Walkthrough

READ THIS FIRST!

STOP *Tales from the Red Dragon Inn* is a campaign game with content that unlocks over the course of the story. **Do not open any game components until you are instructed to do so!**

Open these components now!

(Note that some components are in the box marked "Open this first!")

21 Character Start Cards

34 Small Damage Tracker Cards (8 Grey, 8 Blue, 8 Red, 6 Yellow, 4 Purple)

16 Large Cards (6 Hero mats, 1 Pooky Mat, 6 Power Trees, 1 Epic Pool, 1 Token Reference, 1 Boss Card used in Scenario 4)

8 Miniatures

14 Dice (5 Yellow, 3 Black, 4 Purple, 1 Red, 1 White)

39 Standee Bases (not shown - 8 White, 8 Grey, 8 Blue, 8 Red, 6 Yellow, 1 Purple)

1 Cloth Bag (not shown)

Maps Folder
Warning: To avoid spoilers, leave all maps inside until needed!

Chapter 1 Pack (includes Scenario Book, Reference Manual, 3 Punchout Sheets)

Do not open these components yet!

The Vault (159 cards)

5 Solo Mode Cards

Chapters 2-5 Packs
(including Scenario Books and Punchout Sheets)

Read on to begin your epic adventure!

Welcome to *Tales from the Red Dragon Inn*! Let's dive right into your first scenario! To kick things off, meet Wizgille:

> I'm Wizgille and this is a Wizgille Tip Box. My friendly blue boxes will give you tips, tricks and highlight other important details that make each scenario unique! For now, grab the Chapter 1 Scenario Book and read the Prologue for "Danger Room Debacle!" until you reach the Stop sign and are told to return to this book.

Setting Up The Gauntlet

After the Prologue of each scenario you will find the Setup section. Read that section at the bottom of page 1, then return here. It first tells you to set up the map. You'll find it in the Maps Folder, marked "01-Danger Room Debacle". Each scenario has its own unique map in the Maps Folder. To avoid spoilers, be sure to leave all maps in the Maps Folder until it's time to play that scenario!
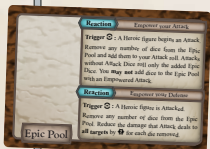
The Setup section of the scenario book next tells you to set up the Epic Pool card, then to place door tokens onto each of the six door spaces on the map. On the right side of the map there are three Scheme Blocks that tell you how the game-controlled figures, called Schemers, will act throughout the scenario. Each Scheme Block represents a different type of Schemer, and each type may have multiple individuals placed on the map over the course of the game. Take the cardboard punchout standees for each of the three pictured Schemers out of the box.
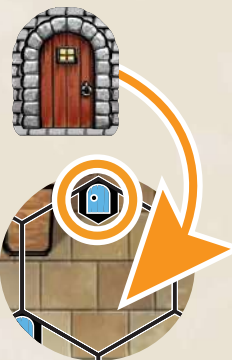
Under Setup in the scenario book is a table that will tell you what color bases to put these standees on. It will also tell you how many of each Schemer to use. This limit is the maximum number of Schemers of a given type that can be on the map at the same time for that scenario, so depending on the scenario, you may have standees you don't end up using. Referencing this table, take the specified number of standees and slot them into their listed color bases. In Scenario 1, you will take the standees that look like the Gizmoblins marked with the numbers 1 through 5 and slot them all into blue plastic bases. Then you will take the Robogre standee marked with a 1 and the Sparking Engine standee marked with a 1 and slot them into the red and yellow stands respectively. Set each standee to the side of the map near its Scheme Block.

Next, you will build the tracker decks for the Schemers. The tracker deck randomizes the order in which individual Schemers are placed on the map. You will also use these cards to track damage you deal to each Schemer. Build the tracker decks by taking cards that match the number and color of each standee you set up. Keep each color deck separate from each other. For Scenario 1, you will make the blue tracker deck by taking the blue tracker cards marked 1 through 5 and shuffling them together. The red and yellow tracker "decks" will only have one card each. Set these decks to the side of the map near their corresponding Scheme Block and Standees.

Finally, take an Initiative Token for each Schemer color you have setup and set them to the side of the map.
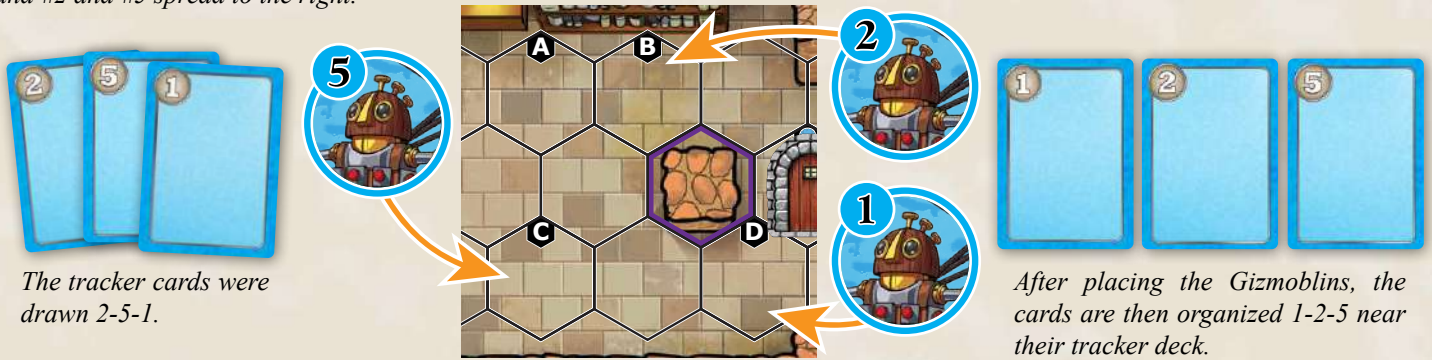
Deploy

Now that Schemers are ready, it's time to add them to the map! On the map, there are multiple lettered spaces called deployment spaces - you can see an example to the right. For now we are only concerned with the first room of the dungeon, The Gauntlet. Take a look at the next section in the scenario book - "Deploy" - then come back here for more explanation. In the Deploy section, a table will tell you how many and what kind of figures and tokens you'll need to place on the map, depending on the number of Heroes in the game.

> Throughout the rules we will be referring to things as "figures". Simply put, a figure is any game component that represents a player's Hero or their Friends or Foes. Both plastic miniatures and standees are figures.

When you deploy a Schemer figure, first reveal a random card from that Schemer's tracker deck, then place the matching numbered standee in the first deployment space listed for that Schemer. Repeat this process until each listed space on the deployment table has a Schemer deployed to it. Then, take all of the revealed tracker cards, sort them in ascending numeric order, and spread them out near their matching Scheme Block.

Example: In a 3-Hero game, the Setup table says that you will place three Gizmoblins onto the map, on spaces B, C and D. You start revealing cards from the blue tracker deck: you reveal card #2, so you place Gizmoblin #2 on deployment space B, then you reveal card #5 and place Gizmoblin #5 on deployment space C, then you reveal card #1 and place Gizmoblin #1 on deployment space D. With the last Gizmoblin placed, you sort the three tracker cards and spread them out next to the blue scheme block with #1 adjacent to the map and #2 and #5 spread to the right.

The tracker cards were drawn 2-5-1.

After placing the Gizmoblins, the cards are then organized 1-2-5 near their tracker deck.

In addition to Schemers, Scenario 1 also has you deploy Traps! When you deploy a Trap, take a Trap token from the supply and place it on the appropriate deployment space, then stack damage tokens onto it until the total of the damage tokens equals the listed damage of the Trap. Traps are Dangerous spaces that can deal damage to figures, and we'll talk about them more later!

Example: In a 3-Hero game, you will place a ⚁ Trap onto the map. Place a Trap token onto deployment space A with two ❶ tokens stacked on it.

After you have finished the deployment, take a purple Scheme Die and place it near the Gizmoblin Scheme on the side of the map. You will use this die soon.

Heroes

With the map and bad guys set up, it's time for our Heroes to enter the fray! Have a look at the next section in the scenario book: "Heroes". It will tell you how many Hero and Item cards you will have access to each scenario as well as any other setup steps you'll need to take. For your first game, our Heroes are a little drunk and grabbed whatever equipment they could lay their hands on from behind the bar. For Scenario 1 you should focus on choosing a Hero you think would be fun to play. Our six Heroes are:

Deirdre

Her blessings of protection and toolbox of awesome area-of-effect powers let her hold the line against countless Foes.

Defense: ◐ ◐ ◐ ◐ ◐ ◐
Offense: ◐ ◐
Support: ◐ ◐ ◐ ◐
Difficulty: ◐ ◐ ◐

Eve

A master of illusion and misdirection, capable of creating copies of herself while bedazzling and confounding Foes.

Defense: 🔑 🔑 🔑 🔑
Offense: 🔑 🔑 🔑
Support: 🔑 🔑 🔑 🔑 🔑
Difficulty: 🔑 🔑 🔑 🔑 🔑

Fiona

A rowdy fighter ready to dive into the thick of battle and trade blows with the biggest and meanest of Foes.

Defense: 🍺 🍺 🍺 🍺
Offense: 🍺 🍺 🍺 🍺
Support: 🍺 🍺
Difficulty: 🍺 🍺

Gerki

A talented rogue who capitalizes on clever positioning, utilizing dangerous terrain and cutting down distracted Foes.

Defense: 🗡 🗡
Offense: 🗡 🗡 🗡 🗡
Support: 🗡 🗡 🗡
Difficulty: 🗡 🗡 🗡 🗡 🗡

Gog

A hulking half-ogre always ready to lend a helping hand by grappling and scattering Foes left, right and center.

Defense: 🪓 🪓 🪓
Offense: 🪓 🪓 🪓 🪓 🪓
Support: 🪓 🪓 🪓
Difficulty: 🪓

Zot

With his angry rabbit familiar Pooky, Zot is the master of area-of-effect attacks and tricky repositioning.

Defense: 🐰 🐰
Offense: 🐰 🐰 🐰 🐰
Support: 🐰 🐰 🐰 🐰
Difficulty: 🐰 🐰 🐰

Your choice of Hero is not permanent! All Heroes, including ones who did not get played, will gain new abilities and access to the same pool of equipment throughout the campaign. Players are encouraged to freely swap between Heroes each scenario or stick to their favorites!

Hero Mat

Hero Cards

Item Card

Figure

Full Initiative

Partial Initiative

Power Tree
(not used in Scenario 1)

For Scenario 1, each Hero has a specific set of abilities and Item cards from the Character Start Cards. When you pick a Hero, take all their components and set them in front of you. You should have the following components:

Hero Mat: Your two-sided Hero mat tells you about the unique abilities and attributes of the Hero you will be playing. You will have a few basic abilities that you will use to navigate the map and deal with Foes you might face. It also shows you what your Fortitude is, which is the amount of damage you can sustain before becoming Wounded or Defeated. For now, make sure your Hero mat is on its Fresh side by checking the top left corner of the mat next to your Hero's icon.

Power Tree: This oversize card uses the same color scheme and character icon as your Hero mat. Set your Power Tree card aside for now. You'll use it starting in Scenario 2.

Ability Cards: You will start with two Hero ability cards (with your Hero's icon in the top left) and one Item card (with the silver diamond in the top left). You will unlock more of these as you play the game, but for Scenario 1 your choice of cards has been made for you.

Some of your cards have drop-down Setup Flags in the top left corner of the card. For Scenario 1 there will be three possible symbols: a Charge ⚡ icon with a superimposed number, a Shield 🛡 icon or a Damage Boost ✸ icon. If the card has a Charge ⚡ icon, place that many Charge ⚡ tokens onto the card. For each Shield 🛡 and Damage Boost ✸ icon on your cards, put the corresponding Power Tokens near your Hero mat.

Initiative Token: Each Hero has two unique initiative tokens. These and the ones used by the Schemers will randomize the order in which Heroes and Schemers take turns each round. Which initiative tokens you use depends on the number of players in the game:

1 Player: You may either play as two Heroes (using 2-player setup below) or play Solo Mode. For instructions on Solo Mode, see Appendix B on page 10 of the Reference Manual.

2 Players: You will use **both** the gold-border full initiative and red-border partial initiative tokens for your Hero.

3 or 4 Players: You will use only the gold-border full initiative token for your Hero. Return the red-border partial initiative tokens to the box.

Figure: Your figure will mark the space you occupy on the map. Heroes deploy on the 🛡 spaces unless the scenario says otherwise.

Hero-Specific Content: If you are playing as Eve, Gerki, or Zot, you will have additional mechanics available to you, described on your reminder card and in Appendix A of the Reference Manual. In brief:

Eve's Illusions: Eve can create Illusions to distract her Foes. These figures are Friendly to Heroes and can be targeted by Attacks performed by figures that attack the Heroes. Use the white standee bases to set up these figures, then use your Illusions to interfere with your Foes and make them waste their Attacks!

Gerki's Backstab: By carefully positioning himself or his enemies, Gerki can deal massive damage. Whenever Gerki attacks a Foe, check to see if that Foe is adjacent to a figure Friendly to Gerki, or is occupying a Hazard or Difficult Terrain, or has one or more Debuff Tokens. If one or more of these conditions are met, Gerki gains the Backstab bonus on his Attacks.

Zot and Pooky: Zot's rabbit familiar Pooky is a Friendly figure who assists Zot. He has his own Hero Mat, which Zot should keep near his own. Pooky is Tiny, which means he can share map spaces with other figures. He starts the game on Zot's space. He also has the keyword Avoided, which means that Schemers will ignore him and focus instead on the Heroes. Pooky has a mind of his own, so you will roll Pooky's Scheme Die when you roll Scheme Dice for your Foes. The result of Pooky's Scheme Die will tell you the ability that Pooky will use on Zot's full initiative turn. When Zot takes his full turn, he may choose to activate Pooky before, between, or after Zot's other abilities.

Map Features

Each scenario has a unique map with its own obstacles to negotiate. These map features will have their own scenario-specific graphic and description highlighted in the "Map Features" section of the scenario book. While many of these features differ in their look from scenario to scenario, common mechanics, like spaces that prevent you from moving into them, will have a color outline that is consistent throughout the campaign. Take a moment to read the description of each map feature in the scenario book.

Playing the Round

The scenario book (bottom of page 2) should have just sent you back here to learn the rest of what you need to know to start playing. A scenario is played across multiple rounds. Each round is divided into three phases, which are usually further divided into scenario-specific steps. Since each scenario is unique, you'll find a "Playing the Round" section on each map. The phases are:

Ready Phase: Players will handle bookkeeping tasks like removing counters, setting up Schemes, and putting initiative tokens into the bag for the Combat Phase.

Combat Phase: Heroes and Schemers will take turns battling one another. Heroes, controlled by the players, will move, fight and attempt to achieve their Objectives using a variety of abilities. Schemers, controlled by the game, will follow their Schemes as they attempt to Defeat the Heroes. When there are no initiative tokens left in the bag, the game moves on to the Objective Phase.

Objective Phase: Players will check on Objectives and Win Conditions during this phase. For Scenario 1, this phase is when you'll see if the doors between rooms are removed from the map, revealing new areas to explore and wage battle.

> **Playing the Round**
>
> **Ready Phase**
> 1. Invigorate all Abilities.
> 2. Roll Scheme Dice.
> 3. Fill the Initiative Bag.
>
> **Combat Phase**
> Draw and resolve Initiative.
>
> **Objective Phase**
> Check for Objectives and Win Conditions.

Ready Phase

For Scenario 1, the Ready Phase is split into the following steps that are resolved in order:

1. Invigorate all Abilities: Each Hero will remove exactly 1 Cooldown Token from each of their abilities that has any on it. This is important because you can't use abilities that have any Cooldown Tokens on them! For now, know that Cooldown Abilities will usually gain these tokens when you use them.
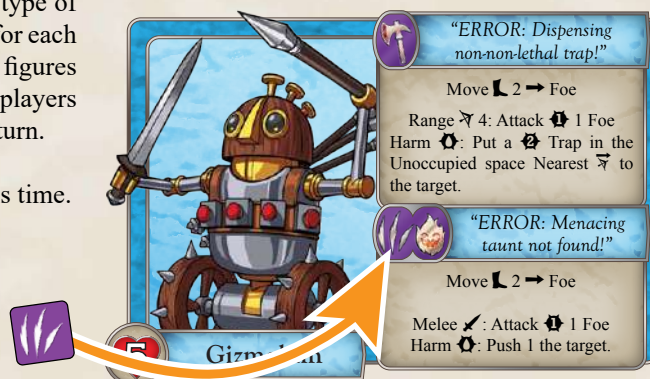
> You also have an ability on your Hero mat that lets you Invigorate! 'Invigorate X' allows you to remove up to X Cooldown Tokens from any combination of your abilities.

2. Roll Scheme Dice: Choose a player to roll the Scheme Dice for each type of Schemer **with a figure currently on the map**. Roll each die one at a time for each of these Schemers and put it on the matching Scheme for that figure. All figures of a particular type will use the same Scheme each turn. In this way, the players will know what to expect from their Foes during the Combat Phase each turn.

If a player is playing as Zot, they will also roll Pooky's Scheme Die at this time.

> *Example: During the Ready Phase, you roll the purple Scheme Die for the Gizmoblin and get Claw. Place the Scheme Die onto the Scheme labeled "ERROR: Menacing taunt not found!" which is used on any Claw or Flame result. During the Combat Phase, all Gizmoblins will use this Scheme when they take their turn.*

"ERROR: Dispensing non-non-lethal trap!"

Move ↳ 2 → Foe

Range ⟳ 4: Attack ⬆ 1 Foe
Harm ✧: Put a ❷ Trap in the Unoccupied space Nearest ⟳ to the target.

"ERROR: Menacing taunt not found!"

Move ↳ 2 → Foe

Melee ⚔: Attack ⬆ 1 Foe
Harm ✧: Push 1 the target.

Gizmoblin

3. Fill the Initiative Bag: Take the initiative tokens for each Hero and for each type of Schemer **with a figure currently on the map** and add them to the initiative bag. One initiative token is used for each **type** of Schemer, regardless of how many individual figures of that type there are on the map.

Remember that in 1- and 2-Hero games, the Heroes will each use two initiative tokens!

Combat Phase

During the Combat Phase, figures will take turns maneuvering and attacking one another. The order in which figures take turns is randomized by drawing initiative tokens from the initiative bag. When the initiative bag is empty, the game continues to the Objective Phase.

At the start of the Combat Phase, choose a player to be in charge of resolving initiative. That player will then draw a single token from the initiative bag, revealing who will be taking the next turn. Each time a token is drawn, one of the following will happen:

If you draw a Hero's gold-border full initiative token, then that Hero's player gets 2 Action ability tiles and 1 Shenanigan ability tile and takes their turn.

If you draw a Schemer group's initiative token - the solid color tokens that match the colors of Scheme Blocks on the map - then **all** figures belonging to that Schemer Group will take a turn, one at a time.

In a 2-Hero game, if you draw a Hero's red-border partial initiative token, then that Hero's player gets 1 Action ability tile and takes a partial turn.

First, we'll describe what happens when a player takes a turn. We will describe Schemer Group turns in more detail afterwards.

Gerki

Shenanigan

Action
or Shenanigan

Action
or Shenanigan

Blue

Gizmoblin

Fiona

Action
or Shenanigan

Player Turns

Players use abilities on their Hero mat, as well as their Hero and Item cards to move, attack and otherwise explore the map. The number and kinds of abilities a player may use each turn depends on the number of ability tiles they have, which is determined by the kind of initiative token that was drawn, as described above. You will flip ability tiles over to their grey "used" side as you use abilities. You will have up to three different kinds of abilities available to you, identified by the ability bar at the top of each card's text box.

You may use abilities until you run out of ability tiles or decide to stop. You may use Actions or Shenanigans in any order, one at a time.

The abilities available on your Hero mat are weaker, but are always available to your Hero, while the abilities on your equipped cards may temporarily be unavailable or run out of uses over the course of the scenario.
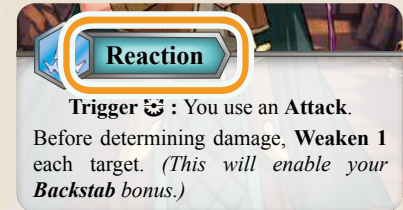
Action

Move ↳ 4

Melee ✗ : Attack 🟨🟨 1 Foe

Shenanigan

Place an Illusion in **Range** ↗ 4.

Reaction

Trigger 😀 : You use an **Attack**. Before determining damage, **Weaken 1** each target. *(This will enable your **Backstab** bonus.)*

Actions: These abilities are the primary way you will do things on your turn, and usually have a significant impact on the game. They are your best Attacks, utility cards and movement options.

Action abilities may only be used if you have an Action ability tile left to flip on your turn.

Shenanigans: These abilities are minor, extra things you may do on your turn. Some characters don't have any Shenanigan abilities in Scenario 1, but don't worry! You'll unlock new Hero and Item cards soon.

Shenanigan abilities may be used by flipping an Action ability tile **or** a Shenanigan ability tile.

Reactions: These abilities respond to specific game events like being attacked or taking damage. They may be used on your own turn, or on other figures' turns. They can interrupt the resolution of other abilities or Schemes to give you an edge!

Reaction abilities may only be used when their specific **Trigger** 😀 occurs during the game. Reactions are optional. You are not required to use them when they trigger.

Charge, Cooldown and Discard Costs

When you use an ability, you will usually need to pay an associated cost that will either delay the next use of that ability or expend some or all of its uses. These costs prevent you from using your best tools over and over again, forcing you to plan for how and when to launch your best Attacks! There are three types of costs, identified to the left of the ability bar at the top of each card's text box.

Reaction

Trigger 😀 : You use an **Attack**. Before determining damage, **Weaken 1** each target. *(This will enable your **Backstab** bonus.)*

3 **Action**

Move ↳ 4

Melee ✗ : Attack 🟨🟨 1 Foe

Shenanigan

You or an adjacent Friend **Heal 4**.
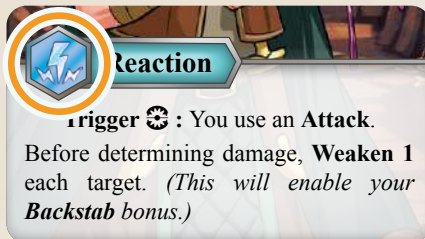
Charge: Charge Abilities have a sort of "ammunition", limiting the total number of times you can use them over the course of a scenario. During setup, you placed a number of Charge Tokens ⚡ on these cards. Each Charge Token ⚡ represents a use of this ability.

When you use a Charge Ability, you must first return one ⚡ to the general supply. If you cannot, you may not use that ability.

You may use the same Charge Ability multiple times on the same turn, so long as it still has charges remaining to spend.

Cooldown: Cooldown Abilities have a time delay between uses. While they may be used an unlimited number of times, the player will add Cooldown Tokens ⧖ to them each time they are used. As long as an ability has a Cooldown Token ⧖ on it, it may not be used.

When you use a Cooldown Ability, you must first add a number of ⧖ tokens to it as indicated by its cooldown cost (the number next to the ⧖ icon on the card).

If an ability has a cooldown cost of 0, or if the ⧖ tokens on it are removed by a game effect, it may be activated again on the same turn.

Discard: Discard Abilities can only be used once per scenario. If you use a Discard Ability, then after you resolve the ability you must remove the ability card or token from play (returning it to the box or to the supply). These abilities are not lost forever, though - you will get them back the next time you play.

Sometimes you will have multiple different abilities on the same card! When a card or mat has multiple abilities on it, each of those abilities pay their cost separately. For now, this is only true for your Hero mat, but as you unlock new cards throughout the campaign, you may want to refresh yourself on how abilities are paid for in the Glossary.

Resolving Your Abilities

Abilities usually have multiple steps that are taken in order when you use them. When resolving your abilities, you will do the list of effects in that card's text box in order from top to bottom, resolving each effect as completely as possible. Now that we know how to pay for their costs and resolve their effects, let's learn what these cards actually do!

Attacking

Each Attack is written out like this:

[Type] : **Attack** [Damage] [Target]

The Attack's type refers to what range or area the targets must be in to be affected by the Attack. Damage will always be a number of dice (for example: 🎲🎲), or a specific amount (for example: ❷), or a number of dice with a modifier (for example: 🎲+❷). Finally, the target will either limit your Attack to a specific number of Foes or tell you what area potential targets may be in. We'll be diving into the specifics of all of these concepts soon.

To perform an Attack, follow these steps in order:
1. Declare the target(s) of your Attack.
2. Determine the damage of your Attack.
3. Deal damage to the target(s) of the Attack.
4. Use any Harm ⭥ effects of the Attack.
5. Remove any targets that have been Defeated.

Let's break down and describe each of these steps:

Declare Target(s)

An Attack's type broadly identifies the method your Attack uses to deal damage to Foes, and represents the difference between smacking a nearby Foe with your sword, sniping them with a bolt of arcane energy, or blasting an area with divine fury. There are three types of Attacks:


**Melee** ✗: These Attacks can only target Foes in spaces adjacent to the attacker.
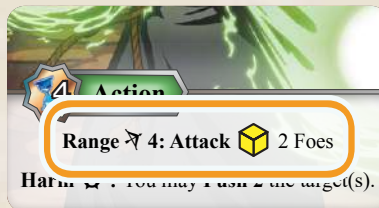
Range ➶ **X**: These Attacks may target Foes in adjacent spaces or any other space up to X spaces away from the attacker. There is no penalty for making a Ranged ➶ Attack against an adjacent Foe.

You will draw a path for your Attack called a Line of Fire. Your Line of Fire may twist and turn, including going around corners. It may not go through Impassable spaces or Walls, but it can go around them! You may freely draw the Line of Fire through other figures without targeting them.
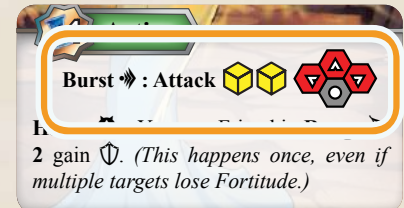
Burst ⇶: These Attacks may target all Foes within an area called a burst template.

Your figure is marked as the grey ⬡ space on the burst template. Your Attack will affect all Foes on the red ⬡ spaces. You may freely rotate the template around to any orientation so long as your figure is still in the ⬡ space.

Now that you know where your Attack can hit, you have to pick who you're hitting! You may Attack any Foes you can target up to the maximum number listed at the end of the Attack line. If you are using a Burst ⇶ Attack, then the maximum number of targets counts any Foes in ⬡ spaces on the burst template. You do not need to Attack every potential target. You may never Attack a Friendly figure.

There is no line of sight in *Tales*! Every figure is assumed to be aware of every other figure on the map, and all ranged Attacks can shoot around corners. Our Heroes and their Foes are professionals and nothing earns you a pint back at the bar like a sweet trick shot!

Determine Damage

Attacks don't miss their targets, but the amount of damage they deal may vary. Most Attacks made by Heroes will have one or more Damage Dice listed, indicating that you will need to roll for damage. After declaring the targets of your Attack, take the listed number of yellow Damage Dice and roll them! The faces of the Damage Dice are:

Damage: Add ⬢ or ② to your total damage for the Attack.

Damage and Inspire: Add ⬢ to your total damage for the Attack. After you finish rolling, if the number of ⬢ icons showing on all Damage Dice is greater than the number of black Epic Dice in the Epic Pool, **and** if the roll did not include any Epic Dice, add one Epic Die to the Epic Pool. (Epic Dice will be explained on page 15.)

Critical Hit: Add ⬢ to your total damage for the Attack, then reroll this die. Add the new result to your total. If you roll another Critical Hit, continue adding damage to your total and rerolling. (Note that ⬢ icons are counted after all rerolls are completed.)

Some Attacks do not deal variable damage or have a fixed damage bonus. If an Attack deals a specific amount of damage (for example: ②), then that is the total damage for the Attack, and no Damage Dice are rolled. If the Attack has dice with a modifier (for example: ⬜+②), then you will first roll Damage Dice and then add the modifier to your total damage.

Damage Boost ✷: These Power Tokens allow you to add the final bit of damage to your Attack. They are great for when you miss a killing blow by a point or two. After you have finished rolling damage, you may discard any number of your Damage Boost Tokens. Your Attack gains +⬢ for each token discarded in this way.

Deal Damage

Assign damage tokens equal to your total damage to each target's tracker card. If you attacked multiple Foes, then you deal your Attack's full damage to each of the targets. If you assign any damage tokens in this way, then the Harm ⬡ effects of your Attack (if any) will happen.

Harm ⬡ Effects

Some Attacks have Harm ⬡ effects, which are bonus effects that happen when you damage Foes. There are two versions of Harm ⬡: If the Harm ⬡ effect uses the word "target", then it happens to each target that was damaged by the Attack. If the Harm ⬡ effect does not use the word "target", then it happens only once, regardless of how many targets were damaged by the Attack.

If the damage of an Attack is prevented or if the target has an ability that states they "Avert Harm ⬡", then the Harm ⬡ effects of your Attack do not happen. Fortunately for you, the Schemers in Scenario 1 don't have any way to prevent your Harm ⬡ effects.

Defeat Your Foes

After you finish resolving any of the Harm ⬡ effects of your Attack, Defeat any Foes who have damage equal to or greater than their Fortitude. When you Defeat a Foe, you remove its figure from the map, return any tokens on its tracker card to the supply and shuffle its tracker card back into its tracker deck. Keep the figure nearby, since it may be deployed again later.

Example: Fiona uses "I don't wear all this armor just for defense!", a Melee ⚔ Attack to target an adjacent Gizmoblin (Blue 1). When determining damage, she rolls the following:

Great hit! She notes her current total damage is 3 and re-rolls the Critical Hit and gets:

Fiona's Attack deals a total of 5 damage! Because she dealt damage, Fiona gets to use the Harm ⬡ effect of her Attack: "You Heal 1". After placing the damage tokens onto her Foes's tracker card, she Heals 1, removing 1 damage from her Hero mat.

The 5 damage dealt to the Gizmoblin is equal to its Fortitude, so the Gizmoblin is Defeated. Its standee is removed from the map and its tracker card is shuffled back into the blue tracker deck.

I don't wear all this armor just for defense!

3 **Action**

Melee ⚔ : Attack ⬜⬜ 1 Foe
Harm ⬡ : You **Heal 1**.

Gizmoblin

We are about to dive into the nitty-gritty details about maps and figures moving around on them. Here are a few terms you should know in order to make sense of the next section:

Difficult: Spaces that cost more to enter.   **Impassable**: Spaces that can never be entered.

Unoccupied: Spaces that do not contain a figure. They may still contain other things like Traps.

For questions about these terms or anything else in the game, check the Reference Manual! It has a glossary and several Appendices that go into extensive detail about a few important game concepts.

Maneuvering Your Hero

You will need to maneuver your Hero around the map to explore and fight the bad guys. You will do this by using your abilities with Move ⌐ and Leap ⌐ effects.

Move ⌐ X: This effect is your Hero maneuvering on the ground to get from one place to another. Move ⌐ effects allow you to move your figure up to X contiguous spaces from your current position on the map. You may stop this movement at any time, including not moving at all. You must end in an Unoccupied space.

Leap ⌐ X: This effect is your Hero flying or jumping through the air to get from one place to another. Leap ⌐ effects allow you to move your figure up to X contiguous spaces from your current position on the map, ignoring the contents of intervening spaces. Your Hero will have considerably more freedom while leaping. Just as before, you may stop this movement at any time, and you must end in an Unoccupied space.

Move ⌐ vs. Leap ⌐

During a Move ⌐ you **may** do the following:
- Enter spaces containing Friendly figures.
- Backtrack onto previously entered spaces.

During a Move ⌐ you **must** do the following:
- Spend an additional point of movement to enter a Difficult space (one with a yellow border).
- Activate Traps and Hazards in spaces you enter.
- End your movement in an Unoccupied space.

During a Move ⌐ you **cannot** do the following:
- Enter spaces containing Foes.
- Enter an Impassable space (one with a purple border).
- Move through Walls between spaces.

During a Leap ⌐ you **may** do the following:
- Enter spaces containing any figure, Friend or Foe.
- Backtrack onto previously entered spaces.
- Enter Difficult spaces (yellow border) at no additional cost.
- Pass through spaces containing Traps and Hazards without activating them.

During a Leap ⌐ you **must** do the following:
- End your movement in an Unoccupied space.

During a Leap ⌐ you **cannot** do the following:
- Enter an Impassable space (purple border).
- Move through Walls between spaces.

Watch out for Traps! Traps are Dangerous spaces that will deal damage to figures that enter their space. Whenever any figure, Hero or Schemer, enters a space containing a Trap, and that figure isn't in the midst of a Leap ⌐, temporarily interrupt that figure's movement, deal the Trap's damage to the figure and remove the Trap's token from the map. If the figure is not Defeated, resume that figure's movement.

A Trap's damage is equal to the number of damage tokens that were placed on it when it was initially placed on the map.

Moving Other Figures

Some abilities allow you to change the position of other figures on the map, including your Foes! These Forced Movement effects are usually the result of your Attacks, but not always. In this scenario, you can manipulate the position of your Foes using the following effects:

Gog still reach you!

3 Action

Range ⤳ 2: **Grab** a figure.
Melee ⚔: **Attack** 🎲🎲 1 Foe

Grab: This effect places the target adjacent to the user. The target figure does not enter any of the spaces between where it started and where it ends up adjacent to the user.

The Grabber must have an adjacent Unoccupied space to use this ability. If the Grabbed figure is placed on a Trap, then that Trap deals its damage to the Grabbed figure!

Example: Gog uses "Gog still reach you!" targeting a Gizmoblin in Range ⤳ 2. The target can be placed in any of the three indicated spaces adjacent to Gog, regardless of the distance the Gizmoblin is displaced, and regardless of the Difficult space.

Pooky's in a foul mood!

Leap ⤴ 2
Range ⤳ 4: **Pull 3** a Foe
Melee ⚔: **Attack** 🎲 1 Foe
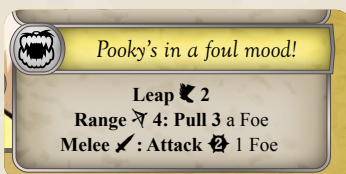
Pull X: This effect drags the target closer to the user. The target moves along the shortest path to the puller until it is either adjacent to the puller or has moved X spaces.

The pulled figure moves through Difficult spaces with no penalty, but is blocked from entering Occupied or Impassable spaces or moving across a Wall. A pulled figure will take damage from any Traps it moves through.

Example: Pooky uses "Pooky's in a foul mood!" targeting a Gizmoblin in Range ⤳ 4. The target is pulled one space at a time closer to Pooky along the shorter blue path, even though it is through Difficult spaces. The Gizmoblin may not be pulled through the longer red path even though Pooky's Ability is a Pull 3.

Out of Gog way!

3 Action

Melee ⚔: **Attack** 🎲🎲 1 Foe
Harm ⚡ : You may **Push 2** the target, then you may **Move** ⬣ 2.

Push X: This effect shoves the target away from the user. The target moves into one Unoccupied space at a time further away from the user until it can no longer move further away or has been moved X spaces.

Just like Pull, the pushed figure moves through Difficult spaces with no penalty, but is blocked from entering Occupied or Impassable spaces or moving across a Wall. The pushed figure will take damage from any Traps it moves through.

Example: Gog uses "Out of Gog way!" targeting an adjacent Gizmoblin. The Gizmoblin can be pushed along any of the indicated paths. Note that each branched path always moves the Gizmoblin farther away from Gog. The Gizmoblin may not be moved to a space that is the same distance away from Gog as its current space.

Look into my eyes...

4 Action

Range ⤢ 4: Attack ▢ + ▮ 1 Foe
You Move ∟ 4 the target.

"You Move ∟ X the target.": This effect lets you temporarily command the target to do something. When you use these abilities, you move the target figure as though you controlled it.

The target still treats its Friends as Friends and Foes as Foes. It must spend an extra point of movement to enter Difficult spaces and may not enter Impassable spaces or move across a Wall. You may still have it walk through a line of Traps to deal it some extra damage, though!

Example: *Eve uses "Look into my eyes..." targeting a Gizmoblin in Range ⤢ 4. After dealing damage to the Gizmoblin, Eve's player moves the Gizmoblin as though it used a "Move ∟ 4", except Eve's player gets to decide where the Gizmoblin moves to. The Gizmoblin may still not pass through a space Occupied by its Foes, but may move through spaces Occupied by its Friends.*

Schemer Turns

Heroes are not the only figures taking turns during the combat phase! Your Foes will also activate and resolve dastardly Schemes, usually with the aim of defeating you!

A Scheme is a series of effects, printed like a Hero's ability. You will find these effects printed onto the map in a Scheme Block. If a Schemer type has multiple different Schemes in its block, then you will determine which Scheme that group will use during the Ready Phase. The Heroes should take into account the telegraphed actions of their Foes when they are taking their own turns! When a Schemer uses its Scheme, that Scheme is resolved top to bottom, one effect at a time, just like an ability.

"ERROR: Dispensing non-non-lethal trap!"

Move ∟ 2 → Foe

Range ⤢ 4: Attack ▮ 1 Foe
Harm ✧: Put a ❷ Trap in the Unoccupied space Nearest ⤢ to the target.

"ERROR: Menacing taunt not found!"

Move ∟ 2 → Foe

Melee ⚔: Attack ▮ 1 Foe
Harm ✧: Push 1 the target.

5 Gizmoblin

Example: *The Gizmoblin has two different Schemes available to it. During the Ready Phase, you rolled the Scheme Die and got a Claw result, then placed it on the lower of the two Schemes. When the Blue Initiative Token is drawn, all Gizmoblins in play will use the same Scheme: "ERROR: Menacing taunt not found!"*

Schemer Targeting

When a Scheme resolves, some effects will specify a target. This is the figure (or, in later scenarios, the Map Feature) that the active Schemer will be acting on. Schemers will treat Heroes as their Foes and other Schemers as their Friends. Their Schemes will sometimes refer to the "Nearest ⤢" Foe or space on the map, which will be defined as the Foe or space that is the shortest distance away from the Schemer as though they were targeting with a Range ⤢ Attack. This is the same as determining the Foe with the shortest direct Line of Fire between it and the Schemer.

Example: *Deirdre is the Nearest ⤢ Foe to the Gizmoblin as the shortest Line of Fire to her is only 3 spaces long whereas the shortest line to Gerki is 4 spaces long. Remember that Line of Fire may not be drawn through Impassable spaces such as the pillar in the center.*

Schemer Movement

A Move ⬑ effect on a Scheme is resolved in the same way as a Hero's ability, with the same restrictions, as listed on page 10. However, since Schemers are not controlled by the players, some additional considerations are made when determining how they move. In general, Schemers will always take the fewest steps possible to get to where they want to go. If multiple potential target spaces are tied for the fewest steps, the players choose which of those spaces the Schemer targets.

If the target of the movement is a figure, the Schemer will attempt to move adjacent to such a figure with the fewest steps, even if the Schemer will later use a Ranged 🏹 Attack (remember, there's no penalty for using Ranged 🏹 Attacks while adjacent to a Foe).

Schemers using a Move ⬑ will always try to avoid Dangerous spaces, such as those containing Traps. This can have a significant impact on how you determine the target of their movement.

Example: *If the Gizmoblin is trying to Move ⬑ toward a Foe, the Trap forces it to take a detour. As a result, the Gizmoblin will move toward Deirdre instead of Gerki, since it takes only 4 movement steps to safely get to Deirdre as opposed to 5 to get to Gerki.*
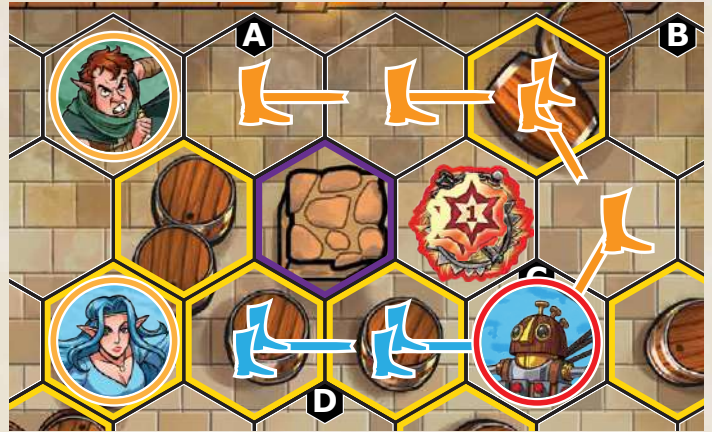
Schemer Attacks

The Attack type used by a Schemer defines how it prioritizes the potential targets of the Attack. Unless the Scheme specifically defines a different target for the Attack, then the default targets are as follows:

Melee 🗡: The Schemer attacks any adjacent Foe. If the Attack targets more than one Foe, then the Schemer targets additional adjacent Foes up to the specified number of Foes or until there are no more adjacent Foes to target. If multiple Foes are adjacent to the Schemer, then the players choose which Foe(s) are attacked.

Range 🏹: The Schemer attacks the Nearest ⃗ Foe within Range. If multiple Foes are tied for the Nearest ⃗, then the players choose which Foe is attacked. If the Attack targets more than one Foe, then the Schemer targets the next Nearest ⃗ Foe and continues adding additional targets until that maximum number of Foes are targeted or there are no more available Foes in Range.

Schemers are easy to manipulate! If multiple Heroes could potentially be the focus of their ire, because the Heroes are each the same number of steps away from the Schemer, then the players decide which Hero is targeted. Furthermore, the players are encouraged to make this decision in their own best interest! It's usually better to let one of our durable warriors take the attention away from our more fragile Heroes.

Damaging Heroes

Just like with your Attacks, Schemers don't miss. Schemer Attacks do not roll Damage Dice, though - they instead deal a fixed amount of damage. Fortunately, Heroes have many ways to reduce or prevent that damage! Before you assign an Attack's damage to your Hero, that damage may be modified in the following ways:

Weaken: These are Debuff Tokens that reduce the amount of damage an Attack deals. If an attacking figure has one or more Weaken Tokens on it, then before it deals damage, discard all Weaken Tokens from it. Reduce the amount of damage dealt to **each** target by the number of tokens discarded in this way (down to a minimum of 0). The attacking figure discards **all** of its Weaken Tokens, regardless of the amount of damage their Attack would have done.

Shield 🛡: These are Power Tokens that reduce the amount of damage a figure takes from any source. If you have one or more Shield Tokens, then before you take damage from any source (like an Attack or Trap), you may discard Shield Tokens to reduce that damage by 2 for each token discarded. Reducing damage in this way only affects the damage that **you** suffer from a given source - if any of your Friends are also taking damage from that source, then they must spend their own Shield Tokens to prevent damage.

Harming ✪ Heroes

Schemer Attacks can also have Harm ✪ effects. These effects resolve in much the same way as those used by Heroes, except they must be resolved with a few extra steps. For Scenario 1, Schemers have two different Harm ✪ effects:

Push X: When a Schemer pushes a Hero, it will move that Hero one Unoccupied space at a time further away from itself until that Hero has moved X spaces or can no longer move one space further away. The players may choose the path taken by the pushed figure.

Traps: In Scenario 1, one of the Gizmoblin Schemes will place Traps on the map as close as possible to Harmed ✪ targets. If there are multiple legal Unoccupied spaces, the players will decide which of those spaces will get a Trap. Traps may never be placed on spaces that already contain a Trap.

Example: The Gizmoblin needs to place a Trap near Gog who has the misfortune of being completely surrounded by Traps. Because the new Trap cannot be placed adjacent to Gog, it must be placed in one of the next Nearest ⇲ Unoccupied spaces (highlighted in purple).

Fresh and Wounded Heroes

Earlier, we took a brief look at the Hero mats and told you to set them on their Fresh side. Let's talk about both sides now and how you can lose the game.

Fresh: Heroes begin each scenario Fresh. They have access to three repeatable abilities that give them ways to move around the map, perform Attacks, and recover their other abilities. Even though these abilities aren't flashy, they are always available and never go on cooldown or run out of charges.

When your Hero is damaged, you will collect those damage tokens on your Hero mat. When that damage equals or exceeds your Fortitude (the number in the heart in the bottom left), you become Wounded. If this happens, first resolve any Harm ✪ effects from the damaging Attack, then pause any currently-resolving ability or Scheme, return all damage tokens that are on your Hero mat to the supply, then flip your mat over to its Wounded side.

Note that when your Hero is Wounded, all of the damage tokens on your mat are removed. That means any "leftover" damage after wounding your Hero is not applied. So, if you have 1 Fortitude left, it doesn't matter if the wounding hit deals 1 damage or 8 million damage! You're just Wounded either way.

Wounded: The Wounded side of your Hero mat has a new Fortitude value in the bottom left and new abilities. Many Heroes have a Reaction ability that Triggers 🔅 immediately when they become Wounded. After resolving this new Reaction ability, play continues as normal, usually by resuming the turn of the Schemer who dealt damage to the Hero. If a Hero was Wounded on their own turn (for instance, if they stepped on a Trap) then they continue resolving the ability that was interrupted when they were Wounded, even if that ability was on the Fresh side of their Hero mat.

Once your Hero is Wounded, you will continue collecting damage tokens on the Wounded side of your Hero mat. If you take damage that equals or exceeds your new Fortitude, then your Hero is Defeated. In most scenarios, if any Hero is Defeated, the players lose the scenario and the game ends.

Epic Pool

The Epic Pool is a shared resource that Heroes may use to increase the damage of their Attacks or reduce the damage dealt by Foes.

Each time you roll Damage Dice, there's a chance you'll add an Epic Die to the Epic Pool. If your damage roll did **not** include any Epic Dice, count the total number of ❗ icons you rolled. If the number of ❗ rolled **exceeds** the number of Epic Dice in the Epic Pool, add one Epic Die to the pool before dealing damage to the target(s) of your Attack.

Example: After determining damage for her attack, Fiona's dice have the following faces:

With only one die in the Epic Pool, the two ❗ icons in Fiona's roll generate a new Epic Die for the pool!

Epic Dice have the following faces:

Damage: Add ②️ or ③️ damage to your total damage for the Attack.

Critical Hit: Add ①️ damage to your total damage for the Attack, then reroll this die. Add the new result to your total. If you roll another Critical Hit, continue adding damage to your total and rerolling.

Empower your Attack: When you Attack, before rolling Damage Dice, you may take any number of dice from the Epic Pool and add them to your roll. Epic Dice hit harder than normal Damage Dice, but they otherwise mostly behave like the yellow dice.

You may not generate new Epic Dice for the Pool with an Empowered Attack. Any ❗ icons you roll for an Empowered Attack are ignored.

You may Empower Attacks that deal a fixed amount of damage and don't normally roll Damage Dice! When you do, simply roll only the Epic Dice and add their resulting damage to the fixed damage of your Attack.

> You can Empower the Attacks of any figure you control. For Scenario 1, this means that Zot can use Epic Dice to Empower Attacks made by his familiar, Pooky!

Empower your Defense: Epic Dice can also help you with defense! Before a Schemer deals damage with an Attack, you may discard any number of dice from the Epic Pool to reduce that damage. For each Epic Die discarded in this way, reduce the amount of damage the Attack deals to **all targets** by ②️. This means that if two or more figures are the targets of a Schemer's Attack, then each target gets this reduction!

Wounded — Deirdre

8

Reaction — Not Finished Yet!
Trigger 🔅: You become Wounded.
You gain 🛡🛡🛡🛡. You may give some or all tokens gained in this way to Friends.

Action — Divine Strike
Range ⤢ 2: Attack ⬡ 1 Foe
You may **Push 1** the target.

Action — Limp Along
Move ⌐ 3

Reaction — Empower your Attack
Trigger 🔅: A Heroic figure begins an Attack. Remove any number of dice from the Epic Pool and add them to your Attack roll. Attacks without Attack Dice roll only the added Epic Dice. You **may not** add dice to the Epic Pool with an Empowered Attack.

Reaction — Empower your Defense
Trigger 🔅: A Heroic figure is Attacked. Remove any number of dice from the Epic Pool. Reduce the damage that Attack deals to **all targets** by ②️ for each die removed.

Epic Pool

Keywords

There are a number of other keywords on the various abilities and Schemes used in Scenario 1. You will find full explanations for each keyword in the Glossary, but here are some brief explanations:

Heal X: This effect removes up to ✪ damage from the target.

Invigorate X: This effect removes up to X Cooldown Tokens from any combination of your abilities. (You'll remove X tokens total, not X from each ability.)

Splash ✪: This Attack deals ✪ damage to each Foe that is adjacent to the Attack's target(s) and that was not itself a target of the Attack. Splash does not cause "friendly fire" - Friends of the Attacker do not take any Splash damage, even if they are adjacent to one of the Attack's targets.

Weaken X: Assign X Weaken Tokens to the target(s). Weaken tokens cause the affected figure to deal less damage, as described on page 13.

Objective Phase

The last phase of each round is the Objective Phase, where you check on your progress. Each scenario has unique Objectives and Win/Lose Conditions, so make sure you read the "Stop" at the end of each section carefully.

Lose Condition: If these conditions are met, the players lose immediately (even if it's not the Objective Phase). For Scenario 1, the only Lose Condition is a Hero being Defeated by the Schemers. There is no penalty for losing a scenario. If you do, simply set back up and try again!

Objective: This condition is checked to see if the players should continue to the next section of the scenario. For Scenario 1, you will check to see if this Objective is complete during the Objective Phase.

Win Condition: If these conditions are met during the Objective Phase, the players win! Right now you don't yet know what your Win Condition is, but it will eventually be revealed to you over the course of the game.

STOP You are now ready to play! Return to the Scenario Book and read the Lose Condition and Objective on page 2. Enjoy the game! **STOP**

The Maze of Madness

Congratulations on surviving the first part of the scenario! After you have attained your Objectives for a section, you will continue to the next part of the scenario. Many scenarios are divided into distinct Reinforce sections that spread out the enemies you will face across different areas of the map. Let's look at the next section of the Scenario Book now.

Reinforce

Each Reinforce section details what changes, if any, you need to make to the map, as well as where to deploy new Foes. For Scenario 1, you need to remove the door tokens separating The Gauntlet from The Maze of Madness, and then deploy new figures and tokens to the indicated spaces.

When deploying these figures, repeat the same process as before (described on page 2 of this document), using the tracker deck to randomize the location of each figure. These newly-deployed Schemers may use the same standees as previously Defeated figures.

Note that this Reinforce section instructs you to deploy only to spaces in The Maze of Madness. Do not deploy to The Gauntlet.

STOP Get back to it, adventurers! Return to the Scenario Book and read the Lose Condition and Objective at the end of this Reinforce section, then play on! **STOP**

The Room of DOOM

You're on the final stretch! This new room offers new challenges and enemies to Defeat, as well as your Win Condition!

Reinforce

You will now have three different Schemer types to contend with throughout the rest of the scenario. Read the Reinforce section in the Scenario Book and add Foes and Traps to the board as before. After you have finished deploying the new figures to the map, you will need to roll Scheme Dice for each Schemer Group. You must roll the Scheme Dice separately for each one, so it is useful to roll the dice one at a time, top to bottom, and assign them to the appropriate Scheme Blocks as you go. (You may want to get into the habit of rolling a Scheme Die even for Schemers that have only one Scheme. The reason for this will become clearer in later scenarios.) You will also need to add each Schemer Group's initiative tokens to the bag.

If all figures from a Schemer Group have been Defeated, you will not roll Scheme Dice for them during the Ready Phase of any subsequent round, and you will no longer add their initiative token to the bag.

Win Condition: You win the scenario if you meet these conditions during the Objective Phase. Note that all Heroes must survive until the Objective Phase, so if a Hero is Defeated during the Combat Phase, you will lose, even if you met the Win Condition! Note also that for Scenario 1 there are two ways you can meet the Win Condition.

STOP It's nearly the end! Return to the Scenario Book and read the Lose and Win Conditions at the end of this Reinforce section. If you win, read on in the Scenario Book. If you lose, just go back to the beginning of the scenario and try again. Good luck! **STOP**

Finishing Scenario 1

You did it! Our Heroes have saved the day once again. After each scenario, clear all damage tokens, Power and Debuff Tokens, Charge and Cooldown Tokens, etc, and return them to the supply. Heroes start fresh and fully healed at the start of each scenario.

After the Epilogue section of each scenario you will find a Rewards section detailing which cards will be revealed from the Vault and added to their respective Heroes and the shared Armory. Open the shrinkwrapped Vault cards, then take the indicated cards from the Vault and reveal them. These new cards can be used in subsequent games! Store the remaining Vault cards in the box without looking at them - you'll unlock them later.

Add the new Hero cards to each Hero's collection of game components. Be sure to take **all** new Hero cards, even the ones for Heroes that you didn't play this game. Then use all Item cards to create the Armory, including the Items you just got from the Vault, plus the six "improvised items" that the Heroes started with. Again, be sure to include the Items from the Heroes you didn't play this game.

The Armory: This is the collection of Item cards that are available to the Heroes at the start of each scenario. From this point forward throughout the campaign, you will have the opportunity at the start of each scenario to customize your Hero's loadout by selecting the Item cards you want to use. We'll go into more detail about how you'll use the Armory in Scenario 2, but for now, take the items each Hero started with, plus the newly acquired items, and store them together in a bag.

When you're ready to start Scenario 2, read on!

Setting Up Under the Cellar

This scenario's "Setup" section has you set up a new map with many new features. (Maps are two-sided, so keep in mind that the map you need may be the back side of another map!) Instead of dividing the map's rooms up with doors as you did in Scenario 1, you'll be using a new token, the Gravel Wall. We'll go into detail about how Gravel Walls work when we talk about Map Features later. For now, place these tokens on the map such that they overlap adjacent spaces that are contained within the same outline.

After you have placed the Gravel Walls, prepare Schemer standees and their tracker decks as described in the table under Setup - the next section in the Scenario Book. Remember, to set up Schemers, put the indicated standees into the appropriate color base, then create a tracker deck of that color with the indicated number of cards. Note that the Gizmoblins from Scenario 1 are now Glitchedmoblins! They use the same standee figures, but will behave differently in this scenario.

Keywords

The next section of the Scenario Book covers the Keyword abilities on each of the Schemers in the scenario. These abilities are recurring effects you will find throughout the campaign. Keyword abilities are found in the Scheme Block above the name of the Schemer. While the Scenario Book will offer a brief descriptions of each of these abilities, full explanations of their mechanics are available in the Glossary.
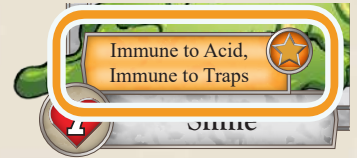
For this scenario, it is important to remember that Berserk makes the Glitchedmoblins treat **all** other figures on the map as Foes - even other Glitchedmoblins! So when a Glitchedmoblin moves toward a Foe, it will move toward whichever figure it can get to with the least movement. As usual, if multiple figures are tied for the least movement, the players pick which one the Glitchedmoblin moves toward. With clever Hero maneuvering, you can ensure that the Glitchedmoblins attack Slimes or each other instead of you! Also, remember that Berserk is not symmetric - even though the Glitchedmoblins treat the Slimes as Foes, the Slimes treat the Glitchedmoblins as Friends!

Deploy

Game Difficulty: Starting in Scenario 2, deployment tables include game difficulty. At the start of each scenario, you will choose the difficulty rating you will play. For the rest of the scenario, you'll only use that difficulty's rows on deployment tables throughout the rest of the scenario. Here's a rundown of what to expect at each difficulty level:

Story: This difficulty will have fewer or weaker Schemers and will occasionally provide the Heroes with other advantages. This difficulty level is excellent for players new to dungeon-crawling games or those who want to have a blast wrecking baddies while reading fun stories.

Veteran: This difficulty is considered the base level of difficulty for most players familiar with this kind of game. You will be punished for mistakes, but should be able to overcome them by tactically engaging with the challenges of the scenarios.

Legend: This difficulty is punishing, featuring additional or stronger Schemers that also benefit from penalties applied to the Heroes. The consequences of your mistakes will be severe and fine-tuning the composition of your party and their equipped cards will be essential to winning the game. In addition, Legend difficulty introduces the dreaded red Doom Die!

Doom Die: This die forces players to be more strategic with the way they attack their Foes, because now their Attacks may deal less damage, or even cause the attacking Hero to suffer damage! At Legend difficulty, whenever a player determines damage by rolling one or more yellow Damage Dice, they **must** also roll the red Doom Die.

A blank result on the Doom Die has no effect. If the Horns icon is rolled, the attacking player must choose one of the following:
1. Deal ♦ damage to their Hero that cannot be prevented or avoided in any way, **or**
2. Discard a Damage Die of their choice from the roll **before** rerolling any Critical Hits.

Critical hit rerolls do not include the Doom Die.

Heroes

Starting with Scenario 2, you can customize your Hero with new ability cards and bonus Power Tokens!

Hero Cards: At the end of Scenario 1, you unlocked 2 new ability cards for each Hero. For the rest of Chapter 1 (now through Scenario 4), each Hero will use all four of their ability cards. Starting in Scenario 5, you will gain additional ability cards and will need to start choosing which ones you will equip and which ones you'll leave in the box at the start of each game.

Item Cards and the Armory: At the end of Scenario 1, you started the Armory by combining the Items you had at the start of the scenario with the ones you unlocked from The Vault. Unlike Hero cards, which may only be used by their specified Hero, Items in The Armory may be equipped by **any** Hero - while supplies last! If one player equips their Hero with an Item, they'll take that Item and place it near their Hero mat, and that Item will not be available to other players at the table.
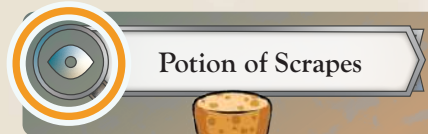
The Items available in the Armory will become powerful, but are also limiting. You will need to weigh the advantages of a given Item for your Hero against its value when equipped by one of your friends. Do you give Zot an extra bit of protection, or more firepower while loading armor and healing effects onto Fiona? It's up to you!

Each Hero may equip at most one Major Item and one Support Item. You may **not** choose to equip a second Support Item in place of your Major Item or vice versa.
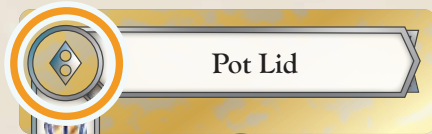
Pot Lid	Potion of Scrapes
Major Items have the two-pip "diamond" and a gold background.	*Support Items have the single-pip "eye" and a copper gradient background.*

Remember that some Hero and Item cards have a drop-down Setup Flag in the upper left. These determine how many Charge Tokens there are on your Charge Abilities, as well as what Power Tokens you get at the start of the game.

Power Tokens: Chapter 1 uses several different types of Power Tokens. (Chapter 2, which starts with Scenario 5, will introduce more.) For more information about any Power Token, including how they are used by Schemers, see the Glossary.

Shield 🛡: A Shield Token may be discarded to reduce any instance of damage by **2**.

Damage Boost ✸: After you determine damage for an Attack (usually by rolling Damage Dice), you may discard any number of Damage Boost Tokens to increase the damage of your Attack by **1** for each token discarded. Remember, an Attack deals full damage (including Damage Boost bonuses) to **all** of its targets.

Evade 🏃: An Evade Token lets you reposition after you take damage from an Attack and avoid any nasty **Harm** ⚙ effects. After you take damage from an Attack, you may discard one or more Evade Tokens. If you do, you **Avert Harm** ⚙ and you may Leap 🐾 2. If you discard multiple Evade Tokens at the same time, the Leap 🐾 values are summed into a single longer Leap 🐾 effect.

Toughness: Discarding a Toughness Token allows you to completely Ignore any one instance of damage. This also causes you to avoid any **Harm** ⚙ effects resulting from that damage.

Power Tree: During setup in this and later scenarios, you will have access to your Hero's Power Tree. The Heroes section of each scenario will tell you how many spaces you may claim on the tree, and each space you claim will give you bonus Power Tokens at the start of the scenario. Each space you claim on the tree must be either one of the two gold-border spaces at the bottom of the card, or it must be connected by a silver line to one of the spaces you've already claimed. For Scenario 2, you may claim only one space on your Power Tree, so it must be one of the two gold-border spaces at the bottom of the card. When you claim a space, put the corresponding Power Token(s) on top of that space. (Note that higher up on your Power Tree are spaces that give you two Power Tokens for one claimed space!)

When you have finished claiming spaces on your Power Tree, transfer all of the Power Tokens from your tree to the supply near your Hero mat, then put your Power Tree card back in the box. You'll use it again when setting up for your next game.

The choices you make on your Power Tree are not permanent and can be different every game! You are encouraged to change your choices in each scenario to adjust your Hero to the challenges of that scenario. Sometimes you'll focus on one particular path on your Power Tree, while other times you might take both starting spots and move up multiple branches at the same time.

Zot's Wizard Fire: The final new toy you have in Scenario 2 is Zot's Wizard Fire! Zot's new ability, "A wizard rarely causes 'spontaneous' combustion", can place these tokens on the map. Wizard Fire tokens are special tokens that are only Dangerous to Zot's Foes. Heroes can freely enter and move through Wizard Fire tokens with no penalty, but enemies will avoid entering spaces containing these tokens if at all possible. If a Foe enters a space containing Wizard Fire, or if Wizard Fire is placed in a Foe's space, then they'll take 🔱**2** damage!

The Zot player should take the Wizard Fire rules reminder card and keep it near their Hero mat.

Map Features

Next up in the Scenario Book is the Map Features section, and there are two important new kinds of Map Feature mentioned there. Hazards are pretty straightforward - they're like "permanent traps". The Gravel Walls have some new rules, though. They are like doors that you bash open with an Attack.

In this Scenario, you may Attack the Gravel Walls dividing the rooms from one another to reveal new areas of the map. When you perform an Attack, you may choose to treat one or more Gravel Wall tokens as Foes. When you do, you may target either space a Gravel Wall covers as though it contained a Foe. Dealing damage to a Gravel Wall does trigger your Attack's **Harm** ⚙ effects, which trigger before you remove any damaged Gravel Walls from the map.

Removing a Gravel Wall will cause you to Reinforce during the Combat Phase as detailed in the next section of the Scenario Book.

Scenario Events

Scenario 2 introduces your first Scenario Event! Scenario Events are described in the Scenario Book, and are game events that trigger on a certain game state - in this case, if all Slimes have been Defeated and the next room hasn't been revealed yet. **To avoid spoilers, don't read a purple Scenario Event box unless instructed to do so!**

STOP You are now ready to play! Return to the Scenario Book and read the Lose Condition and Objective. There are also additional important details telling you how the Scenario Event is triggered. **STOP**

Combat Phase Reinforcement

When a new room is revealed during the Combat Phase, the game pauses for a moment and the new room is Reinforced. Follow any setup and deployment instructions for the newly-revealed room. When Schemers are deployed in this way, one of the following will be true:

1. If the new Schemers have the same type as other Schemers who were **on the map at the start of this Combat Phase**, then the newly-deployed Schemers will take their turn when their group's initiative token is drawn. If their initiative token has already been drawn this Combat Phase, then the newly-deployed Schemers will not take a turn this round.

2. If the new Schemers are from a Schemer Group that **did not have any figures on the map at the start of this Combat Phase**, and therefore did not have a Scheme Die rolled for it this round, then you must immediately roll a Scheme Die and place it on the matching Scheme for that Schemer Group, then add their initiative token to the bag. The new Schemers will activate later in this Combat Phase when their initiative token is drawn.

In other words, if any of the newly-deployed Schemers belong to a Schemer Group which has not acted yet this round **and** whose initiative token is not in the bag, then you add the group's initiative token to the bag and roll a Scheme Die for that group.

If a figure would be deployed to a space that is already Occupied, instead place it on the space Nearest ⇗ to its intended deployment space. If multiple spaces are Nearest ⇗ to the intended space, then the players choose one.

A similar rule applies to tokens. Tokens of the same type may never share the same space on the map. If a token would be placed on a space that already has a token of that type, it is placed in the Nearest ⇗ space to its intended deployment space.

After all setup and deployment steps are complete for the newly-revealed room, the Combat Phase continues from where it was paused.

> While reinforcing, you may run out of new Schemers to deploy. When you were setting up Schemers at the start of the scenario, you assembled a specific number of figures and tracker cards, representing the maximum number that the scenario will use. If the game tells you to add a Schemer to a particular letter on the map, but all Schemers of that type are already on the map, then the specified letter doesn't get a Schemer!

STOP Continue the game until you reveal the final room - the Blob Room! **STOP**

Reinforce the Blob Room

The Blob Room has a number of unique setup features and an additional Lose Condition. The newly-revealed Gelatinous Blob is a nasty Schemer with its own objective: to escape from the Blob Room and be in the Dripping Passage during the Objective Phase. Both of the Gelatinous Blob's Schemes include "Move ⌐ 1 ➡ Dripping Passage". To do this, the Blob takes one step along a Safe path toward an Unoccupied space in the Dripping Passage.

The Gelatinous Blob has lots of Fortitude and several Keywords - Immune to Acid, Immune to Traps and Massive, described on page 5 of the Scenario Book. In addition, the Blob enters play with 2 Toughness Tokens! Place these on its damage tracker card. Remember, a Toughness Token allows a figure to completely Ignore one instance of damage. If a Schemer with a Toughness Token would take damage from any source, it instead loses a Toughness Token. This causes the Schemer to Ignore any **Harm** ✪ effects that would have resulted from the damage.

Be sure to read the new Map Features section and the accompanying Wizgille Tip carefully! They will tell you how to tackle the challenge of keeping the Gelatinous Blob contained long enough to Defeat it.

STOP Finish Scenario 2. Remember, if you lose, just try again! If you win, collect your new loot and read on when you're ready to start Scenario 3! **STOP**

Setting Up the Grey Market

In this scenario, you are in a race against time where you'll need to achieve Objectives before the clock runs out. In scenarios like this one, you'll often be able to buy more time by completing various minor tasks across the map. For Scenario 3, you need to defend the Grey Market by searching for specific Schemers, the Siege Jellies, hidden throughout the map, all while trying to not be overwhelmed by the Foes defending them!

Reinforcements are randomized for this scenario, so you will need to take the four lettered Randomization Tokens, shuffle them and place one of them face down in each of the four "buildings" in the corners of the map. We'll explain how these work in "Event: Surprise Enemies!" below.

Depending on difficulty and Hero count, you may also start the scenario with a certain amount of damage already dealt to the Grey Market. When the Scenario Book instructs you to deploy to the Grey Market, deploy to the spaces in the center of the board, outside of the four buildings. Don't forget to put a Toughness Token on the tracker card for each Chitin Brawler you deploy!

Event: Surprise Enemies!

You will reveal buildings by moving your Hero onto the various door tokens scattered across the map. When you enter a space containing a door token, pause the turn and remove that token and any other door tokens from that building. Then you'll do a Combat Phase Reinforcement just like you did in Scenario 2. However, the contents of each building are randomized! After clearing the doors from a building, reveal the Randomizer token that was placed on it at the start of the scenario. Match that token to one of the four deployment tables in the Scenario Book and deploy the indicated Schemers and tokens. Remember that if you deploy a Schemer that wasn't on the map at the start of the Combat Phase, you'll need to roll their Scheme die and add their initiative token to the initiative bag. Play will then resume with the current figure's turn.

Schemers cannot enter spaces containing doors (and neither can Pooky or Eve's Illusions). In addition to Heroes opening doors normally, it is also possible for a Hero to Leap 🗡 onto a door by using an Evade Token when they are attacked. If a building is revealed in this way, you'll still pause the current figure's turn and Reinforce the revealed building. If one or more newly-deployed Schemers belong to the group of Schemers currently taking their turn, only the Schemers with Initiative numbers after the currently acting Schemer will take a turn.

Example: It is the Muck Launchers' turn during the Combat Phase, and Muck Launcher 2 has just dealt damage to Gerki. In response, Gerki spends one of his Evade 🏃 tokens and uses Leap 🗡 2 along the indicated path, ending on the door space.

This pauses Muck Launcher 2's turn as "Event: Surprise Enemies!" begins to resolve. New enemies and Traps are deployed to the building, including Muck Launchers 1 and 4 and Chitin Brawler 1. Both of these types of Schemers already had figures on the board at the start of the Combat Phase, so no new Scheme Dice will be rolled.

Muck Launcher 2 then resumes its turn. When Muck Launcher 2 finishes, initiative will continue to move forward, meaning that the newly-placed Muck Launcher 4 will soon get to take a turn. Muck Launcher 1 will not take a turn during this Combat Phase, since it would have acted prior to Muck Launcher 2.

STOP Return to the Scenario Book and play the game! Return here at the beginning of Scenario 4. **STOP**

Playing Scenario 4 — 4

STOP Welcome to the final Scenario for Chapter 1! You have fought robots and slimes and even crab men. Now it's time to thwart the evil plans of the Crab King and have your first Boss fight! Open the Scenario Book to page 15 and read the Prologue. **STOP**

Setting Up Scenario 4

Scenario 4 combines all of the lessons you have learned up to now. You will be racing against time as you try to save the map from destruction, like in Scenario 3, as well as destroying terrain to access new areas and fighting a big scary monster, like in Scenario 2. Let's set up the map and go over the final few new wrinkles.

After placing Gravel Walls on the map, you will deal damage to the Temple Foundation based on the difficulty and Hero count for the scenario.

Oozing Fauna: After the setup table, you'll find a table telling you where to deploy Oozing Fauna. These Schemers will be in places on the map that you have not revealed yet! Even though you haven't revealed and reinforced the rooms these Schemers are in, they will still activate during the Combat Phase, dealing damage to the Temple Foundation and sometimes flooding their rooms with Traps.

FSSSSSSsssshh!
If this figure is not Weakened, deal ⬇ to the Temple Foundation.
Range ⤳ 2: Attack ⬇ 1 Foe

Sizzle-Fizzle
If this figure is not Weakened, deal ⬇ to the Temple Foundation.
Put a ⬛ Trap in the Nearest ⤳ Unoccupied space.

Immobile, Big Bad
6 Oozing Fauna

Toughness Tokens: You'll also be facing a bunch of other tough baddies. Remember to always check for the Toughness or Shield icon when deploying new Foes! In this scenario, all Hardened Slimes and Chitin Guards are deployed with one Toughness Token on their damage tracker card.

Power Tree: In this scenario, you'll be claiming a second spot on your Power Tree. As before, when you claim spots on your Power Tree, you must start with either of the gold border spots at the bottom of the tree. From there, you may claim any connected spot, or claim the second gold bordered spot. Remember, you can choose new paths for your Hero's Power Tree in each scenario!

The campaign will get harder as you go on, but you'll get more spots on your Power Tree as the campaign proceeds as well. If you need to tweak the difficulty and make the game a little easier or a little harder, feel free to adjust the number of spots on the Power Tree that each player gets!

Leaping Schemers: Some Schemers in this scenario have Leap 🗡 effects. Leaping 🗡 Schemers can pass through Difficult spaces without penalty, but will still avoid Dangerous spaces at the end of their Leap 🗡. If you have any questions about Schemer movement, consult Appendix D in the Reference Manual.

STOP Return to the Scenario Book and start playing! **STOP**

Confronting the Crab King

You are about to cross claws with the Crab King, the end boss of Chapter 1! Bosses are Schemers, but with a few extra twists.

Boss Mat: The Crab King uses a Boss Mat for his Schemes. Just like a Hero mat, this mat has both a Fresh and a Wounded side. When you initially deploy a Boss, they are Fresh. If a Boss takes damage greater than or equal to their Fortitude, they'll become Wounded. When this happens, discard all damage tokens on the Boss Mat, flip the Boss Mat, then reroll their Scheme Die. As with Heroes, any excess damage is Ignored rather than carrying over to the Boss's Wounded side.

Variable Toughness: Depending on the difficulty and Hero count, Bosses will deploy with some number of Toughness Tokens. Note that these Toughness Tokens will be added to the Boss Mat when a Boss is first deployed and **again** when they are Wounded.

Extra Initiative Tokens: Bosses often have extra initiative tokens. For example, the Crab King gets an extra initiative token at some Hero counts and difficulties. In this scenario, if the Crab King has an extra initiative token in the bag, he will reroll his Scheme Die after taking his first turn in a round.

Activating Other Schemers: Some Schemers, including the Crab King, have a Scheme that causes another Schemer to activate. In this case, the Crab King's "Master and Commander" Scheme causes the Crab King to activate his first Scheme ("Lordly Blitz"), then the Crab King's Nearest ⚡ Friend also activates its own first Scheme. Remember that the word "Friend" in a Scheme denotes a Friend to that Schemer. Note that only the single Nearest ⚡ Friend will activate, not that figure's entire Schemer Group. If multiple Friends are equally close to the Crab King, the players choose which one will activate.

Shield and Toughness: It is possible for the Crab King to have Shield Tokens and Toughness Tokens at the same time. If a Schemer would be dealt damage, and that figure has both Toughness Tokens and Shield Tokens, it discards a Toughness Token and keeps its Shield Tokens.

STOP Return to the Scenario Book and Defeat the Crab King! As always, if you lose, just try again! **STOP**

Finishing Chapter 1

You did it! You have completed Chapter 1! As you make progress through the campaign, you will unlock more Hero and Item cards to customize your loadout.

Archiving Cards: As you unlock new cards from the Vault, you may also be instructed to Archive certain cards. When you Archive a card, you remove it from the game permanently and place it into the Archive. (We recommend using the back of the Vault box to store the Archive.) Cards in the Archive are no longer available in future scenarios. However, you will only Archive cards when you are replacing them with new, more powerful versions of those same cards.

The intended play experience is for you to play each scenario in order. However, it is possible to replay an earlier scenario, if you like. Before doing this, you may wish to rewind your Vault and each Hero's cards from the Archive to the state they would have been at that point in the campaign. This is optional, though.

Hero Card Selection: From this point forward, each Hero will have more than four Hero cards to choose from. When you set up for future scenarios, you will pick four of your Hero's cards to use. Just like with the Power Tree, your choice of Hero cards is not permanent! You are encouraged to experiment and alter your choices based on the needs of each scenario.

There are still more surprises hidden throughout the campaign, and the Scenario Books and Reference Manual will be your guides from this point forward. When you complete a chapter, open the next chapter's pack to proceed. Now go forth and see what further adventure awaits you!