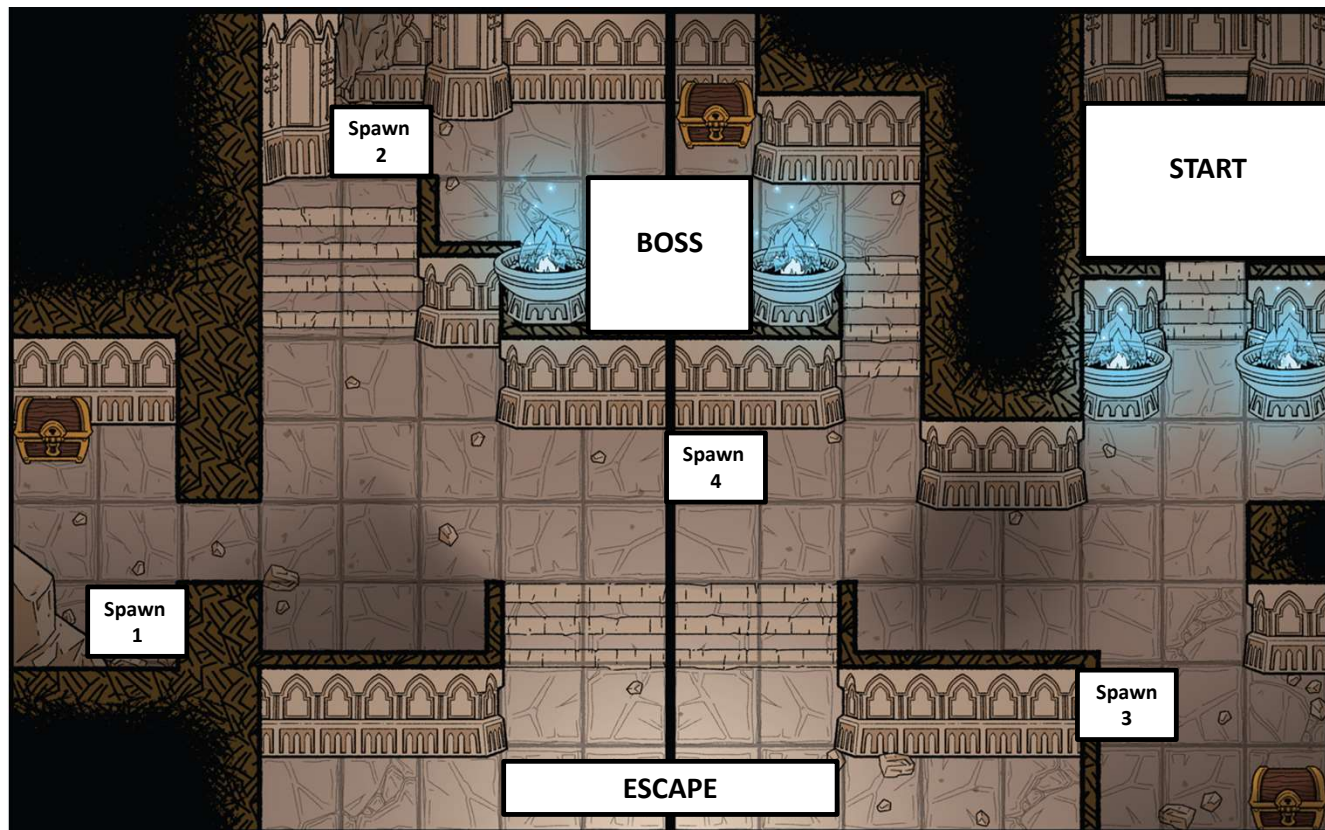
Defeat: If the initiative track reaches the Final Step and all **Hydra Boss Event Cards** have been discarded, the game ends in defeat for the Heroes. The Heroes may retain any **Gear** or **Items** found but must restart the encounter.

Encounter Chart (D4)

1-2: Place (1) **HYDRA BOSS EVENT** card on the FINAL STEP section of the initiative tracker

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

If all Heroes reach the 'ESCAPE' squares they may Proceed to **Encounter Seventeen: The Eastern Continent**, however they do not claim any of the **Victory** rewards.



Each chest in this encounter may be searched once as a **free action**. When a Hero searches a chest in this encounter, roll a D4 and consult the chart below:

- 1: The chest is empty
- 2: The party gains (2) Healing Herbs
- 3: The party gains (2) Fairy Tears
- 4: The party gains (2) Holy Oils

A Hero with Luck of 5 or higher may roll 2 D4s and choose one result.

Encounter Seventeen: The Eastern Continent - Chapter 3: Ruins of a Lost Age Emerging from the stone ruins, the early rays of morning sunlight warm your face. A soft breeze picks up and wind rustles through the trees. A river runs North to South just West of the ruins you just exited. From a quick survey of your map, you determine you are most likely in the center of the continent East of the Guardian Seal Island. The Holy Mother's Sanctuary should be Northeast of your current location. With a dense forest and high mountains to the East, you decide to move North.

Encounter Setup:

1. Spawn **Beast 4**
2. Roll on the Encounter Chart.
3. Begin Combat.

Victory: If all Heroes reach the goal.

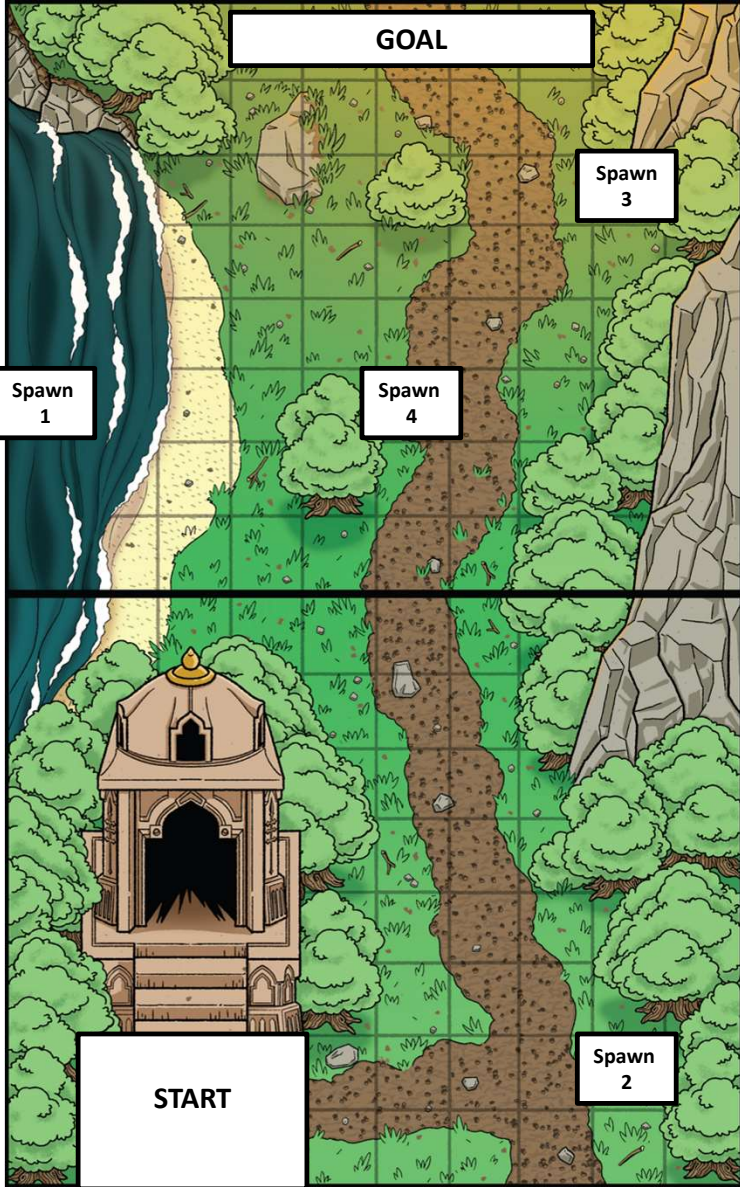
1. Each Hero gains +1 [LUCK]
2. Each Hero may choose one of the following
 - Regain 2MP
 - Regain 3HP
3. Proceed to **Encounter Eighteen: Ruins and Rubble**

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 must restart the encounter.

Encounter Chart (D4)

1-2: Immediately resolve an event card. Then place (1) event card on the FINAL STEP section of the initiative tracker

3-4: Place (1) event card on the FINAL STEP section of the initiative tracker



Encounter Eighteen: Ruins and Rubble - Chapter 3: Ruins of a Lost Age You arrive in a deserted village surrounded by forest. In the center of the village is a large sinkhole where grassy earth gives way to underground stone ruins.

Hey Heroes!

A young woman's voice echoes from the sunken ruins.

Good thing you showed up. I was starting to get bored.

On the far side of the ruins, you spot a red-armored woman with deathly pale skin. Your eyes focus and you notice she has horns and a tail.

I'm the Demon Knight Azayla. I've been sent here to kill you, but let's have some fun first!

Encounter Setup:

1. Spawn Boss **Azayla** and **Beast 1, Beast 2, Beast 3** and **Beast 4**.
2. Roll on the Encounter Chart.
3. Begin Combat.

Victory: If the Heroes defeat **Azayla**:

1. Read the following: **This has been fun. Azayla cackles as if only slightly out of breath from the fight. Your strength is surprising, Heroes. Be careful of Mishayal. She's a real piece of work. Azayla backflips to higher ground, stands tall, and looks you in the eyes once more. But never mind that. I must be off. Don't die... Too soon. Azayla winks and smirks at you before leaping away and vanishing from sight.**
2. Restore all HP and MP to all Heroes.
3. Each Hero triggers "Weapon Smith Event #3", if they did not do so already.
4. Proceed to Epilogue

Defeat: If the initiative track reaches the Final Step and all **Azayla Boss Event Cards** have been discarded, the game ends in defeat for the Heroes. The Heroes may retain any **Gear** or **Items** found but must restart the encounter.

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 face down on the FINAL STEP section of the initiative tracker

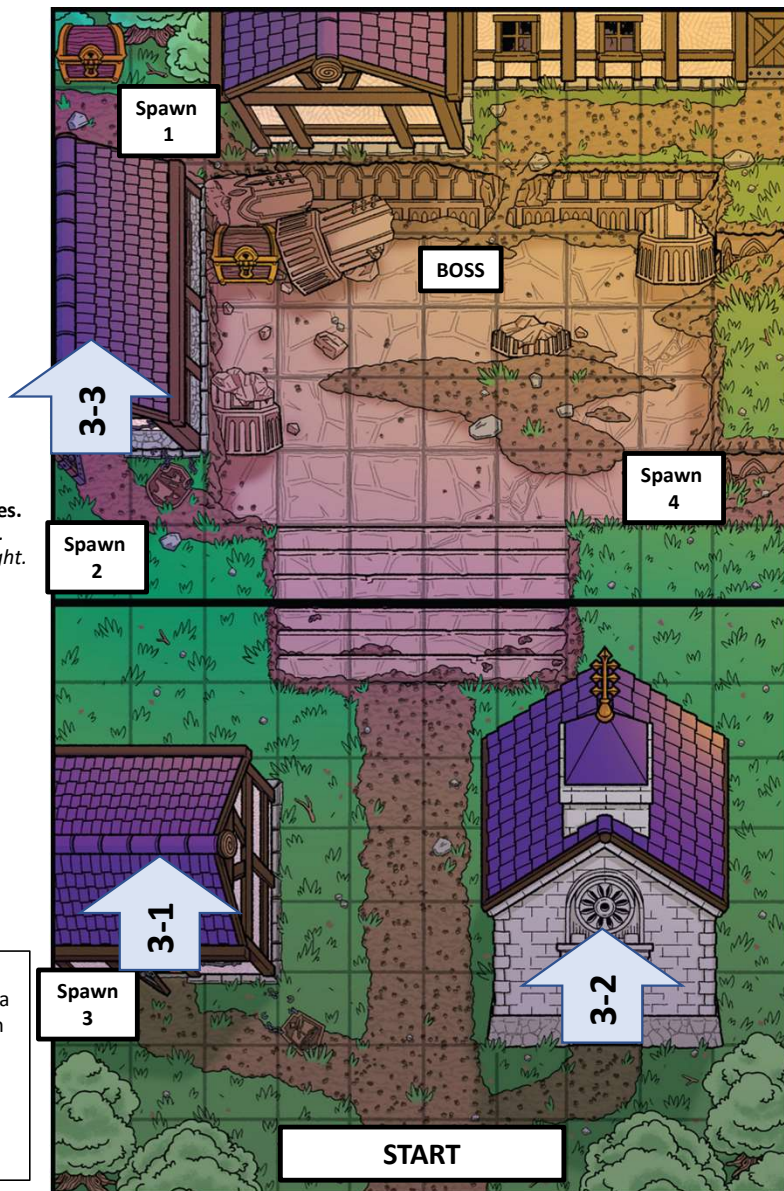
Each chest in this encounter may be searched once as a **free action**. When a Hero searches a chest in this encounter, roll a D4 and consult the chart below:

- 1: The chest is empty
- 2: The party gains (2) Healing Herbs
- 3: The party gains (2) Fairy Tears
- 4: The party gains (2) Holy Oils

A Hero with Luck of 5 or higher may roll 2 D4s and choose one result.

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.)



Epilogue **Chapter 3: Ruins of a Lost Age:**

Azayla is gone and the remaining monsters have fled. The last rays of early evening sunlight shine on you from the west as shadows loom long. A group of nervous villagers emerge from the tree line east of you. A young girl speaks up in a wistful tone.

She wasn't mean to us. The lady in red armor.

A young man, probably the girl's father, moves to her side and takes her hand. With a gentle voice he speaks.

Come on Elis. Let's go home.

The crowd of villagers move toward the houses, casting nervous glances in your direction. An aged man with a graying beard approaches you.

Welcome to Rubble-village, Heroes. I am Keseran, a historian. Some decades ago, another group of Heroes passed through this village, just like you.

Keseran studies you closely.

Did you perchance arrive through the Magic Tunnel south of here? And are you perchance from the Island of the Guardian Seal?

Instinctively you nod.

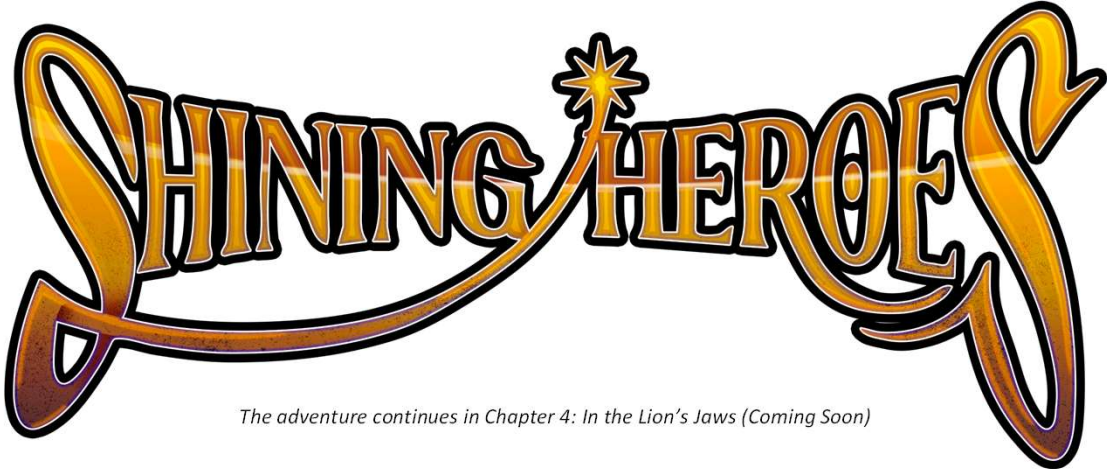
I thought as much. This is not good. Last time Heroes came here from that island, evil events followed. That and the kingdom between here and the Holy Mother's Sanctuary has been occupied by the Imperial Army. Pilgrims travelling north have not been able to gain passage through the kingdom to the sanctuary.

At the mention of the Imperial Army your thoughts return to the invasion of the Northern Kingdom back on the Island. The old man continues.

You must be exhausted from the battle. Not to mention the journey here. Let us prepare you a hot meal and find some spare beds for you.

Feeling your exhaustion hit you all at once, you decide it best to take the old man up on his offer. The journey north will pass through an occupied kingdom, and you will need your strength.

Chapter 3: Ruins of a Lost Age– End



The adventure continues in Chapter 4: In the Lion's Jaws (Coming Soon)

