

WOSDEC™



THE RULES

the
PLAGUE THRONE
A SUPER DUNGEON™ EXPANSION
POWERED BY WOSDEC™



Greetings Chibi Heroes and Adventurers,

This has been an interesting journey. It has been filled with just as many ups as it has had downs. After two failed crowdfund attempts, I wasn't sure that this would ever really see the light of day. Due to the kindness, support, and encouragement of many of you, I decided to make it happen and do it all myself. This book is the results of that hard work.

Thank you to each of you that downloaded, purchased or cheered. This was made possible because of you. I appreciate you all more than you will ever know. With that being said, it is my great pleasure to welcome you to WOSDEC: The Plague Throne. Prepare to level your chibi heroes and take on adventure itself. I hope this ruleset brings you as much joy as it has brought me and the groups I play it with.

Warmest Welcomes;

Drew Davis

Team Drew's Basement LLC

To my amazing son,
You are brave
Love, Dad



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Prologue:

Screams echoed through the village, "THE UNDEAD ARE COMING!" was a frequent shriek amongst the hysteria. Amongst the madness and panic, a little girl with platinum blonde hair stood in the village square, her eyes and mouth left wide with fear as she watched a Rattlebone crawl out of the ground in front of her. Its skeletal fingers gripping at earth to free itself of its dirt cage, grass and cobbles falling off of its large skull as it emerged. Squeezing her small teddy bear tightly, she let out a terrified scream as the Rattlebone's jaw started snapping at what was to be its first victim. It lunged forward with unholy speed and determination to get the little girl in its lifeless jaws. Mid-lunge though, a large shining silver shield came crashing through, shattering the rattle bone into many tiny pieces. With a quick turn and loud thud, the large shield was in between the girl and harm's way. Looking behind her, holding the shield was an older Royal Paladin, his grey tussled in a short cut with an eye patch over one eye, his beard almost white in color.

"Don't worry. We'll get you of here." The man looked decorated, large amounts of filigree covered his armor, his voice deep and steadfast. He let out a grunt as a magical explosion crashed against his shield, "Get to the docks, get to the boats, I'll cover you lass," he commanded as he moved his shield and charged the necromancer that sent the green bolt of fire at them. The girl stood for the briefest of moments watching the heroic man charge into the fray. Looking down at her bear, she grabbed its arm with one hand and began running as fast as she could to the docks. By the time she made it there though, the boats were gone or in flames. Looking around she saw a house not engulfed in flame, slightly damaged, but the safest option. Running scared, tears falling from her eyes she ran into the house and hid behind a chair. Holding her stuffed bear tight, she began watching the battle unfold from the cracked window. After what seemed like hours, the older paladin came out from an alley, his face covered in dirt, limping, and dragging a shield in one arm, and a broken sword in another. As he made it to the center of town, he dropped to his knees. The shield and sword falling to his sides. The Paladin himself slowly fell to his back. The girl gasped and ran out to him and shook him.

"Mister, Mister, wake up, you have to get up!" she pleaded with the fallen paladin.

Looking at her, he raised a hand and gently grabbed one of hers, "we won child, the undead have been defeated, Von Drakk has returned to his manor," he paused as he began to cough, "What is your name?"

"Celeste sir," she answered as she saw a small red puddle began to form under the man.

"Celeste, you are very brave, braver than most of my own paladins," he offered a small weak smile. Nodding towards the stuffed bear, "Who is your friend, he looks like a formidable warrior."

Looking at the dirty and thread bare teddy, she picked it up and held up for the man to see the small bear, "This is Mr. Buttons, He was much braver than I was, he never once screamed."

The man let out a weak laugh, "Is that so?" He asked his brows going up in surprise, "Then a paladin he must be. You see child, like Mr. Buttons, Paladins, no matter the odds, will run into danger to protect the innocent. He may not have fought, but his steely resolve kept your calm. You two make quite the team, I consider you both very brave." Taking out a coin from his pouch he handed it to her. "Take this, it is a princess coin. It shall prove what I am about to say to the Paladins of Glauerdoom Moor. I, Sir Sigmund the Fifth, head of the order of Paladins in these parts officially make the two of you squires of our order. For reasons of bravery in the face terror, and kindness in the time of an old man's passing. Lady Celeste and Lord Buttons, do you accept this honor?"

Nodding she replied softly, "We do Sir Sigmund, we do."

"Good, now let an old man rest. Find the rest of my order and give them that coin, they will protect you." Nodding, the little girl's eyes became glassy with tears. Putting the coin, his broken sword and the newly appointed Lord Buttons on the inside of the tattered shield, she began to drag everything in search of other paladins...

14 Years Later...

A horse in pristine silver armor and purple heraldry stood at the top of the hill beneath darkened skies filled with green fire and lightning. The village below the hill was under siege from the largest undead force Glauerdoom Moor had seen in over a decade. Two other horses trotted up next to the armor clad one. Upon the first was a mage, whose red robes and hat moved gently with the wind. The second was an Elven ranger. The ranger began to speak, "Lady Celeste, my archers are in position, they await your command."

“As are the mages my Lady, they stand ready as well.” The mage added.

The armor-clad woman sat overlooking the embattled town, her platinum blonde hair held back in a ponytail, and deep scar down her left cheek and over her eye. Unlatching the shield from her back, she took the old shield and slid it onto her left arm and grabbed the horse’s reins with that hand. Drawing the sword with an old familiar hilt she pointed towards the town, “MY PALADINS!” She shouted at the forty plus mounted paladins behind her, “Far too long has Von Drakk laid fear and terror to these lands. Far too long has he turned our loved ones, our friends, our families into his undead minions. Well, no more, today, we send him a message, that WE WILL NOT GIVE IN! WE WILL NOT FALL! WE WILL NEVER REST UNTIL HE IS GONE!” The paladins cheered and roared with approval, “MY BROTHERS AND SISTERS OF THE LIGHT! FOR CRYSTALIA! FOR THE LIGHT! FOR SIR SIGMUND!” She screamed and kicked her horse into a full charge. The paladins behind her followed suit, as did her two companions. Arrows flew over their heads towards the undead forces, as well as fire balls from the east. Celeste rode hard and whispered to herself, “No matter the odds, we will protect the innocent.” Looking down for a moment at the small stuffed bear in a tiny suit of armor that was strapped to the side of her saddle, she smirked before releasing a roar of ferocity, a blinding glow emanating from her...



Celeste, The Lady of Plagues

Sir Sigmund would recover from his wounds and take Celeste in as a student, a squire, and though he never said it until the end, a daughter. He would train her until she was old enough to set off on her own crusade against the undead.

Her hatred of the undead and Von Drakk has been a powerful influence, one that Sir Sigmund has continually cautioned her to control. After saving the town she was rescued from all these years later. She would discover traces of the enemy, traces of Von Drakk.

Pursuing him deep into the heart of Glauerdoom Moor, she would come across a tower in the middle of an abandoned village shrouded in mist. When her and her companions entered the tower, spider webs, dust, rusted armor were all over. It was as though the tower had been forgotten for centuries. Here, she would fight Jorogumo and her three daughters. Their immense power and prowess pushed Celeste and her companions into a room where they locked the door to regroup and figure out a plan. There, floating above a mantle, there was a great axe wreathed in green flames. It would talk to her, "Celeste, the power to defeat Jorogumo and her daughters, to stop Von Drakk, I can give it to you..." Enthralled by the axe's words, she would slowly walk towards it, her companions barricading the door, screaming at her for help and direction. But all she could hear was the axe. "Take hold of me, and I will give you the power you need to win this war and save your friends from a permanent end here." Her hand would slowly reach out, her friends yelling at her to help as the double doors moved with each charge from the spider women, their bulk starting to splinter the thick doors. "That's it Celeste, take this axe and become a vessel of unstoppable power. Bring peace to Crystalia, a never-ending peace..." With those final words, Celeste reached out and grabbed the Axe, as soon as she did, her eyes went wide with fear as pain shot through her body, sickness immediately attacked her organs, her skin paling, her hair instantly greying. She would fall to her knees, her armor starting to change from noble and silver, to a sickening green color, accents of righteous heraldry becoming skulls with glowing green eyes. Her cape tattering and turning dark. She would begin to regurgitate everything from her body, screaming for a moment before quiet came. The door no longer banging, her companions confused and looking at her.

"Are you alright Lady Commander?" the Ember Mage would ask. Standing slowly, a once noble vision now stirred fear in her companions, a dark and sickening aura began to emanate from her. Looking back over

her pauldron, her eyes glowing a bright iridescent green, glowed with great power.

"Never, better." She would say as she threw a bolt of energy in the shape of screaming skull that drained the Ember Mage of life. After a moment, the Ember Mage would stand back up, her own presence different, an undead thrall of Celeste now. Outside the room screams could be heard before silence was all that was left. Emerging from the tower she would take Mr. Buttons and whisper something into his ear. Throwing the stuffed bear, it transformed into a massive undead creature of ferocity. Mounting atop of him, Celeste would begin her war against all Crystalia to bring an eternal peace, under the influence of the Lord of Plagues.

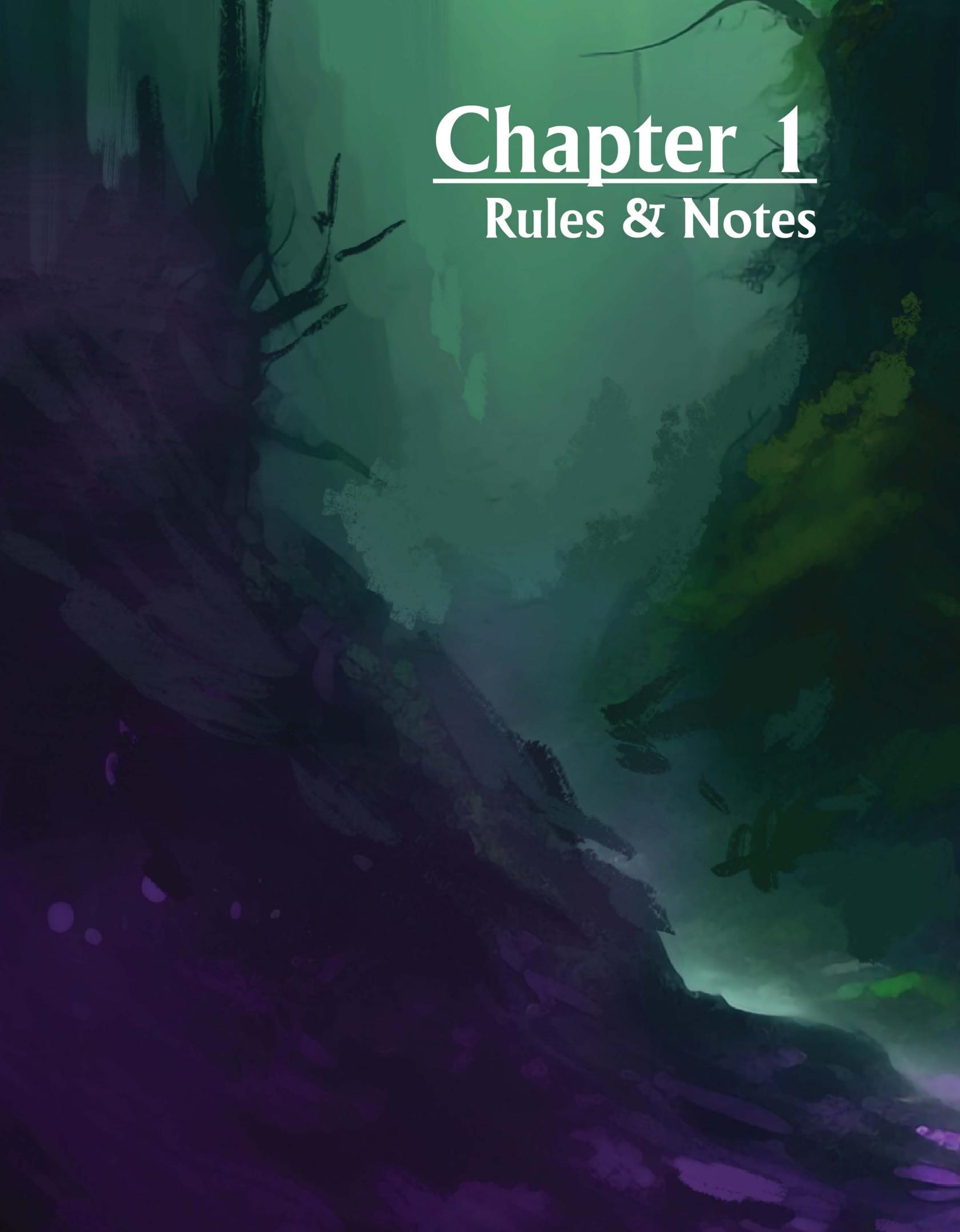
Months would go by until Sir Sigmund would be able to rally his army and meet Celeste and her undead forces in the field of battle. Sir Sigmund, mounted atop a massive dragon would engage Celeste directly while his forces engaged the undead. The battle lasted hours, but even with slaying the massive dragon, Celeste would still lose the battle. Sir Sigmund would never forget the words she said that day. "My family Sir Sigmund, I could have brought back my family with this power. The world would have known peace," She would whisper to him while starting to fade. Eventually, her eyes would close, and she would lay lifeless in his arms. A pain he felt deep in his chest, a guilt of not being able to save her, the guilt of a good soul falling to evil for the right reasons. He had failed her.

"I forgive you my daughter, I forgive you," he would say as tears streamed down his cheeks. The order of light took her and the axe out to the coldest part of the sea, first dropping the axe in the waters, then her body. Looking down at the stuffed bear, Sir Sigmund threw Mr. Buttons in too. "So you are not alone for eternity my daughter..."

Three hundred years would pass, water would crash against the shores of Frostbyte Reach. Some distance offshore a faint green glow would appear in the water, heading towards the shore. Snow falling gently, grey hair would emerge from the water, falling over a pale face. Rusted, pitted green and copper armor covered by a purple dark cloak matted against the horrifying plate armor. A skull clad boot touches the snowy shores. A glowing axe strapped to the back of the figure. From the waters next to the armor-plated woman, a large hulking bear emerged, bits of its flesh rotten. It nudged affectionately the female figure whom it was twice the size of. "We are home Mr. Buttons," said the woman, her voice

sounding like three different voices speaking at once. Reaching over she rubbed the muzzle of the large fierce creature. “Let us uncover the thrones of power, starting with, The Plague Throne.” Smirking in the falling snow, the bear let out a deep and fierce roar of power as it moved so she could mount atop the massive creature. The two disappeared into the snowy wasteland...





Chapter 1

Rules & Notes

The WOSDEC™ ruleset is designed around the ARCADE 2.0 rules for Super Dungeon Explore™. A classic explore ruleset for this expansion is not currently available, but I have spoken to members of the community, and I wouldn't be surprised if you see a conversion PDF or post for that in the future if this is received well.

Being a fan of MMOs, Action RPG games, these were huge influences when writing this rule set. In order to preserve that feel and to have some things just make more sense, here are some rule modifications suggestions:

Pets: Unless the pet is a bound pet, such as Obor and Chompers, it is recommended that you do not use the pet feature of the core rules. Bringing pets slows down the game drastically and they do not level well with the monsters as the monsters get stronger.

Last Hero Standing: When the last Princess Coin is used, your adventure does not end in failure. You simply cannot resurrect heroes using princess coins. Activation still happens as normal regardless of the dungeon size and associated Hero activation. So each hero can only activate once per hero turn, however, the number of activation slots remains unchanged.

Example: If you start a game with 5 heroes, that is three activations per turn. This leaves one floating spot for a nonactivated hero to fill in each round after the first. If a hero is defeated and there are no more princess coins, you will go down to 4 heroes available, but still have 3 activations per turn. Instead of having 1 floater spot to be filled, you will now have 2 per turn.

If another hero falls, the remaining 3 heroes will activate every turn in this instance. However, if another hero falls, the remaining 2 heroes will only activate once per turn, and same when down to 1 hero. Each hero may only activate once per hero turn.

Secret Passages: The groups I have played in have found that the secret passages on tiles make the game too easy to defeat. For the purposes of this ruleset, it is recommended for a more balanced difficulty that these just count as open tiles.

Princess Coin Armor Bonus: When your character returns to play using a princess coin, the coin does not provide a passive defense bonus. It will stay with the character for the purposes of any buffs or debuffs caused by having a princess coin for abilities. However, the passive bonus provided to defense rolls for having a princess coin does not apply.

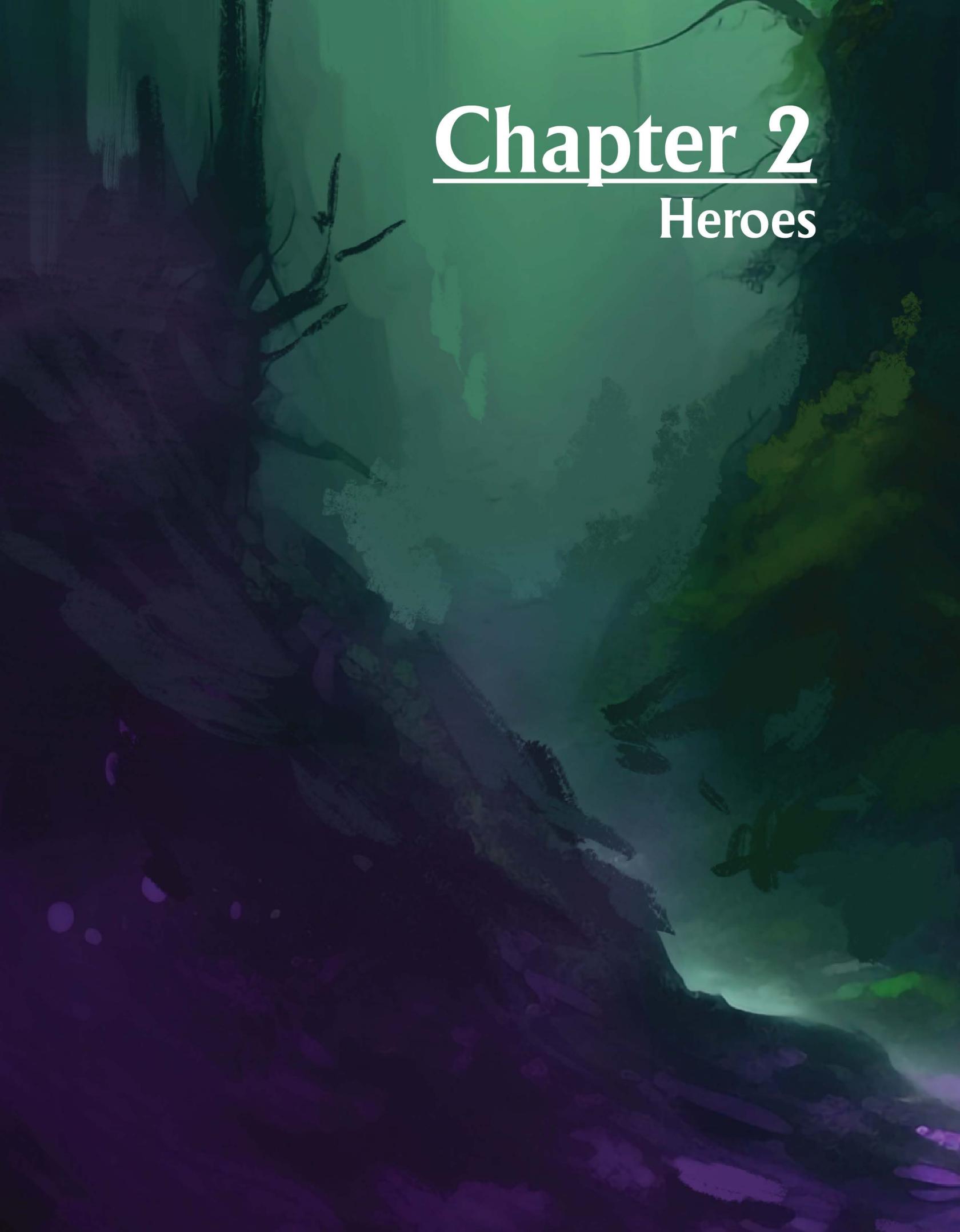
Designer's Note: *As stated these are optional rules suggestions. They do not have to be used, a couple could be used, or all could be used. The game was designed and balanced around these minor modifications to make it feel like a true TableTop MMO experience.*

What I do recommend is perhaps trying with all modifications in place, if anything feels too harsh that you want to bring back for the purposes of your group to have the most efficient and fun time, add things back a rule at a time until you find your balance of what brings you the most joy.

These rules modifications, like the rest of the rules in this book are designed to expand your game how YOU want to expand. Use all of it, use a little of it, whatever make it most enjoyable for your group. My group has multiple MMO veterans where we party balance almost every run, we talk wrath and activation orders, and while not overly serious, we do give it our best to make sure everyone has a good time and we still win.

Again, pick and choose from here and the next chapters for what works for you and your group make up, time constraints and level of immersion.

-Drew



Chapter 2

Heroes

Choosing a Hero:

When picking your Heroes, each player in the campaign starts with one Hero of their choosing, this should be your main character and thought should go into whom you choose. Once a character is taken, they are no longer available to other players to pick from in the initial pick. If multiples of a Hero are owned, you can still earn them through quests and as rewards. The only restriction placed on choosing a character is if it doubles as a Mini-Boss. In order to choose a hero that doubles as a mini boss, you should ideally have two of the model so that Narrative Dungeons and events are unaffected.

There are plenty of characters so everyone should be able to choose one without much problem. However, should two people want to claim the same Hero, this will be decided amongst the group how to work this out. If a solution cannot be made, you can either have the people who all want the same hero to roll off for it, or you can just have everyone roll an initiative order and pick accordingly from the Hero list.

The Guild System and Earning Extra Heroes:

When you travel to the main city of the campaign, you can purchase a guild charter for housing in the main city, or you gain one for free after you complete the first Narrative Dungeon for free.

This will get you your basic Guild Charter and starting benefits. There will be upgrades available for purchase that can upgrade your guild house, guild charter, and guild bank. The upgrades you can purchase and craft will be listed in a later portion of the book specifically dedicated to guild functions and rules.

At your Level 1 Guild Charter that you start with, it allows you to have one additional hero in your guild house that you can choose to switch between, or if space allows, to bring along as well on adventures. If you are at maximum heroes, you must release a Hero from your Guild Charter to take on a new Hero.

Extra Heroes are earned through quest rewards, story missions, achievements, world events and festivals. When you complete something that allows you to take an additional follower, you will get to choose from three randomly generated options, unless the quest or event specifically lists who is available from the reward. If a Hero that would be a reward is already taken by another player, replace it with a randomly generated character.

For example, if you complete a Von Drakk manor quest where you are rescuing Von Wilder/Von Wildling, the reward may be “choose one of three characters as a reward.” In this instance one must be Von Wildling/Von Wilder, the other two will be randomly generated.

If Von Wildling/Von Wilder is taken, you may randomly draw a different hero to replace the reward slot. If it is not taken, it must be one of the Heroes available as a choice.

Generating Heroes as a reward randomly:

To randomly generate the Heroes that are the rewards, take the Hero cards and put them in a deck removing any mandatory characters of the reward. Then, shuffle the remaining cards and draw however many character rewards are necessary from the top of the deck and place them on the table. The **Quest Reward** will give you the number you will get to choose from. Easier quests may give one option, more difficult quests may reward three options, raids may give you an amazing five options!! If no number is given, the default number will be 3 choices.

After a Hero is chosen, you put the remaining choices back in the deck to be shuffled back in for later rewards. If you choose to take none of the characters, you may instead choose to receive one of each crystal for your bank.

Leveling Your Character in WOSDEC™

Every quest and adventure will list its specific reward in terms of the amount XP, items, or heroes that you gain for successfully completing the mission. However, there are a few constants that are guaranteed every adventure/quest that you complete in addition to any other rewards as follows:

- 1xp:** Successfully Clear a Standard Dungeon
- 1xp:** Each Defeated Dungeon Mini Boss and Dungeon Boss
- 2xp:** Each wing of a Raid cleared
- 5xp:** Successfully Clear an entire Raid
- (X)xp:** Group Narrative Quest Rewards

A Hero gains all experience after a dungeon, quest, or event is complete. When you do, follow the leveling guide after the XP chart to level your character. If you complete a quest while in the middle of the dungeon, you will still need to complete the dungeon to turn in the quest to get the reward. When you gain a level, you lose any extra experience over what is necessary to gain a level and reset back to zero experience points.

For Example, if you need 10 experience to reach Level 2 and you have 12 exp. You use 10 exp to level and the remaining 2 is lost, your Hero is now level 2, with 0 experience points.

You may only level your character in town and may not do so mid-dungeon.

Experience required to level:

Level 1 --> Level 2 requires 10xp
Level 2 --> Level 3 requires 15xp
Level 3 --> Level 4 requires 20xp
Level 4 --> Level 5 requires 25xp
Level 5 --> Level 6 requires 30xp
Level 6 --> Level 7 requires 35xp
Level 7 --> Level 8 requires 45xp
Level 8 --> Level 9 requires 55xp
Level 9 --> Level 10 requires 70xp

The current level cap is level 10, this can potentially be expanded and raised should further content become available.

Leveling Chart and Unlocks:

- 1: Character is as shown on card
- 2: +1 Blue Dice to any stat of your choosing
- 3: +1 maximum Health
- 4: +1 maximum Potion
- 5: +1 Red Dice to any stat of your choosing
- 6: +1 maximum health or +1 maximum potion, you may choose a crafting specialty
- 7: You are able to equip Chibi-Bound items in the Ruby Slot
- 8: You are able to equip Chibi-Bound items in the Citrine Slot
- 9: You are able to equip Chibi-Bound items in the Emerald Slot
- 10: You are able to equip Chibi-Bound items in the Sapphire Slot.

Chibi-Bound items:

Items with the “Chibi-Bound” key word are items that do not get broken down into crystals as normal after a dungeon. Once equipped on a Hero, an item with this keyword will stay with that character until they choose to discard the item. This item can not be used by any other Hero once it is equipped.

A Chibi Bound item will stay equipped on it's Hero from dungeon to dungeon. Should the moment come where a suitable replacement/upgrade is available, the Hero may choose to break it down for six crystals of the associated slot. So for instance, a Ruby

slotted item would give you six Rubies, etc.

Chibi-Bound items tend to be towards the end-game content, such as raids, or epic crafting recipes. These items tend to be very powerful and are earned through the hardest dungeons or recipes that require extensive materials.



Defending Blade of Crystalia



Veil of Masquerades

1 Hero Card: _____

2 Name: _____

3 Player: _____

4

	Level	EXP	Move	Actions
STR				
ARM				
WILL				
DEX				

5

6 Max Health:

7 Max Potions:

8 Crafting Speciality: _____

How to Use the Characer Sheet:

- 1. Hero Card** - When you select aHero card, this is where you record the Hero you have chosen by the name as it appears on their card, so Drewthallion™ or Toons™ etc.
- 2. Name** - This is quite literally the name you wish to refer to your character is. So if you pick Drewthallion™ as your Hero, but you wish to give him a name specific to you, simply record it here.
- 3. Player** - This will be where you record your name so that you have ownership of the Hero.
- 4. Level** - All new characters start at Level 1, whenever you level up your hero, simply increase this number by 1 up to a maximum level of 10.
EXP - This is the amount of experience points your character currently possesses. trade in experience points as described in the prior page to level your hero.
Move - Record your Character's movement stat from their card to here. At later levels when you are equipped in your top tiered gear, you may want to record your modified movement total for easy reference.
Actions - Here, record the number of actions your character has from their card and transfer it here as well. Again, at later levels when you are equipped in your top tier gear, you may want to record your modified action total for easy reference.
- 5. Stat Array** - For this, write in the number of dice with each matching color and stat. So for instance, a starting strength of 2 blue dice and 1 red die would have you put the number 2 in the emblem with the blue circle, and the number 1 in the emblem with the red circle. Stats do increase as you level and gain better gear. When you start equipping chibi bound and end game armor, you can record those stat boosts here as well for easy reference.
- 6. Max Health** - Color in the number of maximum health you have on this character. This will start with the number listed on the card, but as you level and gain equipment later in the game, this maximum will increase.
- 7. Max Potions** - Color in the number of maximum potions you have on this character. This will start with the number listed on the card, but as you level and with equipment later in the game, this maximum will increase.
- 8. Crafting Specilaity** - As you level you will get to choose a crafting speciality. Record that here as your choice will unluck certain quests, recipes, and allow to equip epic crafted items only usable by someone with your speciality.

The background is a dark, atmospheric illustration of a forest. In the foreground, a large, textured tree trunk is visible on the left side, rendered in shades of purple and blue. The background is a misty, greenish-blue forest scene with various trees and foliage. The overall mood is mysterious and somber.

Chapter 3

Visting Town

In between dungeons and adventures, your heroes will have a time to rest. They may use that time to obtain new quests, craft, build up their guild, and more. When you return to town you will have **10 Town Stay Action Points** that you can use as you see fit from the list of daily actions below. Each item listed below may be taken at a rate of one Town Stay Action Point per action. You may repeat actions multiple times as long as you have action points remaining. The only exception to this is that you may only ever obtain a quest of each type once. So you may acquire multiple quests, just never from the same source. A brief description of each action is available below, however a more detailed breakdown of each section is located later in the book.

1. Craft
2. Obtain a standard quest
3. Obtain a group quest
4. Obtain a crafting specialty quest
5. Obtain a special Event or Festival quest
6. Visit and partake in one Festival event
7. Visit your guild housing
8. Restore a hero
9. Purchase/List an Item in the Auction House
10. Visit town store

Crafting:

While in town, you may choose to craft some items to aid you in your adventures and dungeon delving. There is a crafting section that will explain how to spend materials and give you a list or recipes for things that you can craft sorted by level. You can craft an item once per action. Any items you make go immediately into your guild bank storage. But remember, there is a limit on how much the bank can hold based on the level of your guild charter. Any items beyond that are lost if not used immediately or in the case of crafting materials, the same day.

If a recipe or item has the word Attuned, it must be crafted by the person who will use it. For example, if you have an Armorsmith who makes a Legendary Shield and the recipe says Attuned, the character who is the Armorsmith is the only one who can equip/take it on an adventure.

Obtaining Quests:

To obtain a quest, you simply need visit a quest giver and spend an action point to obtain a quest.

You may only have one quest per quest source

at any given time. If you feel a quest is not attainable, you may discard and draw a new quest at the cost of a daily action. If you have no Town Stay Action Points remaining, you must wait until the next town stay to draw a new quest.

Visit and partake in a Festival or Event:

The world of Crystalia is known for its events and Faires. You can spend a daily action to go to the Faire or Event. Once there you may select a scenario/item off the festival list to participate in. This ranges from earning a quest, visiting a special shop, playing a Festival/Event mini game, or whatever else is available to the event. Exact festivals and events are outlined in more detail later in the book.

Visit Your Guild House:

You can spend an action to visit your guild house and perform an action listed on the Guild actions chart which you can find in the guild rules section. Here you can do things such as collect level up your guild house, or swap heroes, etc.

Restoring a Hero:

In order to restore a Hero that had just failed a dungeon or raid, they must rest and seek medical care. If you have a guild hall with an extra character, you may simply swap out the Hero for your other and let the wounded Hero rest for an adventure. However, if this is your only character or you simply want to restore it to use it again immediately, you can do so by spending one Town Stay Action Point and paying 1 of each crystal type per level.

For example, to restore a Level 3 character, it would require 3 ruby gems, 3 sapphire gems, 3 citrine gems, and 3 emerald gems to heal immediately.

If you cannot afford to pay the cost of restoring a Hero and this is your only Hero, you may push them to the limit. If you do so, your Hero starts at half health and gains two Wrath tokens at the start of its next adventure out. So, you will have to rely on your allies to get you healed up as quick as possible to not be a target!

Visiting the Auction House:

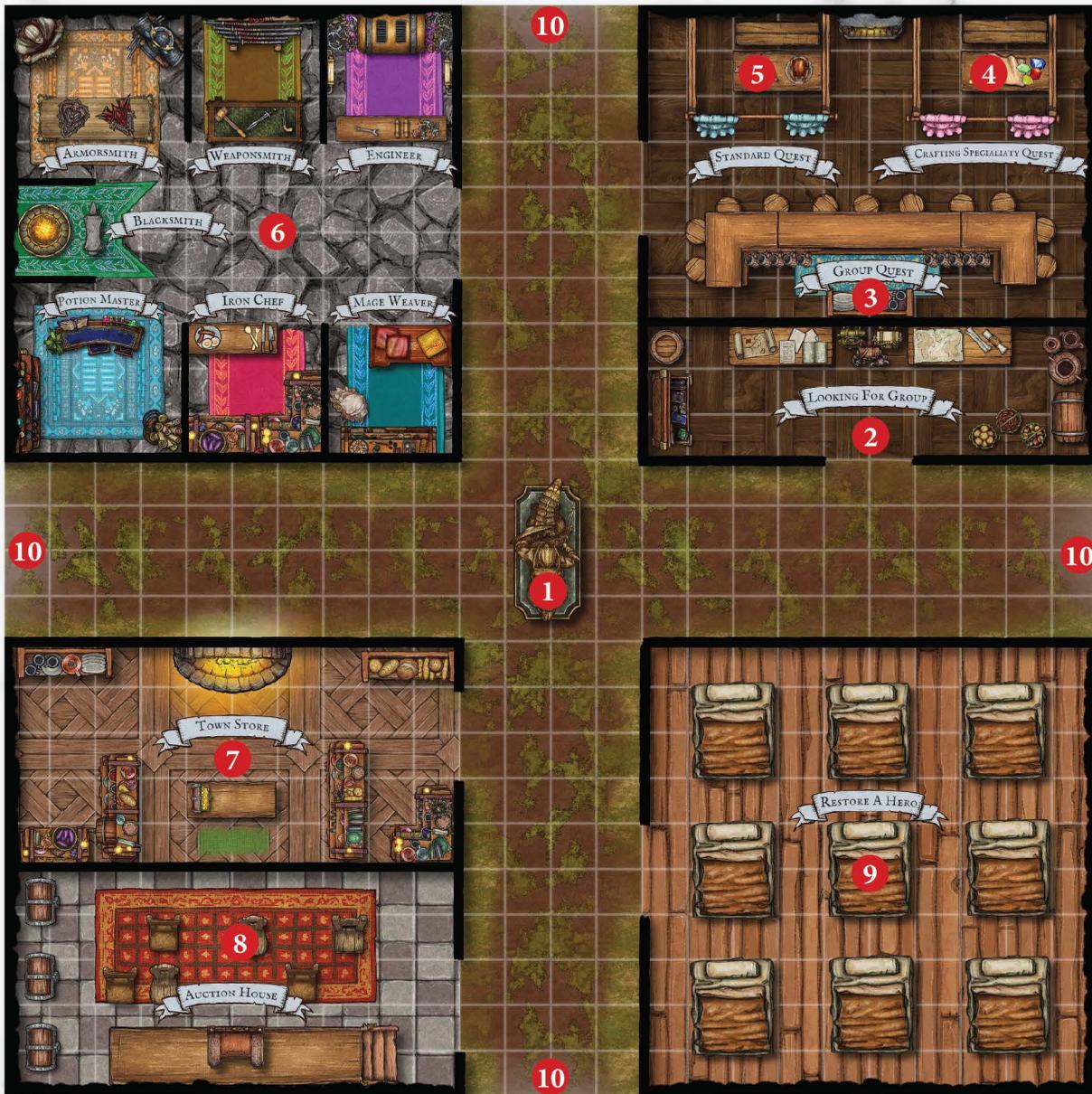
You may spend a Town Stay Action Point to go to the Auction House. When there you can list an item for sale in the auction house or purchase a single item per action spent.

As a group you can keep track of this however you like, but a template will be released on line. You can put any items that are not Chibi-Bound up for sale. You can post 1 item per guild level for sale for other people to buy if they wish. When you do, mark down on the auction house listings your guild name, the item, and then you have 2 options. You either do a fixed price or bid minimum price. If you do a fixed price, the item can stay up there until you choose to take it down or up to a maximum of 5 sessions. The bid price is set for a certain number of sessions, with a minimum of 3 sessions. While in the auction house, the item stays in your guild bank.

Visiting the town store:

In town you can spend a **Town Stay Action Point** to visit the town store and purchase as many items as you wish. Each store though requires a daily action to visit, so when you go, be sure to choose which vendor you'd be visiting carefully. A list of the items for sale at each vendor is provided later in the book in the reference section.





A full version of this map is available for download for your use. During the town stay, you may choose whatever hero is performing the daily action and move them to their directed location. Everyone does one daily action at a time before moving on, and during some world events enemies may spawn in town, or events may happen based on location.

The Map of Cogsweald:

1. **Statue of Sir Sigmund** - A statue built in the honor of the great Paladin.
2. **Looking For Group** - Leave the mini of the hero you wish to use this feature with here.
3. **Group quests** - Harder quests taken by the entire group for greater rewards.

4. **Crafting Speciality Quests** - This feature becomes available when a hero has chosen their crafting specialty

5. **Standard Quests** - Random dungeon quests with good rewards

6. **The Crafting Area** - Where your hero can forge new items and equipment

7. **Town Store** - Purchase crafting components and in dungeon items

8. **The Auction House** - Make some gems, spend some gems. See what others in your group are selling.

9. **Restore a hero** - Place your injured and recovering hero here.

10. **Town Entrance** - Festivals and events have been designed to attach to the town stay board, simply place them adjacent to any of these entry way to make one larger board.

The background is a dark, atmospheric illustration. It features a large, gnarled tree trunk on the left side, rendered in shades of purple and dark green. The rest of the scene is filled with misty, ethereal green and purple tones, suggesting a dense forest or a cavernous space. The lighting is dramatic, with bright highlights and deep shadows, creating a sense of mystery and depth.

Chapter 4

The Guild System

Creating a Guild:

One of the biggest additions in this ruleset is the guild system. The guild system allows you to obtain and level extra heroes, items, and obtain various other benefits. In standard play, each player is limited to a single guild charter. The only exception to this is explained later in the “Solo-Play Rules Modifications” section where one of the options is being able to take multiple guild charters.

There are two ways to establish a guild. If you complete the first narrative dungeon, **The Witch's Fate**, it is given to you for free as a reward. The other way to establish a guild is to spend a town action point and spend two of each gem to purchase your guild charter.

Guild Leveling and Benefits:

When you visit your Guild Housing, you may perform any single action available to you per your Guild's level. For instance, you may have a quest giver, or the black smith, level your Guild Housing, etc. Various bonuses are made available to you based on the the Level of your guild, see below for the rewards based on guild level.

Level 1:

Guild Camp: Have up to 2 unique characters, Guild Bank

Level 2:

Guild Housing: Have up to 3 unique characters, Guild Bank

Level 3:

Guild Barracks: Have up to 4 unique characters, Guild Bank

Level 4:

Guild Hold: Have up to 5 unique characters, Guild Bank, Guild Blacksmith

Level 5:

Guild Keep: Have up to 6 unique characters, Guild Bank, Guild Blacksmith, Guild Quest Giver

Level 6:

Guild Castle: Have up to 10 unique characters, Guild Bank, Guild Blacksmith, Guild Quest Giver, Crystal Miners, Guild Raid Banner

Leveling Your Guild House:

Level 1 Guild to Level 2 Guild: 3 Ruby, 3 Sapphire, 3 Emerald, 3 Citrine

Level 2 Guild to Level 3 Guild: 6 Ruby, 6 Sapphire, 6 Emerald, 6 Citrine

Level 3 Guild to Level 4 Guild: 10 Ruby, 10 Sapphire, 10 Emerald, 10 Citrine

Level 4 Guild to Level 5 Guild: 10 Ruby, 10 Sapphire, 10 Emerald, 10 Citrine, Have all of your extra hero slots filled.

Level 5 Guild to Level 6 Guild: 20 Ruby, 20 Sapphire, 20 Emerald, 20 Citrine, Have all of your extra hero slots filled.

Guild Bank:

The guild bank lets you hold any crafted items or rewards. The guild bank can hold up to 10 items per level of your guild hall. So respectively, 10, 20, 30, 40, 50, 60.

Items of the same name, such as Red Primer, Burnt twig, etc, stack and do not take up more than one slot at any given time.

Guild Quest Giver

The Guild Quest Giver allows you to take one additional quest from any current quest pool of your choice. This is a very useful tool for Events and Festivals that will only be around for a limited time.

Guild Blacksmith:

The Guild Blacksmith allows you to craft Chibi-Bound items and trade in Raid Equipment Tokens for end game Chibi Bound items.

Crystal Miners:

Crystal Miners give a bonus to your disenchanting after dungeons, every item you disenchant grants you +2 crystals of the appropriate type after each dungeon you complete. In addition, now each Chibi-Bound item you leave equipped, you get the normal value of that item as though it were a Treasure, the +2 bonus does not apply to the items you leave equipped.

Raid Banner:

The Guild Raid Banner is an item only usable in end game raids. In order to activate the banner you must spend 10 crystals of the type listed below to obtain the associated bonus. This bonus is shared by the whole raid party for the duration that you are attempting the raid. Multiples of a single type of bonus may not be taken, however, multiple guilds may raise their banner to give all the bonuses listed below for the duration of the raid at the cost listed.

10 Ruby Crystals: +1 Blue ARM

10 Citrine Crystals: +1 Blue STR

10 Emerald Crystals: +1Blue DEX

10 Sapphire Crystals: +1 Blue WILL

Again, you may take any combination of these based on the number of participating players/guild banners raised, but only one buff of each type may ever be in effect at a single time.



GUILD CHARTER

1 **PLAYER** 2 **GUILD NAME** 3 **LEVEL**

GUILD ROSTER

1 _____ 5 _____
 1 _____ 6 _____
 2 _____ 6 _____
 3 _____ 6 _____
 4 _____ 6 _____

4 **QUEST GIVER** **CRYSTALS** **BLACKSMITH** 6
 (UNLOCKED AT LEVEL 4)

5

6 **CRYSTAL MINERS** **RAID BANNER** 6
 (UNLOCKED AT LEVEL 6)

GUILD BANK

1 _____ QTY: _____ 2 _____ QTY: _____
 1 _____ QTY: _____ 2 _____ QTY: _____

GUILD BANK CONTINUED

3 _____ QTY: _____ 5 _____ QTY: _____
 3 _____ QTY: _____ 5 _____ QTY: _____

9 10

4 _____ QTY: _____ 6 _____ QTY: _____
 4 _____ QTY: _____ 6 _____ QTY: _____

11 12

GUILD LEVELING COSTS

13

GUILD LEVEL UNLOCKS

14

OPEN A GUILD CHARTER: 2 OF EACH CRYSTAL
 LEVEL 1 - LEVEL 2: 3 OF EACH CRYSTAL
 LEVEL 2 - LEVEL 3: 6 OF EACH CRYSTAL
 LEVEL 3 - LEVEL 4: 10 OF EACH CRYSTAL
 LEVEL 4 - LEVEL 5: 15 OF EACH CRYSTAL
 LEVEL 5 - LEVEL 6: 20 OF EACH CRYSTAL &
 CLEAR THE ELEMENTAL TEMPLE OF JOROGUMMO

LEVEL 1: 2 HEROES, 10 BANK SLOTS
 LEVEL 2: 3 HEROES, 20 BANK SLOTS
 LEVEL 3: 4 HEROES, 30 BANK SLOTS
 LEVEL 4: 5 HEROES, 40 SLOTS, QUEST GIVER
 LEVEL 5: 6 HEROES, 50 SLOTS, BLACKSMITH
 LEVEL 6: 10 HEROES, 60 BANK SLOTS,
 CRYSTAL MINERS

- 1. Player:** Record the name of the controlling player of the Guild.
- 2. Guild Name:** Record the name of the Guild at this location.
- 3. Level:** Record the current level of your guild here.
- 4. Guild Roster:** Record your current collection of heroes here. The numbers on each line correlates to the level of your guild and how many heroes you may have. This allows for easier record keeping and reference.
- 5. Crystals:** This area allows you to keep track of currency and current number of crystals. Each open space is associated with the color adjacent to it.
- 6. Guild Unlocks:** These are ways to quick reference what you have unlocked from leveling your guild. Simply mark the box so you can quickly check.
- 7. Level 1 Guild Bank:** 10 storage slots available at level 1 of your Guild for holding items and crafting materials.
- 8. Level 2 Guild Bank:** An additional 10 storage slots available for holding items and crafting materials.
- 9. Level 3 Guild Bank:** An additional 10 storage slots available for holding items and crafting materials.
- 10. Level 4 Guild Bank:** An additional 10 storage slots available for holding items and crafting materials.
- 11. Level 5 Guild Bank:** An additional 10 storage slots available for holding items and crafting materials.
- 12. Level 6 Guild Bank:** An additional 10 storage slots available for holding items and crafting materials.
- 13. Guild Leveling Cost:** A quick reference guide to the cost/requirements to level your guild to the next level.
- 14. Guild Level Unlocks:** A quick reference guide to what you unlock/benefits gained as you level your guild charter.

The background is a dark, atmospheric illustration of a forest. In the foreground, a large, textured tree trunk is visible on the left side, rendered in shades of purple and dark green. The background is a misty, greenish-purple landscape with silhouettes of trees and foliage. The overall mood is mysterious and ethereal.

Chapter 5

Crafting

As described in the **Town Stay** section, you can craft items to aid you in your quests against the Dark Consul. The process of crafting is fairly simple. Each item will have a level requirement and a recipe to craft the item. The level requirement is a two-fold restriction. It can not be crafted until at least one member of your guild is at the corresponding level, and only heroes of that level can take the item/equip the item.

When you choose to craft, you can craft any recipe that is available to you. You can always craft common recipes. Specialized recipes are available to unlock once you choose your crafting specialization. Once you have chosen your specialization you can still craft all common recipes, but now have access to that mastery of recipes as well.

When crafting an item, you will choose the recipe you wish to craft. Simply spend a daily action to create the item, some higher-level items may require two or more daily actions to complete. Spend the necessary crafting items as listed on the recipe, (to spend the items, simply remove them from your inventory) and then you acquire the item immediately into your guild bank. If there is no room in your bank, you must discard another item from your bank or the item you crafted is lost and you simply disenchant it as laid out later in this book.

Essence Quests:

When a recipe calls for an Essence of a particular kind, you may choose to quest for that Essence rather than a **Crafting Speciality** quest. The list of which enemies drops which essence is located in the back of the book.

How to Gain Essence:

Enemies will drop essence based on the type of enemy they are, where they draw their power from. This list will be in the back of the book and will encompass as much of the collection as possible. However, if you own something, or more is implemented after this book's release, simply choose an enemy that feels appropriate. Whatever Essence you are questing for, at the end of dungeon you have successfully cleared perform the following steps:

1. Collect the cards for the spawn points you have defeated and removed from the board (Shared Spawn points Count separately for totaling this)
2. Of those spawn points, roll a red dice for each one that contained a model with the associated essence

you were questing for.

3. Gain a number of essence for each star rolled for all dice rolled. A Heart/Potion counts as "5 stars" for the purposes of this roll. Mini Bosses associated with the essence are an automatic 3 essence, and Dungeon bosses associated the essence are an automatic 5 essence.

Specializations:

When you reach level 6 on a character, that character may now choose a specialization from the list below. This unlocks access to powerful items that only they can craft. While not all recipes in the specialization may be Chibi-Bound, most high level end game items will contain that key word. So make sure to pick properly according to your hero's role in your party. You can spend 15 of each crystal to change your hero's specialization, but when you do, you will lose access all recipes associated with that specialization, unless another character in your guild charter has taken the same specialty. Any equipment that character crafted that is Chibi-Bound is removed immediately and destroyed.

Armorsmith:

This specialization focuses on armor, shields, reinforcing the armor stat, and crafting items that tend to help with the groups overall defense. This is ideal for your frontline characters

Weaponsmith:

This specialization focuses on melee weapons and damage enhancements for them. This is ideal for your close quarters strength and dexterity based damage dealers.

Engineer:

This specialization focuses on quirky devices and ranged weapons. This will give items to use on enemies, or perhaps even make a portable workbench you can bring on Raids to help between wings and heal your party. This can be used by anyone, but a ranged DEX based character might find it more useful than most.

Potion Master:

This specialization focuses on potions and dungeon buffs that you can bring for one times uses. Things that might give your tanks an extra heart for the length of the dungeon, or a healing potion that

Iron Chef:

This specialization focuses on cooking recipes. This is a Raiding specialization for sure. You can cook massive feasts or other such items before that your whole group can consume before a raid for buffs. There are even a few rare recipes that you can find while questing for special weapons, armor, etc. This is a solid choice for any character you plan on using in the end game content.

Mage Weaver:

This specialization focuses on magic pouches, cloth armor and WILL based attack items. This is an excellent choice for those that have WILL as a primary stat.

In the following pages, you will see the specialty recipes and the level requirements for using those items. In addition, you can now start taking crafting specialty quests to unlock epic recipes. When your hero has learned all recipes for their specialization, they gain an automatic +2 essence for every essence roll they make.

Crafting item recipes will have a colored border around the item and its recipe. The color denotes rarity and power:

Blue - Common

Red - Magical

Purple - Epic

Green - Artifact of Legend

Basic Crafting Icons:



Items with this icon tend to be more ARM based in their bonuses.



Items with this icon tend to be more WILL based in stat modification.



Items with this icon tend to be more consumable/temporary buffs focused.



Items with this icon tend to be more DEX based in stat modification.



Items with this icon tend to be potions or one use items for dungeons.



Items with this icon tend to be more STR based in stat modification.

Specialty Crafting Icons:



Items with this icon are only craftable by Armorsmith specialists.



Items with this icon are only craftable by Iron Chef Specialists



Items with this icon are only craftable by Mage Weaver specialists.



Items with this icon are only craftable by Weaponsmith specialists.



Items with this icon are only craftable by Engineering specialists.



Items with this icon are only craftable by Potion Master specialists.

Designer's Note:

Crafting items, especially in the end game, may take time to collect all the required materials, and multiple dungeon runs to acquire all things. That is okay, it's supposed to have a small bit of a grind. This is a rule set designed one way, if you are someone who plays seldomly, use your judgement. If you wish to lower the crafting requirements of an item, you may do so. It is your game and meant to be played in a way that brings you the most joy.

You will also find that you will acquire many materials you need simply by playing the game and leveling your heroes, completing quests and events. This version of the rules was designed with casual players and regular players in mind. This way you can enjoy the game at your own pace or Rules as Written.

-Drew

Breakdown of a Recipe Card:

1. **Item Art:** This is the art work associated with the item.
2. **Item Name:** This is simply the name of the item.
3. **Equipment Location:** This will let you know which location the item is to be equipped. Citrine, Ruby, Sapphire, or Emerald are the standard slots.
4. **Stats & Abilities:** This will list any stat bonuses or abilities granted by the item
5. **The Recipe:** These are the items that are required to craft the item.
6. **Keywords and Level requirements:** This will let player know what level their hero must be to use the item and any keywords, such as Chibi-Bound may be found here.
7. **Crafting Icon:** This will show one of the crafting icons associated with the item.



1

Soulblaze Bracers

2

3 Sapphire Slot

4 +1 WILL

2 Soul Lance:  Lance 8, , 

5 **Recipe:** 5x Blue Primer,
4x Silk Roll
4x Crystal Thread
2x Each Crystal Type,
4x Essence of Fire
4x Essence of Ice
4x Essence of Death

Req: Level 7 Hero

6



7

Essence Questing List

In the section, you will find the complete list of Essence generating Spawn Points, Mini-Bosses and Dungeon Bosses. They will be listed under their associated Essence that they can drop.

Essence of Water:

Pinching Palace
Sewer Pipe
Ika-Madoushi
Barnacled Ship Wreck
Scarlet Cutlass
Jolly Sparrow
Kappa
Captain R
Tsetsudo Tower

Essence of Fire:

Kobold Warrens
Egg Clutch
Lava Whirl
Bandit Knight
Fireflow Hollow
Claw-Shrine
Tora-Madoushi
Rock-Gut
Ser Sharpclaw
Ser Snapjaw
Herald of Vuclanis
Kasaro'To
Starfire
King Starfire
Roxxor (Both Forms)

Essence of Earth:

Rock-Pile
Bramble Knight
Old Growth Hollow
Salt Pillar
Tribal Stone
Fungal Growth
Yamazaru Madoushi
Furious Fungomancer
Pauper Prince
Rex
Trent
Bashful Boris
Salt
Glimmer Wing
Crystal Weaver
Forgotten King
Goro
Troll King
Troll Queen
Belia

Essence of Shadow:

Shadow Warrens
Nether Clutch
Pumpkin Patch
Cursed Knight
Cursed Hallows
Maleficent Idol
Spawn of Servitude
Ijin Madoushi
Corrupted Harvest
Demon Matchmaker
Yobuko
Chained Knight
The Thresher
Araphael
Onibaba
Jorogumo
Outcast Succubus
Nether Assassin
Scarecrow
Shadow Mode Candy
Beatrix
Melita

Essence of Wind:

Elemental Shrine
Kitsune Madoushi
Tanchyo Madoushi
Clan Sohei
Sohei Oni
Sohei Chunin
Arashikage
Tengu
Dark Kitsune
Nyan-Nyan/Chaos Kitty
Mistmourn Warg

Essence of Cold:

Frozen Warrens
Cold Eggs
Howler Stone
Cernonos
Cursed Jarl
Krampus

Essence of Death:

Shallow Grave
Grabby House
Cursed Borrow
Clan Yurei
Crownless Prince
Yurei Oni
Yurei Chunin
Shinigami
Erik The Lich King
Onryo
Death Spectre
Gruesome George
Hecate Vilehorn
Von Drakk (Both Forms)
Celeste, Lady of Plagues
Xerexia
Joragera

Essence of Iron:

Scrap Trap
Orcdon Ramsay
Black Handed Henry
Proffesor Cackle Clink
The Guth
Iron Golem

Designer's Note:

These are based on the current releases, if anything is missing or something should come out after this release, use your judgement to assign an essence to any missing item from these lists.

Should an expansion to The Plague Throne, or further content release for Super Dungeon™ an updated list will be included in the next book based on those releases.

-Drew

Recipes



Burnt Twig
Sapphire Slot

+1 DEX

Recipe: 1x Blue Primer,
1x Bundle of Wood,
1x Sapphire Gem



Dirty Penny
Sapphire Slot

+1 ARM

Recipe: 1x Blue Primer,
1x Sack of Ore,
1x Sapphire Gem



Lemon Peel
Sapphire Slot

+1 WILL

Recipe: 1x Blue Primer,
2x Sapphire Gems



Bent Nail
Sapphire Slot

+1 STR

Recipe: 1x Blue Primer,
1x Sack of Ore,
1x Sapphire Crystal



Brass Knuckles
Emerald Slot

+1 STR

Recipe: 1x Green Primer,
1x Sack of ore,
1x Emerald Crystal



Elvish Boots
Emerald Slot

+1 DEX

Recipe: 1x Green Primer,
1x Leather Scraps,
1x Emerald Crystal



Chainmail
Emerald Slot

+1 ARM

Recipe: 1x Green Primer,
1x Bundle of Bolts,
1x Emerald Crystal



Witch Robe
Emerald Slot

+1 WILL

Recipe: 1x Green Primer,
1x Crystal Thread,
1x Silk Roll



Granite Pendant
Ruby Slot

+1 ARM

Recipe: 1x Red Primer,
1x Sack Of Ore,
1x Ruby Crystal



Wizard Cowl
Ruby Slot

+1 WILL

Recipe: 1x Red Primer,
1x Crystal Thread,
1x Ruby Crystal



Dwarven Horn
Ruby Slot

+1 STR

Recipe: 1x Red Primer,
1x Leather Scraps,
1x Bundle of Wood



Elvish Bracelet
Ruby Slot

+1 DEX

Recipe: 1x Red Primer,
1x Leather Scraps,
1x Crystal Thread





Rusty Gauntlets
Citrine Slot

+1 ARM

Recipe: 1x Yellow Primer,
1x Sack of Ore
1x Leather Scraps



Wizard Wand
Citrine Slot

+1 WILL

Recipe: 1x Yellow Primer,
1x Weapon Grip
1x Bundle of Wood



Steel Sword
Citrine Slot

+1 STR

Recipe: 1x Yellow Primer,
1x Sack of Ore
1x Weapon Grip



Deadly Dirk
Citrine Slot

+1 DEX

Recipe: 1x Yellow Primer,
1x Sack of Ore
1x Leather Scraps



Potion Bandolier
Sapphire Slot

+1

Recipe: 1x Blue Primer,
3x Leather Scraps,
1x Blue Crystal

Req: Level 2 Hero



Fizzy Beverage
Sapphire Slot

+1

Recipe: 1x Blue Primer,
1 Green Primer,
1 Red Primer,
1 Yellow Primer

Req: Level 2 Hero



Heart Shaped Locket
Sapphire Slot

+1

Recipe: 1x Blue Primer,
2x Sack Of Ore,
2x Crystal Thread

Req: Level 2 Hero



Sturdy Cloak
Emerald Slot

+1 ARM

Recipe: 1x Green Primer,
2x Silk Roll,
1x Leather Scraps,
2x Crystal Thread

Req: Level 2 Hero



Itty Bitty Wings
Emerald Slot

+2

Recipe: 1 Green Primer,
2 leather Scraps,
2 Crystal Thread
1 Green Crystal

Req: Level 2 Hero





Wizard Ring

Ruby Slot

+1 ARM

Recipe: 1x Red Primer,
1x Sack of Iron,
2x Each Crystal Type

Req: Level 2 Hero



Fashionable Cape

Ruby Slot

+1 DEX

Recipe: 1x Red Primer,
3x Silk Roll,
2x Crystal Thread,
1x Leather Scraps

Req: Level 2 Hero



Witch Hat

Ruby Slot

+1 WILL

Recipe: 1x Red Primer,
2x Silk Roll,
2x Crystal Thread
2x Red Crystal

Req: Level 2 Hero



Burnt Twig

Ruby Slot

+1 STR

Recipe: 1x Red Primer,
2x Bundle of Bolts,
2x Sack of Ore
2x Leather Scraps

Req: Level 2 Hero



Dwarven Axe

Citrine Slot

+1 STR

Recipe: 1x Yellow Primer,
1x Weapon Grip,
2x Leather Scraps,
3x Sacks of Ore

Req: Level 2 Hero



Arcane Tome

Emerald Slot

+1 WILL

Recipe: 2x Green Primer
4x Crystal Thread,
1x Bundle Of Wood,
1x Sapphire Crystal,
1x Ruby Crystal

Req: Level 3 Hero



Silk Gloves

Emerald Slot

+1 DEX

Recipe: 2x Green Primer,
6x Silk Roll,
1x Crystal Thread,
1x Leather Scrap

Req: Level 3 Hero



Diamond Plate

Emerald Slot

+1 ARM

Recipe: 2x Green Primer,
3x Sack of Ore,
1x Each Crystal Type
1x Bundle of Bolts

Req: Level 3 Hero



Diamond Helm

Ruby Slot

+1 ARM

Recipe: 2x Red Primer,
1x Each Crystal Type,
2x Sack of Ore,
2x Bundles of Bolts

Req: Level 3 Hero





Crystal Shard
Ruby Slot

+1 WILL

Recipe: 2x Red Primer,
3x Each Crystal Type

Req: Level 3 Hero



Spikes
Ruby Slot

+1 STR

Recipe: 2x Red Primer,
4x Sack of Orem,
4x Bundle of Bolts

Req: Level 3 Hero



Riftling Orb
Ruby Slot

+1 DEX

Recipe: 2x Red Primer
4x Ruby Crystal,
4x Sapphire Crystal

Req: Level 3 Hero



Ogre Mace
Citrine Slot

+1 STR

Recipe: 2x Yellow Primer,
2x Weapon Grip,
2x Leather Scraps,
2x Sack of Ore,
2x Bundle of Bolts

Req: Level 3 Hero



Witch Wand
Citrine Slot

+1 WILL

Recipe: 2x Yellow Primer,
1x Weapon Grip,
3x Crystal Thread,
3x Bundle of Wood,
1x Silk Roll

Req: Level 3 Hero



Elvish Rapier
Citrine Slot

+1 DEX

Recipe: 2x Yellow Primer,
1x Weapon Grip,
2x Silk Roll,
2x Sack of Ore,
3x :Leather Scraps

Req: Level 3 Hero



Smaller Hamhock
Item Slot

, Heal 1

Recipe: 2x Bunle of Wood,
1x Silk Thread

Req: Level 3 Hero

Consumable



Prince's Coin
Item Slot

When a Hero is reduced to
zero, spend this coin to
instantly stand back up
with 2 hit points.

Recipe: 2x Each Primer Type
2x Each Crystal Type

Req: Level 3 Hero
Consumable,
Limit: 1 Per Dungeon Party



Bag Of Hoarding
Item Slot

When starting a dungeon,
place this in the backpack,
counts as a piece of loot
when trading in loot for
treasure

Recipe: 8x Leather Scraps
2x Crystal Thread

Req: Level 3 Hero
Consumable





Royal Cloak
Ruby Slot

+1 STR

1 Together Now: Aura 2
Models in the area gain **Mob**.
(When making a Melee Offensive Action, a model with **Mob** adds **+1 STR** to its offense roll for every additional model with **Mob** that is range of its target, up to **+3 STR**)

Recipe: 3x Red Primer,
2x Silk Roll,
3x Crystal Thread,
1x Essence of Death

Req: Level 4 Hero



First Order Regalia
Ruby Slot

+1 WILL

Insight:
When a model with **Insight** is targeted by an offensive action, it may for the attacker to reroll one die of its choice from the offense roll, before making a defense roll. (**Arcade:** A monster Targeting a model with **Insight** reduces its **STR** by 1.)

Recipe: 3x Red Primer,
2x Silk Roll,
3x Crystal Thread,
1x Essence of Life

Req: Level 4 Hero



Changeling Cloak
Ruby Slot

+1 ARM

A model equipped with the **Changeling Cloak** may choose to add its **ARM** to any roll. Each time it does so, the model suffers one wound.

Recipe: 3x Red Primer,
1x Silk Roll,
1x Leather Scraps
3x Crystal Thread,
1x Essence of Fire

Req: Level 4 Hero



Burning Eye
Ruby Slot

+1 STR



Fire:

A model suffering **Fire** suffers one wound during its upkeep. (**Note:** Monsters defeated by **Fire** during the Consul's turn do not drop Loot or Treasure with the exception of Spawn Points, which are typically immune to fire.)

Recipe: 3x Red Primer,
3x Sack of ore,
2x Crystal Thread
1x Essence of Fire

Req: Level 4 Hero



Cloak of Brambles
Ruby Slot

+1 DEX

Backlash:
If a model targeted by an offensive action possesses **Backlash** and wins the defense roll, the model making the offense roll suffers one wound. A model may not draw a loot card for destroying a model due to **Backlash**.

Recipe: 3x Red Primer,
4x Silk Roll,
2x Crystal Thread,
1x Essence of Earth

Req: Level 4 Hero



Soul Blaze Armor
Emerald Slot

+1 WILL

2 Wave 1, ,

Recipe: 3x Green Primer,
2x Sack of Ore,
2x Leather Scraps,
1x Silk Roll,
1x Essence of Fire,
1x Essence of Ice

Req: Level 4 Hero





Unbreakable:
Emerald Slot



Sturdy:

A model with Sturdy never suffers more than a single wound from a single action, such as critical hits or massive damage.

Recipe: 3x Green Primer,
4x Sack of Ore,
2x Leather Scraps,
2x Bundle of Bolts
2x Essence of Iron

Req: Level 4 Hero



Stone Heart
Emerald Slot



Invincible: Aura 3

Heroes in the area of effect may reroll one dice on defense rolls

Recipe: 3x Green Primer,
3x Sack of ore,
2x Bundle of Bolts,
2x Essence of Earth,
1x Essence of Iron

Req: Level 4 Hero



Binding Contract
Sapphire Slot

Dark Radiance:

All offense rolls and defense rolls made against a model with Dark Radiance reduce the result by 1

Recipe: 3x Blue Primer,
3x Leather Scraps,
2x Crystal Thread,
2x Essence of Shadow,
2x Essence of Wind

Req: Level 5 Hero



Guttering Candle
Sapphire Slot



Flicker: Teleport

(Choose an empty square anywhere within 10 squares, and line of sight. Place the model affected by Teleport in this square.)

Recipe: 3x Blue Primer,
2x Crystal Thread,
1x Bundle of Wood,
1x Sack of Ore,
3x Essence of Fire

Req: Level 5 Hero



Coward's Ring
Sapphire Slot



Side Step:

When a model with Side Step wins a defense roll, it may immediately move 1 square.

Recipe: 3x Blue Primer,
3x Sack of Ore,
2x Essence of Wind,
2x Essence of Shadow,
2x Essence of Death

Req: Level 5 Hero



Bejeweled Torque
Sapphire Slot



Alchemy:

When a model with Alchemy rolls a heart, it may choose to gain a potion instead.

Recipe: 3x Blue Primer,
2x Leather Scraps,
5x Sapphire Crystal,
3x Essence of Ice,
2x Essence of Iron

Req: Level 5 Hero





Lucky Striped Pants
Sapphire Slot

+1 ARM

Luck:

When a model with luck draws treasure cards, they may draw one additional card, then choose one of the cards drawn and shuffle it back into the deck.

Recipe: 3x Blue Primer,
3x Silk Roll,
2x Leather Scraps,
2x Crystal Thread,
2x Essenc of Water

Req: Level 5 Hero



Pure Heart Pendant
Sapphire Slot

+1 **+2**



Recipe: 3x Blue Primer,
2x Sack of Ore
2x Leather Scraps
1x Essence of Life
2x Essence of Wind

Req: Level 4 Hero



Rift Blade
Citrine Slot

+2 STR

Bleed:

When making an offense roll, a model with Bleed counts any hearts rolled as both one star and one heart

Recipe: 3x Yellow Primer,
2x Weapon Hilt,
2x Sack of Ore
3x Essense of Death
2x Essense of Shadow

Req: Level 5 Hero



Fallen Fury
Citrine Slot

Fury:

A model with **Fury** gains **+1** to all offense rolls for each wound it is currently suffering.

Recipe: 3x Yellow Primer,
2x Weapon Hilt,
2x Sack of Ore,
4x Essence of Fire,
2x Essence of Death

Req: Level 5 Hero



Diamond Brawler
Citrine Slot

+1 ARM

Beserk:

During its activation, a model with **Beserk** may make a single Melee Attack costing no action points.

Recipe: 3x Yellow Primer,
1x Weapon Hilt,
4x Sack of Ore
1x Leather Scraps
4x Essence of Earth

Req: Level 5 Hero



Pheonix Call
Citrine Slot

+2 DEX



1 , , , Heal 1, Remedy

Recipe: 3x Citrine Primer,
4x Crystal Thread
3x Weapon Hilt
2x Bundle of Wood
2x Essence of Fire,
2x Essence of Life

Req: Level 5 Hero





Dagger of Ill Intent:

Citrine Slot

+2 WILL

3 **Sacrifice:** ✂

Massive Damage. The model may add its **WILL** to the offense roll. (When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.)

Recipe: 3x Yellow Primer, 2x Weapon Hilt, 2x Sack of Ore, 3x Essence of Death, 2x Essence of Shadow

Req: Level 5 Hero



Chain Gauntlets

Ruby Slot

+1 STR

1 **Living Chains:** 🗡️, Hookshot

(Actions with **Hookshot** do not require line of sight to target. Range must still be counted around walls and structures.)

Recipe: 5x Red Primer, 4x Sacks of Ore, 3x Leather Scraps, 2x Essence of Earth, 2x Essence of Iron

Req: Level 6 Hero



Ruby Crystal Shard

Ruby Slot

+1 WILL

♥ +1 WILL

1 **Princess Power:**

👑, Aura 1, +1 WILL

Recipe: 5x Red Primer, 8x Sack of Ore, 8x Essence of Fire

Req: Level 5 Hero



Gem Of Alar City

Ruby Slot

+1 WILL

Recipe: 5x Red Primer, 3x Sack of Ore, 3x Crystal Thread, 3x Essence of Life, 3x Essence of Water

Req: Level 6 Hero



Pegasus Wings

Ruby Slot

+1 DEX +2

Fly:

(A model with **Fly** treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with **Fly**.)

Recipe: 5x Red Primer, 4x Leather Scraps, 2x Silk Roll, 3x Essence of Ice, 3x Essence of Wind

Req: Level 6 Hero



Coven Cloak

Ruby Slot

+1 WILL

Recipe: 5x Red Primer, 4x Silk Rolls, 4x Crystal Thread, 2x Essence of Shadow, 2x Essence of Death

Req: Level 6 Hero





Fennek War Crown
Ruby Slot

+1 DEX **+1**

Recipe: 5x Red Primer,
3x Sack of Ore,
3x Bundle of Wood,
3x Essence of earth,
3x Essence of fire

Req: Level 6 Hero



Emerald Crystal Shard
Emerald Slot

+1 DEX
+1 DEX
1 Princess Power:
Aura 1, **+1** DEX

Recipe: 5x Green Primer
8x Sack of ore,
8x Essence of Wind

Req: Level 6 Hero



Ancestral Mail
Emerald Slot

+1 ARM

Recipe: 5x Green Primer,
2x Sack of Ore,
2x Each Crystal Type,
2x Crystal Thread,
6x Essence of Iron

Req: Level 6 Hero



Blessed Spear
Emerald Slot

+1 ARM

Recipe: 5x Green Primer,
3x Sack of Ore,
5x Bundle of Wood,
2x Essence of Iron,
2x Essence of Wind

Req: Level 6 Hero



Deeprroot Robe
Emerald Slot

+1 WILL

Recipe: 5x Green Primer,
5x Silk Rolls,
2x Leather Scraps,
4x Essence of Earth,
4x Essence of Water

Req: Level 6 Hero



Bejeweled Shield
Emerald Slot

+1 ARM

Backlash:
(If a model targeted by an offensive action possesses **Backlash** and wins the defense roll, the model making the offense roll suffers a wound. A model may draw a loot card for destroying a model due to **Backlash**.)

Recipe: 5x Green Primer,
5x Sack of Ore,
6x Ruby Crystal,
4x Sapphire Crystal,
6x Essence of iron

Req: Level 6 Hero





Heroic Spear
Emerald Slot

+1 STR

2 **Heroic Advance:** Lance 6, Charge.

(When a model with **Charge** uses a **Lance** area effect, after resolving all other effects of the **Lance**, the model may be placed in any unoccupied square that was affected by the **Lance** for free.

Recipe: 5x Green Primer,
4x Sack of Ore,
5x Bundle of Wood,
2x Essence of Fire,
3x Essence of Iron

Req: Level 6 Hero



Champion Plate
Emerald Slot

+1 ARM

Recipe: 5x Red Primer,
4x Sacks of Ore,
3x Leather Scraps,
2x Essense of Earth,
2x Essence of Iron

Req: Level 6 Hero



Ruby Crystal Shard
Emerald Slot

+1 DEX

1 **Step Back:** Push 3

Recipe: 5x Green Primer,
4x Sacks of Ore,
2x Bundle of Wood,
3x Essense of Fire,
3x Essense of Wind

Req: Level 6 Hero



Trusty Lock Picks
Sapphire Slot

+1 DEX

Thief:

(A model with **Thief** may reroll a single dice when using the **Pick Lock** action.)

Recipe: 5x Blue Primer,
5x Sack of Ore,
5x Essence of Shadow,
2x Essence of Wind,
2x Essence of Iron

Req: Level 7 Hero



Viper Chain
Sapphire Slot

+1

Recipe: 5x Blue Primer,
3x Leather Scraps,
2x Sack of Ore,
2x Ruby Crystals,
4x Essence of Earth,
4x Essense of Water

Req: Level 7 Hero



Fennek Charm:
Sapphire Slot

+1 DEX

Recipe: 5x Blue Primer,
4x Essence of Earth,
4x Essense of Shadow,
4x Essence of Water,
1x Each Crystal Type

Req: Level 7 Hero





Sapphire Crystal Shard
Sapphire Slot

- +1 ARM**
- +1 ARM**
- 1 Princess Power:**
- Aura 1, +1 ARM**

Recipe: 5x Blue Primer,
8x Sack of Ore,
8x Essence of ice

Req: Level 7 Hero



Grand Orc Armbands
Sapphire Slot

- +3 STR**

Hunger:
When a modell with **Hunger** rolls a Heart, no other model may benefit from its effect unless the model with **Hunger** is not suffering any wounds.

Recipe: 5x Blue Primer,
3x Leather Scraps,
2x Sack of Ore,
4x Crystal Thread,
5x Essense of Iron

Req: Level 7 Hero



Soulblaze Bracers
Sapphire Slot

- +1 WILL**
- 2 Soul Lance:** Lance 8, Fire, Ice

Recipe: 5x Blue Primer,
4x Silk Roll,
4x Crystal Thread,
2x Each Crystal Type,
4x Essence of Fire,
4x Essence of Ice,
4x Essense of Death

Req: Level 7 Hero



Staff Of Spring
Citrine Slot

- +1 WILL**
- 2 Rejuvenate:** Wave 2, Heal, 1

Recipe: 5x Yellow Primer,
6x Bundle of Wood,
4x Essense of Earth,
4x Essence of Water,
2x Essence of Wind

Req: Level 7 Hero



Executioners Axe
Citrine Slot

- +1 STR**

Massive Damage:
(When an offensive action with **Massive Damage** inflicts a wound, it instead inflicts two wounds.)

Recipe: 5x Yellow Primer,
2x Weapon Hilt,
4x Bundle of Wood,
3x Sack of Ore,
5x Essense of Death

Req: Level 7 Hero



Bejeweled Shield
Citrine Slot

- +1 STR**

Recipe: 5x Yellow Primer,
3x Weapon Hilt,
3x Sack of Ore,
2x Bundle of Wood,
5x Essense of iron

Req: Level 7 Hero





Nether Sword
Citrine Slot

+1 DEX



Recipe: 5x Yellow Primer,
2x Weapon Hilt,
2x Sack of Ore,
2x Leather Scraps,
4x Essence of Death,
4x Essence of Water

Req: Level 7 Hero



Citrine Crystal Shard
Citrine Slot

+1 STR

+1 STR

1 **Princess Power:**
 Aura 1, +1 STR

Recipe: 5x Yellow Primer,
8x Sack of Ore,
8x Essence of Death

Req: Level 7 Hero



Frostbyte Blade
Citrine Slot

+1 STR

2 **Icicle:** Lance 3,

Recipe: 5x Yellow Primer,
5x Sack of Ore,
2x Weapon Hilt,
4x Essence of Water,
6x Essence of Ice

Req: Level 7 Hero



Hammer Broch
Ruby Slot

+2 STR

Bulldozer:
A model with **Bulldozer** may move through enemy models, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.

Recipe: 7x Red Primer,
6x Sack of Ore,
8x Essence of Earth,
4x Essence of Iron,
4x Red Crystals

Req: Level 8 Hero,
Chibi-Bound



Shield Ring
Ruby Slot

+2 ARM

1 **Force Ram:**

Recipe: 7x Red Primer,
6x Sack of Ore,
1x Crystal Thread,
3x Bundle of Bolts,
8x Essence of Iron,
4x Essence of Wind

Req: Level 8 Hero,
Chibi-Bound



Kitty Cat Charm:
Ruby Slot

+2 DEX

2 **Hex Blast:** Burst 1,

Recipe: 7x Red Primer,
3x Leather Scraps,
4x Silk Rolls,
2x Bundle of Bolts,
5x Essence of Shadow,
3x Essence of Death

Req: Level 8 Hero,
Chibi-Bound





Cloak of Wards
Ruby Slot

+1 ARM



Recipe: 7x Red Primer,
6x Silk Rolls,
3x Crystal Thread,
3x Leather Scraps,
4x Essence of Wind,
6x Earth

Req: Level 8 Hero,
Chibi-Bound



Challenger's Moxy
Emerald Slot

+2 ARM

2 Last Shot: ⚔

Add this model's ARM to the offense roll, this model's ARM is reduced to 1 until its next activation.

Recipe: 7x Green Primer
6x Sack of ore,
3x Leather Scraps,
2x Bundle of Bolts,
5x Essence of Iron,
5x Essence of Fire

Req: Level 8 Hero,
Chibi-Bound



Flame Burst
Emerald Slot

+1 DEX

2 Flameburst Bolt:
⚔, Burst 1, +1 DEX

Recipe: 7x Green Primer
3x Sack of ore,
4x Bundle of Wood,
3x Bundle of Bolts,
6x Crystal Thread,
10x Essence of Fire

Req: Level 8 Hero,
Chibi-Bound



Double-Cross Doublet
Emerald Slot

+1 ARM

Backstabber:

When a model with **Backstabber** suffers a wound, it may place the wound token on an adjacent friendly model instead.

Recipe: 7x Green Primer,
3x Silk Rolls,
8x Leather Scraps,
4x Crystal Thread,
6x Essence of Shadow,
4x Essence of Death

Req: Level 8 Hero,
Chibi-Bound



Divine Vestments
Emerald Slot

+1 WILL

1 Soothe: ⚔, Heal 1

Recipe: 7x Green Primer,
10x Silk Rolls,
3x Leather Scraps,
5x Crystal Thread,
6x Essence of Water,
4x Essence of Earth

Req: Level 8 Hero,
Chibi-Bound



Amethyst Longarm
Emerald Slot

+1 DEX

2 Bane Bullet: ⚔, 10, ⚔

Recipe: 7x Green Primer,
5x Sack of Ore,
5x Bundle of Bolts,
3x Bundle of Wood,
2x Weapon Hilt,
10x Essence of Shadow

Req: Level 8 Hero,
Chibi-Bound





Blackblade Halberd
Emerald Slot

+1 STR

2 Last Shot: ⚔, Sweep 2

Recipe: 7x Green Primer,
5x Sack of Ore,
4x Bundle of Wood,
2x Weapon Hilt,
3x Bundle of Bolts,
8x Essence of Iron

Req: Level 8 Hero,
Chibi-Bound



Pixelated Pendant
Sapphire Slot

+1 STR

2 Pixel Crush: ⚔,
Cross 4, Push 2

Recipe: 7x Blue Primer,
4x Essence of Shadow,
4x Essence of Fire,
4x Essence of Ice,
4x Essence of Death,
4x Essence of Water

Req: Level 9 Hero,
Chibi-Bound



Amethyst Crystal Shard
Sapphire Slot

+1 WILL +1

2 Princess Power:
⚔, Wave 3, ⚔

Recipe: 7x Blue Primer,
8x Sack of Ore,
8x Essence of Shadow,
8x Essence of Death,
4x Essence of Ice,
4x Essence of Fire

Req: Level 9 Hero,
Chibi-Bound



Vitamin Supplement
Sapphire Slot

+2

1 Take This: ⚔, ⚔, Remedy

Recipe: 7x Yellow Primer,
10x Essence of Wind,
10x Essence of Water,
10x Essense of Ice

Req: Level 9 Hero,
Chibi-Bound



Arcadian Dervish
Citrine Slot

+1 ARM

1 Wind Dance: ⚔

Retreat: (After completing an action with **Retreat**, using the rules for Push, the model's player moves the model with **Retreat** five squares away from its target or the square which the target occupied)

Recipe: 7x Yellow Primer,
6x Sack of Ore,
4x Weapon Hilt,
2x Emerald Crystal,
8x Essence of Wind,
4x Essense of Shadow

Req: Level 9 Hero,
Chibi-Bound



Monstrous Maul:
Citrine Slot

+1 ARM

2 Crunch: ⚔, ⚔

+1 STR, ⚔

Recipe: 7x Yellow Primer,
6x Sack of Ore,
4x Bundle of Wood,
3x Weapon Hilt,
5x Leather Scraps,
8x Essence of Iron

Req: Level 9 Hero,
Chibi-Bound





Ice Breaker
Citrine Slot

+1 WILL



2 Ice Chipper: , Cross 4,

Recipe: 7x Yellow Primer,
6x Bundle of Bolts,
6x Sack of Ore,
2x Leather Scraps,
4x Essence of Wind,
6x Essence of Fire

Req: Level 9 Hero,
Chibi-Bound



Scepter of The Archmage
Citrine Slot

+1 WILL

2 Force of Will: , Burst 1

Recipe: 7x Yellow Primer
6x Bundle of Wood,
4x Crystal Thread,
4x Essence of Shadow,
4x Essence of Ice,
8x Essence of Wind

Req: Level 9 Hero,
Chibi-Bound



Moon Bow
Citrine Slot

+1 DEX

1 Moon Shot:

Recipe: 7x Green Primer
5x Bundle of Wood,
8x Crystal Thread,
3x Leather Scraps,
3x Bundle of Bolts,
8x Essence of Wind

Req: Level 9 Hero,
Chibi-Bound



Hero's Blade
Citrine Slot

+1 STR +1

2 Spin Attack: ,
Wave 1, Push 2

Recipe: 7x Yellow Primer,
5x Sacks of Ore,
15, Essence of Iron,
8x Essence of Earth,
3x Essence of Ice

Req: Level 9 Hero,
Chibi-Bound





The cold whispered thy name, withing it's frozen walls, we shall defend...

The Defender's Shard

Citrine Slot

Tier 1: +1 STR +1 ARM

Tier 2: +2 STR +1 ARM

Tier 3: +1 STR +1 ARM

2 **Defensive Strike:** If this strike succeeds, the hero that performed this attack gains a cumulative ☆ on all defense rolls until it's next activation

Recipe: 20x Yellow Primer,
15x Sack of Ore,
15x Bundle of Bolts,
5x Each Crystal Type,
15x Essence of Iron,
15x Essence of Ice

Req: Level 10 Hero,
Chibi-Bound,
Weaponsmith



This may replace the Citrine Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Weaponsmith crafting speciality may activate this quest:

Slay: 1x Testudo Tower
Slay: 1x Hoarfang
Suffer 20 wounds
Heal 20 wounds



The Spirits of the Mistmourn Hunters move through you...

The Hunter's Spirit

Emerald slot

Tier 1: +1 DEX +1 DEX

Tier 2: +1 DEX +1 DEX

Tier 3: +2 DEX +1 DEX

3 **The Final Hunt:** ⚔️, Improved Critical, Massive Damage, Hookshot, 🎯, 🍷, 🧠

Recipe: 20x Green Primer,
15x Sack of Ore,
10x Bundle of Wood,
10x Emerald Crystal,
10x Ruby Crystal,
20x Essence of Earth,
10x Essence of Wind

Req: Level 10 Hero,
Chibi-Bound,
Weaponsmith



This may replace the Emerald Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Weaponsmith crafting speciality may activate this quest:

Slay: 50 Elites
Slay: The Troll King
Slay: The Troll Queen
Slay: 20 Mini-Bosses



The sword, forgotten, abandoned, diseased. It bends to its owners will and decimates their enemies...

The Plague Sword

Citrine Slot

Tier 1: +1 WILL +1 STR

Tier 2: +2 WILL +1 STR

Tier 3: +1 WILL +1 STR

2 Poison Burst: Wave 3
A hero performing this action may add their WILL to Plague Burst offense rolls.

Recipe: 20x Yellow Primer,
15x Sack of Ore,
15x Bundle of Bolts,
20x Emerald Crystal,
15x Essence of Death,
15x Essence of Water

Req: Level 10 Hero,
Chibi-Bound,
Weaponsmith



This may replace the Citrine Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Weaponsmith crafting speciality may activate this quest:

Slay: 1x Belia
Slay: 1x Celestial Minotaur
Roll 100 Stars
Roll 20 Potions
Roll 10 Hearts



The axe that destroyed the original Lord of Plagues...

Dark Decapitator

Emerald slot

Tier 1: +1 STR +1 STR

Tier 2: +1 STR +1 STR

Tier 3: +2 STR +1 STR

2 Cleaving Strike: Lance 6,
Improved Critical

Recipe: 20x Green Primer,
15x Sack of Ore,
15x Bundle of Wood,
15x Bundle of Bolts,
10x Weapon Hilt,
10x Essence of Shadow,
15x Essence of Ice

Req: Level 10 Hero,
Chibi-Bound,
Weaponsmith



This may replace the Emerald Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Weaponsmith crafting speciality may activate this quest:

Slay: 10x Dungeon Boss
Roll: 20 Criticals
Roll: 100 stars
Land the killing blow on 15 mini-bosses



Dark and cold to the touch, if this wand were to ever shatter, the soul inside of it would break free...

Wand of The Frozen Lich

Citrine Slot

Tier 1: +1 ARM +1 WILL

Tier 2: +2 ARM +1 WILL

Tier 3: +1 ARM +1 WILL

1 The Chill of the Grave: Ice, Burst 2

2 Soul Shatter: Ice, Burst 2, Massive damage against enemies suffering from the ice effect, Ice.

Recipe: 20x Yellow Primer,
15x Sack of Ore,
15x Crystal Thread,
20 Sapphire Crystals,
15x Essence of Death,
15x Essence of Ice

Req: Level 10 Hero,
Chibi-Bound,
Weaponsmith



This may replace the Citrine Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Weaponsmith crafting speciality may activate this quest:

Slay: 50x Undead Enemies
Complete: 10x Standard quests
Use: 25x Unique Actions
Slay: 1x Hoarfang



The adventurers rallied behind the lone hero, whose sword banged against their own shield, taunting the enemy to focus on them...

Avenger's Crystal Shield

Emerald Slot

Tier 1: +1 ARM +1 ARM

Tier 2: +1 ARM +1 ARM

Tier 3: +2 ARM +1 ARM

2 Banging The Shield: Shield, Wave 3, all friendly models in range transfer their wrath tokens to this hero.

Recipe: 20x Green Primer,
15x Sack of Ore,
15x Bundle of Bolts,
4x Each Crystal Type,
15x Bundle of Wood,
20x Essence of Iron,
20x Essence of Earth,

Req: Level 10 Hero,
Chibi-Bound,
Armorsmith



This may replace the Emerald Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Armorsmith crafting speciality may activate this quest:

Complete: 50x Successful Defense Rolls
Slay: Iron Golem
Acquire: 50x Wrath
Complete: 25x Use Slurp Potion



Slash, Bash, RAGGEEEEEE!!!!

Fiery Barbarian Plate

Emerald Slot

Tier 1: +1 ARM +1 STR

Tier 2: +2 ARM +1 STR

Tier 3: +1 ARM +1 STR

3 Unleashed Rage:

This hero performs 5 basic melee attacks. These attacks may be distributed in any fashion amongst enemies in range. Gain to STR as enemy models slain by this ability are removed.

Recipe: 20x Green Primer,
20x Sack of Ore,
20x Bundle of Bolts,
20x Essence of Iron,
20x Essence of Fire

Req: Level 10 Hero,
Chibi-Bound,
Armorsmith



This may replace the Emerald Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Armorsmith crafting speciality may activate this quest:

Complete: 50x Successful Attacks
Slay: 1x Roxxor
Destory: 25x Spawn Points
Slay 1x: Herald of Vulcanis



The Heart of a warg is said to beat long after it is defeated...

Warg Hunter's Helm

Ruby Slot

Tier 1: +1 DEX +1 DEX

Tier 2: +2 DEX +1 DEX

Tier 3: +3 DEX +1 DEX

The Warg's Heart: Hearts rolled during successful offensive actions, instead of healing, can be used to increase damage at a 1:1 ratio up to a maximum bonus of 2 in a single action.

Recipe: 20x Red Primer,
15x Sack of Ore,
20x Bundle of Bolts,
15x Essence of Iron,
15x Essence of Wind,
15x Essence of Earth

Req: Level 10 Hero,
Chibi-Bound,
Armorsmith



This may replace the Ruby Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching Tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique ability is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Armorsmith crafting speciality may activate this quest:

Roll: 25 Hearts
Slay: 1x Araphael
Slay: 1x Chained Knight
Slay: 1x Mistmourn Warg
Slay: 25 Mistmourn Trolls



Plague Demon Skullhelm

Ruby Slot

Tier 1: +1 ARM +1 WILL

Tier 2: +2 ARM +1 WILL

Tier 3: +1 ARM +1 WILL

The Plague Lords Will: During its activation a model with this ability may make a single Magic Attack costing no action points.

3 Wrath Of Plagues ⚡, Wave 4, Massive damage, ☠

Recipe: 20x Red Primer,
15x Sack of Ore,
20x Crystal Thread,
25x Leather Scraps,
25x Essence of Death,

Req: Level 10 Hero,
Chibi-Bound,
Armorsmith



This helmet, forged in the likeness of the original host of the Lord of Plagues seethes with dark power. Its power granting even the most novice of spell casters great power and protection.

This may replace the Ruby Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Mage Weaver crafting speciality may activate this quest:

Slay: Celeste (Dungeon Boss)
Craft: 10x Ruby Slot Items
Use: 30x Unique Actions
Slay: 1x Von Drakk



Magecraft Robes

Emerald Slot

Tier 1: +1 ARM +1 WILL

Tier 2: +1 ARM +1 WILL

Tier 3: +2 ARM +1 WILL

2 Healing Pool: 📖, 🧙, Set up a single stack of 3 crystal tokens in range. When adjacent, a hero may spend an action to remove a token and Heal 2. These tokens remain in play until all tokens are used or Healing Pool is cast again.

Recipe: 20x Green Primer,
30x Essence of Earth
30x Essence of Water,
30x Crystal Thread,

Req: Level 10 Hero,
Chibi-Bound,
Mage Weaver



*Come, drink from the pools of the divine.
Let your body be restored.
I can only show you the waters, it is up to you drink it.*

This may replace the Emerald Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Mage Weaver crafting speciality may activate this quest:

Complete: 30x Heals
Slay: Troll King Zul'Zarak
Complete: 20x Blue Actions
Slay: 10x Onis
Complete: 2x Dungeons without



When the Dragon Matriarch fell, I could feel it deep in my very heart and soul. Yatraxia will be avenged.

Dragonrider's Cloak

Emerald Slot

Tier 1: +1 STR +1 ARM

Tier 2: +2 STR +1 ARM

Tier 3: +1 STR +1 ARM

2 Dragon's Breath: Cone 6, Dragon's Breath does not generate any wrath when used.



Recipe: 20x Green Primer, 20x Silk Roll, 20x Crystal Thread, 20x Leather Scraps, 20x Essence of Fire

Req: Level 10 Hero, Chibi-Bound, Mage Weaver



This may replace the Emerald Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Armorsmith crafting speciality may activate this quest:

Complete: 25x Red Actions
Slay: 1x Yatraxia
Slay: 1x Roxxor
Slay: 50x Elites that drop essence of fire



Recipe: 20x Blue Primer, 20x Essence of Shadow, 20x Essence of Death, 20x Leather Scraps, 15x Crystal Thread

Req: Level 10 Hero, Chibi-Bound, Mage Weaver

The Consul may be able to bend the weak will of the creepers, but two can play at that game.

Summoner's Spell Book

Sapphire Slot

Tier 1: +1 WILL +1 WILL

Tier 2: +2 WILL +1 WILL

Tier 3: +3 WILL +1 WILL

Summoned Companion: At the start of a dungeon or raid wing, this hero may choose a creep to join them from the list below. The creep is treated the same as a minion, and while in bonded range, gains the associated bonus. This minion is never a direct target, but can have a wound passed off to them and affected by area damage actions. If the companion is slain, it can be resummoned by the hero equipped with this item spending 2.

Ghost: Aura 2, to magic attacks.

Undead Crow: Aura 2, +2 Range on magic and missile attacks.

Rattlebone: Aura 2, Sturdy



This may replace the Sapphire Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique ability is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Armorsmith crafting speciality may activate this quest:

Roll: 10x Crits
Slay: 1x Araphael
Slay: 1x Chained Knight
Slay: 1x Beatrix, The Witch Queen
Slay: 50x Enemies that drop essence of Death



Through the fight, through it all, one thing stood amongst the tired and the weak, The Tabard of Sir Sigmund!

Tabard of Sir Sigmund

Emerald Slot

Tier 1: +1

+1 ARM

Tier 2: +1

+1 ARM

Tier 3: +2

+1 ARM

1 **Diminish the Enemy:** Wave 2

3 **Mass Resurrection:** Once per dungeon or raid wing, this hero may use this ability to return all defeated hero to play immediately.

Recipe: 20x Green Primer,
20x Silk Roll,
6x Weapon Grip,
40x Emerald Crystals,
25 Essence of Water

Req: Level 10 Hero,
Chibi-Bound,
Mage Weaver



This may replace the Emerald Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

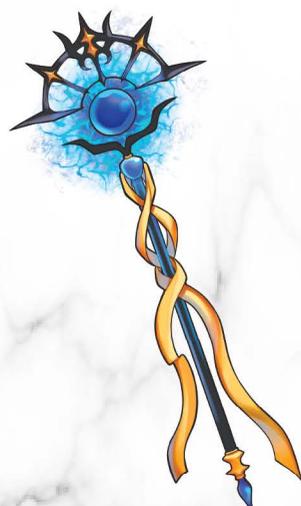
This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Mage Weaver crafting speciality may activate this quest:

Use: 25x Unique Actions
Complete: 15x Standard quests
Survive: 50x Damage
Slay: 1x Celestial Minotaur
Slay: 1x Belia (Dungeon Boss)



They say when the Oni corrupted Melita, it sent part of her soul somewhere, some believe it is in this staff.

Staff of Shadowed Will

Citrine Slot

Tier 1: +1

+1 WILL

Tier 2: +2

+1 WILL

Tier 3: +3

+1 WILL

Improved Potion Master: A model with Improved Potion Master may use two additional potion during their activation.



Recipe: 25x Yellow Primer,
15x Essense of Death,
20x Essense of Shadow,
10x Each Crystal Type,
5x Bundle of Wood,
15x Silk Roll

Req: Level 10 Hero,
Chibi-Bound,
Mage Weaver



This may replace the Citrine Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique ability is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Mage Weaver crafting speciality may activate this quest:

Slay: Melita (Dungeon Boss)
Use: 25x Potion actions
Roll: 25 Potion Results
Explore: 6x Forgotten King Tiles
Explore: 3x Von Drakk Tiles

Bomb Of The World Stone

Sapphire Slot

Tier 1: +1 DEX

Tier 2: +1 DEX

Tier 3: +1 +2 DEX



Through fire and ice, new weapons are forged, through fire and ice, the Consul's minions will break.

2 Unleashed Rage: , Burst 2

Recipe: 15x Blue Primer

15x Sack of Ore,
15x Bundle of Bolts,
15x Essence of Iron,
15x Essence of Fire,
15x Essence of Water,
15x Essence of Cold

Req: Level 10 Hero,
Chibi-Bound,
Engineer



This may replace the Sapphire Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Engineer crafting speciality may activate this quest:

Use: 25x Vendor Bombs
Slay: 50x Kobolds of any type
Slay: 25x Enemies from further than 2 squares away
Collect: 30x Any Essence

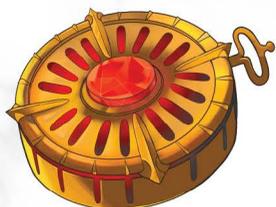
Mystical Landmine

Sapphire Slot

Tier 1: +1 STR ARM

Tier 2: +2 STR ARM

Tier 3: +3 STR ARM



Recipe: 20x Blue Primer,

20x Sack of Ore,
20x Bundle of Bolts,
25x Essence of Iron,
25x Essence of Fire

Req: Level 10 Hero,
Chibi-Bound,
Engineer



This may replace the Sapphire Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique ability is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Engineer crafting speciality may activate this quest:

Roll: 20 Crits
Explore: 6x Dragonback Peak Tiles
Slay: 1x Professor Cackle-Clink
Slay: 1x Starfire
Roll: 15x Hearts
Roll: 15x Potions



Flight Pack X-090-019

Emerald Slot

Tier 1: +1 +1 WILL

Tier 2: +2 +1 WILL

Tier 3: +3 +1 WILL

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

3 Magical Bombs Away: After every 2 movement points spent, you can make a Wave 2, Magic attack. This model's **ARM** is reduced to **1** until it's next activation, and may not be increased by equipment.

Recipe: 20x Green Primer,
15x Silk Roll,
15x Crystal Thread,
15x Bundle of Bolts,
20x Essence of Wind,
10x Essence of Iron

Stolen from Cackle-Clink's drafting table, a few little tweaks and it possibly won't explode mid flight....possibly...

Req: Level 10 Hero,
Chibi-Bound,
Engineer



This may replace the Emerald Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are tier 2, then this item becomes tier 2. If all other slots are tier 3, then this item becomes tier 3.

This item's unique ability is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Engineer crafting speciality may activate this quest:

- Move: 60x Squares
- Explore: 5x Devil's Island Tiles
- Slay: 1x Crystal Weaver
- Slay: 1x Goro
- Use: 15x Unique Actions
- Use: 15x Potions

Dragon Winged Pistols

Citrine Slot

Tier 1: +1 DEX +1 DEX

Tier 2: +1 DEX +1 DEX

Tier 3: +2 DEX +1 DEX

2 Whisper The Dragon's Name: ,
+1 DEX, , Arc

Recipe: 25x Citrine Primer,
20x Sack of Ore,
20x Bundle of Bolts,
15x Essence of Fire,
15x Essence of Wind,
6x Weapon Grip,
6x Leather Scraps



With her back against the wall, she drew the pistols she swore never to use again and whispered the Dragon's name. As she pulled the trigger, the dungeon lit up with bouts of bright blue fire...

Req: Level 10 Hero,
Chibi-Bound,
Engineer



This may replace the Citrine Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are tier 2, then this item becomes tier 2. If all other slots are tier 3, then this item becomes tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Engineer crafting speciality may activate this quest:

- Complete: 50x Successful Missile Attack Rolls
- Slay: 1x Hoarfang
- Slay: 1x Krampus
- Slay: 1x Cursed Jarl
- Collect: 30x Crystals (Any color)

Portable Workbench

Item Slot

Let's Build: A portable workbench may be summoned after a raid wing boss fight is completed but before the next wing has begun. Each hero in the dungeon is given three workbench actions that can be spent in the following ways at 1 workbench action point each.



- Craft
- Purchase items as though they were at the town vendor
- Swap or store equipment from their hero to their guild bank
- Disenchant any unwanted items

Recipe: 40x Sack of Ore,
40x Bundle of Bolts,
20x Essence of Iron,
20x Essence of Fire

Req: Level 10 Hero,
Chibi-Bound,
Armorsmith



Tinker here, tinker there, tinker everywhere!!!

*This item is a reusable item while within a raid. As long as the raid is not failed or abandoned, this item can be used without limit as described by **Let's Build**.*

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Engineer crafting speciality may activate this quest:

Slay: 1x Professor Cackle-Clink
Destroy: 1x Scrap Trap
Slay: 1x Iron Golem
Slay: 1x Rock Gut
Destroy: 15 Spawning Points
Use: 10 Potion Actions

Dungeon Save Point

Item Slot

Save A While & Glisten: The Dungeon Save Point item can be used right when a Dungeon Boss or raid boss spawns. If it is used, take note of current wrath, and princess coins available. If the Raid boss or Dungeon boss defeats the heroes, the Dungeon Save Point will immediately activate, healing the dungeon boss to rull, healing all heroes to full, and resetting the wrath and princess tokens to the numbers you recorded when using the save point. Only one save point may be used per dungeon or raid wing.



Recipe: 20x Red Primer,
20x Blue Primer,
20x Yellow Primer,
20x Green Primer,
20x Essence of Water,
20 Essence of Earth

Req: Level 10 Hero,
Chibi-Bound,
Potion Master



Earning the favor of the Keepers of Time has it perks...sometimes that perk is not dying.

*The Dungeon save point is a single use item that is used as described in **Save A While & Glisten**. Note that if the Heroes are not defeated and the save point does not activate, it is discarded.*

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Potion Master crafting speciality may activate this quest:

Use: 10x Princess Coins
Craft: 10x Princess Coins
Slay: 30x Elites
Slay: 4x Dungeon Bosses
Slay: 12x Mini-Bosses
Explore: 6x Von Drakk Manor Tiles

Sapphire Elixir

Item Slot

Sapphire Elixir: This potion may be brought to a dungeon or raid and may be used after all heroes are deployed, but before the first turn. If it is used, for the remainder of the Dungeon or Raid wing (Including Raid Wing Boss fight), this hero gains **Powerful Heart**.

Powerful Heart: Whenever this hero rolls a heart and the attack is successful and those hearts are used to heal, instead of healing one wound per heart, it will now heal two wounds per heart.

Recipe: 50x Blue Primer,
20x Sapphire Crystals,
1x Potion Vial,
20x Bundle of Wood,
20x Essence of Wind,
5x Essence of Water,

Req: Level 10 Hero,
Chibi-Bound,
Potion Master



I will not let my allies fall, I WILL NOT!

A hero may only have the benefit of a single Elixir in play at one time. Once the Dungeon or Raid Wing are completed, the effects expire. This item and its benefits are then discarded and a new Elixir may be consumed before the start of the next Dungeon or Raid wing. Elixirs only affect the hero that have used them.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Potion Master crafting speciality may activate this quest:

Purchase: 20x Vendor Items
Explore: 10x Forgotten King
Dungeon Tiles
Slay: 1x Salt
Slay: 1x Glimmerwing
Slay: 1x Spawn of Servitude
Use: 20x Unique Actions



Ruby Elixir

Item Slot

Ruby Elixir: This potion may be brought to a dungeon or raid and may be used after all heroes are deployed, but before the first turn. If it is used, for the remainder of the Dungeon or Raid wing (Including Raid Wing Boss fight), this hero gains **Improved Critical**.

Improved Critical: Whenever the hero affected by this Elixir scores a critical hit, it adds 2 additional wounds instead of 1. This effect stacks with Massive Damage.

Recipe: 50x Red Primer,
20x Ruby Crystals,
1x Potion Vial,
20x Sack of Ore,
20x Essence of Fire,
5x Essence of Iron

Req: Level 10 Hero,
Chibi-Bound,
Potion Master



The adventurers rallied behind the lone hero, whose sword banged against their own shield, taunting the enemy to focus on them...

A hero may only have the benefit of a single Elixir in play at one time. Once the Dungeon or Raid Wing are completed, the effects expire. This item and its benefits are then discarded and a new Elixir may be consumed before the start of the next Dungeon or Raid wing. Elixirs only affect the hero that have used them.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Potion Master crafting speciality may activate this quest:

Complete: 15x Critical Attack Rolls
Slay: 30 Elites
Slay: 40 Minions
Slay: 1x Rockgut
Slay: 1x Beatrix The Witch Queen
Explore: 10x Dragonback Peaks
Tiles



Emerald Elixir

Item Slot

Emerald Elixir: This potion may be brought to a dungeon or raid and may be used after all heroes are deployed, but before the first turn. If it is used, for the remainder of the Dungeon or Raid wing (Including Raid Wing Boss fight), this hero gains **Elemental Resistance**.

Elemental Resistance: Whenever the hero affected by this Elixir is going to suffer one or more status effects, roll a single blue dice per status effect. If any stars are rolled, that status effect is discarded.

Recipe: 50x Green Primer,
20x Emerald Crystals,
1x Potion Vial,
20 Essence of Earth,
20x Essence of Water,
10x Crystal Thread

Req: Level 10 Hero,
Chibi-Bound,
Potion Master



Slash, Bash, RAGGEEEEEE!!!!

A hero may only have the benefit of a single Elixir in play at one time. Once the Dungeon or Raid Wing are completed, the effects expire. This item and its benefits are then discarded and a new Elixir may be consumed before the start of the next Dungeon or Raid wing. Elixirs only affect the hero that have used them.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Potion Master crafting speciality may activate this quest:

Slay: 1x Cernonos
Slay: 1x Goro
Explore: 10x Dungeons of Crystallia Tiles
Use: 10x Unique Actions
Use: 10x Potion Actions
Slay: 1x Joragera (Dungeon Boss)



Guardian Elixir

Item Slot

Guardian Elixir: This potion may be brought to a dungeon or raid and may be used after all heroes are deployed, but before the first turn. If it is used, for the remainder of the Dungeon or Raid wing (Including Raid Wing Boss fight), this hero gains **The Blessing of Light**.

The Blessing of Light: The first time this hero is reduced to zero hit points, it is not removed. Instead it stays in play and rolls a Citrine Dice. It heals the number of stars shown. If a Citrine burst symbol is rolled, heal to the heroes maximum health.

Recipe: 50x Green Primer,
50x Red Primer,
50x Blue Primer,
50x Yellow Primer,
1x Potion Vile

Req: Level 10 Hero,
Chibi-Bound,
Potion Mater



The axe that destroyed the original Lord of Plagues...

A hero may only have the benefit of a single Elixir in play at one time. Once the Dungeon or Raid Wing are completed, the effects expire. This item and its benefits are then discarded and a new Elixir may be consumed before the start of the next Dungeon or Raid wing. Elixirs only affect the hero that have used them.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Potion Master crafting speciality may activate this quest:

Craft: 10x Items
Complete: 10x Standard Quests
Slay: 1x Von Drakk
Explore: 10x Mistmourn Jungle Tiles
Use: 25 Unique Actions
Slay: 1x Yathraxia





Potion Daggers

Citrine Slot

Tier 1: +1 DEX +1 DEX

Tier 2: +1 DEX +1 DEX

Tier 3: +2 DEX +1 DEX

1 Unstable Sneak Attack: Unstable
Unstable: When an attack with the Unstable rule damages an enemy, in addition to generating a potion, the attack becomes Burst 2 from its target.

Recipe: 20x Yellow Primer,
 10x Weapon Hilt,
 2x Potion Vial,
 20x Sack of Ore,
 25x Essence of Water,
 25x Essence of Fire

Req: Level 10 Hero,
 Chibi-Bound,
 Potion Master



Dark and cold to the touch, if this wand were to ever shatter, the soul inside of it would break free...

This may replace the Citrine Slot of an end game raid gear. It will be Tier 1 unless all other slots have a matching tier. So if all other slots are Tier 2, then this item becomes Tier 2. If all other slots are Tier 3, then this item becomes Tier 3.

This item's unique action is available at all tier levels.

Only one item from a Raid Tier set may be replaced in this manner for it to count towards the tier set bonus.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Potion Mastercrafting speciality may activate this quest:

Slay: 50x Kobold Enemies
 Complete: 10x Standard quests
 Slay: 1x Troll King (Dungeon Boss)
 Slay: 1x Troll Queen (Dungeon Boss)

Party Feast

Item Slot

Party Feast: A party feast may be summoned after a raid wing boss fight is completed but before the next wing has begun. Each hero in the dungeon may select one of the following benefits:

- +1 Maximum Heart
- +1 Maximum Potion
- +1 Range on basic attacks
- Gain Immunity to a single status effect type

Recipe: 6x Potion Vial,
 10x Silk Roll,
 15x Hamhock,
 15x Soda Shot,
 20x Bundle of Wood,
 6x Leather Scraps,
 20x Essence of Fire

Req: Level 10 Hero,
 Chibi-Bound,
 Iron Chef



When a party feast/grand dinner is used, all heroes in the party may use it. The benefits of the feast/dinner only last for the duration of the Dungeon or Raid Wing/Raid Boss fight.

A hero may only ever have a single effect from a Party Feast or Grand Dinner at a time. You may not use multiple feasts or dinners to gain multiple effects or stack effects.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Armorsmith crafting speciality may activate this quest:

Craft: 15x Smaller Hamhock
 Use: 10x Hamhocks
 Use: 10x Soda Shots
 Use: 10x Potion Actions
 Defeat: 15x Spawning Points
 Defeat: 8 Mini-Bosses
 Explore: 5x Von Drakk Manor
 Dungeon Tiles

Grand Dinner

Item Slot

Grand Dinner: A party feast may be summoned after a raid wing boss fight is completed but before the next wing has begun. Each hero in the dungeon may select one of the following benefits:



- +2 Maximum Heart
- +2 Maximum Potion
- +1 Range on basic and unique offensive actions
- Gain Immunity to a single status effect type
- Gain Tough
- Gain Surefoot

Recipe: 2x Party Feast

Req: Level 10 Hero,
Chibi-Bound,
Iron Chef



When a party feast/grand dinner is used, all heroes in the party may use it. The benefits of the feast/dinner only last for the duration of the Dungeon or Raid Wing/Raid Boss fight.

A hero may only ever have a single effect from a Party Feast or Grand Dinner at a time. You may not use multiple feasts or dinners to gain multiple effects or stack effects.

Quest to Unlock Recipe:

In order to unlock this recipe, a Hero with the Armorsmith crafting speciality may activate this quest:

Unlock: Party Feast Recipe
Craft: 2x Party Feast
Use: 15x Hamhocks
Use: 15x Soda Shots
Use: 15x Potion Actions
Slay: 1x Erik The Lich King
Slay: 1x The Forgotten King



Chapter 6

Questing

Questing is an essential part of the game. It gives you great rewards, experience, and in some cases, mighty Heroes to add to your Guild Charter. As stated in the **Town Stay** chapter, you can get quests when you are in town. The limitation is you can only acquire one quest per category at any given time. This means you can have three or four quests going at the same time, but they can not be from the same source. Quests are typically associated with the player, and not the Hero unless otherwise stated. Any Hero can complete a quest.

The exception to this is the **Guild Quest Giver**. They will allow you to double up on a single quest source until completed. So for example, if you are questing to unlock a Legendary Crafting recipe, you can take this as your Crafting Speciality Quest slot and then use the Guild Quest Giver to start a second Crafting Speciality Quest at the same time.

To obtain a quest, simply spend a **Town Stay Action Point** to select a quest from one of the sources currently available to you.

Standard Quests:

These are you run of the mill random quests taken from the Questing Deck or Standard Quest Chart on page 56. These tend to be things like “Slay (X) amount of enemies” or “Open (X) treasure chests.” Their rewards typically grant experience, crystals, or miscellaneous crafting components.

Group Quests:

There are group quests that help forge the narrative of the world around you. These quests are specialized dungeons that will tell you a backstory to read aloud. These form the narrative dungeons that will be laid out later in the book. They have predetermined tile sets and enemies to use. Some have unique plots and boss fight mechanics as well. These dungeons typically have elevated rewards that all players/Heroes gain immediately upon completing the Narrative Dungeon.

To gain a group quest, all players who wish to participate in the narrative dungeon must all agree to spend 2 **Town Stay Action Points** per player. Once complete, instead of choosing a dungeon as normal, go to the narrative dungeons section of the rule book (Page 65) and reference the chart. It is recommended that you play through the Narrative Dungeons in order to play the story as intended. After that, if there are any in particular you really enjoyed, you can always go back to it.

Crafting Specialty Quests:

This questing slot allows you to quest for anything related to Crafting. Whether it is for Essence or to unlock a Specialty Recipe, this slot can only be used for quests relating to Crafting or acquisition of materials for Crafting.

A Hero questing to unlock a high level speciality must be the one used for any progress on the “Unlock” quest. While other quests can be completed by any hero, Specialty Recipe quests must be completed by the Hero trying to learn the recipe.

Special Event or Festival Quest:

These are just like any other quests, however, are obtained only when a specific event or festival is taking place. You can find these events in the **World Events & Festivals** section, starting on Page 96. These will typically have very unique rewards. You may only draw a single Special Event or Festival Quest per town stay, with the exception of the guild quest giver allowing you to take a second.

Completing Quests:

Your quest will tell you the requirements and reward. Something as simple as “Slay 3 Enemies in one turn, Gain 4XP” could be the quest you are on. In higher levels when trying to unlock rare recipes it may take multiple dungeons to complete the quest.

As you Dungeon delve, keep track of these quests. Your progress is continuous and carried through until complete. Once all requirements have been satisfied, when you return to town, you can immediately turn in the quest and collect the appropriate rewards. This will be explained in the **Adventuring** section of this book. Any unfinished quests can be abandoned, but you lose all progress on them and must be done as described in the **Town Stay** chapter of the book.

Abandoning Quests:

You can abandon any quest for free with the following guidelines:

Standard quests can be discarded for free and a replacement redrawn at the cost of 1 Town Stay Action Point. Crafting and Event quests can not be discarded until your next Town Stay Phase. You can not continually abandon and redraw like you can the standard quests.

How to use the Random Quest chart and Key terms:

To earn a random quest from the Town's Quest Giver, simply roll 1d6 to find your first number, then an additional 1d6 to find your second number. So if you roll a 2 on the first roll and a 4 on the second roll, your quest number will be Random Quest 24. Record this somewhere so you can reference while in the dungeon to earn its rewards when completed. Unless otherwise stated, these quests do not have to be completed in a single dungeon, so keep track as you go from dungeon to dungeon.

Slay/Destroy: You do not have to land the final wound on the enemy to earn credit for this. As long as your character is on the board when the necessary model is slain/destroyed, your character may count this towards their necessary totals.

Successfully Clear: If a quest says you must successfully clear something, it simply means you must defeat the dungeon. It does not mean every enemy must be defeated, simply that you have successfully completed it and defeated the dungeon boss.

Use: This is as it says, simply use the item, or action. You do not need to succeed with any associated rolls, you get credit for the use in the attempt regardless of result. This is because in most cases, you are expending something to do the mentioned task.

In a Single Dungeon: These quests must be completed in a single run of a dungeon. If they are not completed by the end of the dungeon, all progress is lost and this quest will start over in your next dungeon delve.

Designer's Note: If you have a quest to complete something in a single dungeon and the task feels daunting. Choose to run a four tile dungeon or five tile mega dungeon. While more challenging of a dungeon, it will increase your chances to complete the task.

Any group I playtested or watch playtest this ruleset, the group would always talk out and try to help each other complete quests through out the dungeon. This is a surefire way to a great adventure and quest completion.

Land the Final Wound: Quests that call for this action require a hero you control to land the final blow that defeats the target required. If you have one of these quests and only do a single wound to that target, make sure it's the last one.



D6D6	QUEST DESCRIPTION	REWARD
11	SLAY 10 ELITES	5 EXP/5 PRIMERS
12	SLAY 20 MINIONS	3 EXP/2 CRYSTALS
13	DESTROY 3 SPAWNING POINTS	4 EXP
14	SLAY 5 MINI BOSSES & 10 ELITES	15 EXP/15 CRYSTALS
15	SUCCESSFULLY CLEAR A DUNGEON WITH ALL EQUIPMENT SLOTS FILLED.	5 EXP
16	SUCCESSFULLY CLEAR A DUNGEON WITH 4 LOOT ITEMS EQUIPPED	4 OF EACH PRIMER
21	SUCCESSFULLY CLEAR A DUNGEON WITH 2 TREASURES EQUIPPED	5 OF EACH CRYSTAL
22	USE A RED OR BLUE ACTION 5 TIMES IN A SINGLE DUNGEON	5 EXP/5 CRYSTALS
23	GAIN 4 THREAT IN A SINGLE ACTIVATION	7 EXP/3 CRYSTALS
24	GET 3 CRITS IN A SINGLE DUNGEON	7 EXP/5 CRYSTALS
25	BRING A CRAFTED ITEM INTO A DUNGEON	2 OF EACH CRYSTAL
26	USE A STORE VENDOR ITEM IN A DUNGEON	4 CRYSTALS
31	SUCCESSFULLY CLEAR 2 DUNGEONS	6 EXP/6 CRYSTALS
32	SUCCESSFULLY CLEAR A 4 TILE DUNGEON	4 EXP/4 CRYSTALS
33	SUCCESSFULLY CLEAR 3 DUNGEONS	9 EXP/9 CRYSTALS
34	SUCCESSFULLY CLEAR 5 DUNGEONS	20 EXP/20 CRYSTALS
35	SUCCESSFULLY DEFEAT AN ARCADE PLOT	5 CRYSTALS
36	OPEN 2 TREASURE CHESTS IN A SINGLE DUNGEON	5 EXP/4 CRYSTALS
41	MAKE 10 SUCCESSFUL DEFENSE ROLLS	10 EXP/10 PRIMERS
42	MAKE 10 SUCCESSFUL ATTACK ROLLS IN A SINGLE DUNGEON	10 EXP/10 PRIMERS
43	USE A POTION ACTION 10 TIMES	12 EXP/6 CRYSTALS
44	SPEND 3 ACTIONS TO MOVE FURTHER IN A SINGLE DUNGEON	6 EXP/3 PRIMERS
45	ROLL 2 POTIONS IN A SINGLE SUCCESSFUL ROLL	5 CRYSTALS
46	ROLL 2 HEARTS IN A SINGLE SUCCESSFUL ROLL	5 PRIMERS
51	USE AN INTERACT ACTION TWICE IN A SINGLE DUNGEON	4 EXP/3 PRIMERS
52	SLAY 3 DUNGEON BOSSES	15 EXP/10 CRYSTALS/5 PRIMERS
53	LAND THE FINAL WOUND ON 2 MINI-BOSSES	10 EXP/5 PRIMERS
54	USE A TILE EFFECT BUFF FOR 2 CONSECUTIVE TURNS	5 EXP/3 CRYSTALS
55	ACTIVELY HEAL 2 STATUS EFFECTS IN A SINGLE DUNGEON	3 EXP/3 PRIMERS
56	APPLY 10 STATUS EFFECTS ON ENEMIES	7 EXP/7 CRYSTALS
61	SUCCESSFULLY CLEAR A MEGA DUNGEON	ADD A HERO OF YOUR CHOOSING TO YOUR GUILD ROSTER
62	SPAWN THE DUNGEON BOSS BEFORE THE M.M.C. COMPLETES	8 EXP/8 PRIMERS
63	SUCCESSFULLY CLEAR A NARRATIVE DUNGEON	8 EXP/8 CRYSTALS
64	LAND THE FINAL WOUND ON 5 SPAWN POINTS	20 EXP
65	LAND THE FINAL WOUND ON A DUNGEON BOSS	15 EXP
66	SUCCESSFULLY CLEAR A MEGA DUNGEON WITHOUT DYING	10 EXP/10 CRYSTALS

The background is a dark, atmospheric illustration of a forest. In the foreground, a large, textured tree trunk is visible on the left side, rendered in shades of purple and dark blue. The background is a misty, greenish-blue forest scene with various trees and foliage. The overall mood is mysterious and somewhat somber.

Chapter 7

Looking For Group

As with all gaming groups, scheduling a time everyone can meet up may sometimes be problematic. **Looking For Group** is your solution to that. While attending and playing is ideal for fun, laughs, and leveling your characters; sometimes life simply gets in the way. This system allows you to place heroes in the **Looking For Group** section of town and your gaming group can bring them into the dungeon so they can still earn experience and be used in the dungeon.

How to Have a Character Look for a group:

To have a character from your Guild look for a group, place the miniature for them in the **Looking For Group** section on the town board and leave their card and sheet available to be used.

Restrictions:

To leave a character in the looking for group area it must meet the following criteria:

- The character can not be higher than Level 6.
- The character can not be taken on raids, only dungeons.
- This character can not bring any items or equipment with them.

Completing a dungeon with a character that is looking for group:

While being used as a **Looking For Group** character, this character can not complete any quests or progress any existing quests further for that player.

The hero treats all equipment at the end of the dungeon as Loot cards for the purposes of disenchanting.

The hero receives all Experience associated with defeating Dungeon Bosses, Mini Bosses, Group Quest completion, and completing the dungeon.

If the dungeon is failed, this character does not suffer the ill effects of a failed dungeon and simply returns to the **Looking for Group** que.

Why take a hero from Looking for Group:

The purpose of **Looking For Group** is that it allows your friends to not fall behind in regards to level on their characters when scheduling conflicts come up. In addition, by doing this, it may provide a group with a much needed character type to round out the group when someone can not make it.

Random Recruits:

Once per Town Stay, you may use the looking for group area to recruit some heroes to your guild. When you spend a Town stay action to visit the **Looking For Group** portion of town, you may draw three random heroes from your collection and select one to take into your guild. If you do not wish to take any of the three random choices, you may simply choose to not take any heroes and continue on with your town stay.

If your guild charter is full, you may dismiss a hero from your charter and replace it with one of the three should you choose to draft one. All experience on that hero is lost, all equipment and items equipped to the character destroyed. Newly recruited heroes in this manner are always level 1 when they join your guild.

To initiate this process, you must spend the following:

- 10 Ruby Crystals**
- 10 Emerald Crystals**
- 10 Sapphire Crystals**
- 10 Citrine Crystals**

Once spent you may draw your random three heroes to select from.



The background is a dark, atmospheric illustration of a forest. In the foreground, a large, textured tree trunk is visible on the left side, rendered in shades of purple and dark blue. The background is a misty, greenish-blue forest scene with various trees and foliage. The overall mood is mysterious and somewhat somber.

Chapter 8

The Auction House

The Auction House is an optional rule. If you find that it ruins the economy of your game, simply remove it as an option. However, if you have a solid player group that is not abusive, on a separate list, or on the sheet that will be available for download through the website, you can keep track of your auction house items.

Placing an item up for auction:

You can place items in the auction house for anywhere from 3-6 sessions. When listing an item, you will record the following information:

- Item Name
- Seller name or initials
- Base Auction Price
- Immediate purchase price
- Bid Length

Sale price is based in crystals as most things are. You are also free to spend a Town Stay Action point to simply trade items with another player rather than go through the auction house. Whether it be a direct purchase or trade items for items.

Bidding on an item:

If you are interested in bidding on an item, spend a **Town Stay Action Point** and record your initials and current bid on the tracker.

Completing an auction:

If you choose to immediate purchase an item, the lister gains the amount of crystals of the purchase, and the buyer removes the same amount of crystals from their inventory.

If bidding, at the end of the list term, the buyer removes a number of crystals equal to their current bid. The seller then gains an equal number of crystals into their inventory.

If an item does not sell, you may spend a Town Stay action to automatically relist it, or it will simply return to your Guild Bank.

In all scenarios, if your bank is full by the end of the auction, purchasing, etc. you may either discard the item, or discard an item in your bank to make room for the new item. However, if this is a stackable item, such as essence or other crafting materials, simply add it to your current stack.

Designer's note: An auction house, as seen in many online video games, can become a very touchy subject and hostile place. Use this rule and option based on your player group. If you have a solid group that is not going to be over charging or scalping hard to find items. I find this really benefits the group and helps everyone if done right. Be reasonable and find a good spot based on your group's general economy.

Item: 20x Red Primers

Seller: Drew

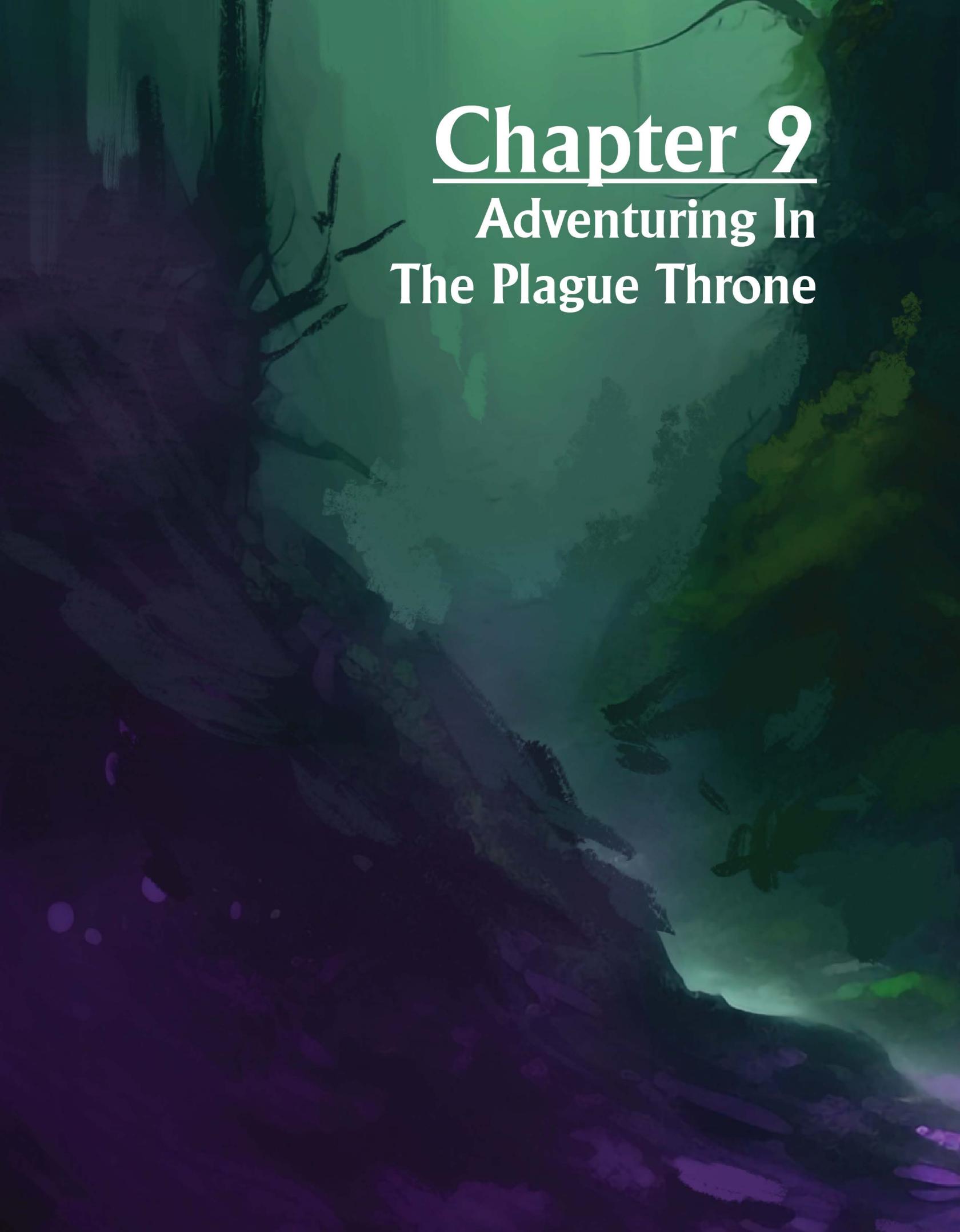
Base Price:
10 Red Crystals,
10 Blue Crystals

Immediate Purchase:
30 Red Crystals,
30 Blue Crystals

Bid Length: 3 Town Stays

An Example Listing





Chapter 9

Adventuring In The Plague Throne

The meat of the game, GOING ON AN ADVENTURE! Once the group has completed its town stay you will decide on how many heroes will be brought to the game as normal. WOSDEC has been designed to supplement the Super Dungeon Arcade™ rules. As stated in the beginning of the book, there are some recommended house rules/minor modifications that help balance the game with this leveling system. As always, this is your game, do what is most fun for you and your group.

Regular adventures follow the normal Super Dungeon Arcade™ rules for creating a party, only your hero pool is what you have available in your Guild Charter.

Once the size of the hero group is decided you can now set up the dungeon. To do this you will have a few options as they open to you:

If you chose to do a group quest to complete a narrative dungeon, at this point read the introduction story of the dungeon aloud and set up the dungeon as described in the adventure itself. As stated, if you do not own something that a narrative dungeon calls for, that is fine. Simply swap it with something in your collection that you do own.

While the story and layout never change, these will be repeatable dungeons that you can run over and over again if you enjoyed them.

If you choose the standard dungeon set up, choose your tiles and enemies as normal. You may choose to base these enemies and tiles because of quests someone in your group may have. Sometimes world events will request you fight specific enemies to unlock the next part of the world event, you can set this up however you want following normal Super Dungeon rules.

Mega Dungeons:

Mega dungeons are an option for the players, however, they are with greater risk. A Mega Dungeon is a 5 tile dungeon determined by the player group or by a narrative quest/event.

The big difference with this is that the monster chart does not grow beyond the 5-6 hero Mighty Monster Chart. In addition, you will have additional mini bosses and spawn points respectively. This should give you a total of 3 Mini-bosses and 5 total Spawn Points to clear.

The Player group may bring up to 7 or 8 Heroes when doing a Mega Dungeon. Mega dungeons provide a more challenging aspect of the game, but provides more opportunities for farming items and completing quests as well as giving more heroes a chance at experience points.

When deciding what level heroes to bring though bear in mind the following chart. The difficulty is determined by the hero with the highest level in the group. So if you have four level 2 characters and one level six character, the difficulty is set based on the level six character because they are the most powerful in the group.

Dungeon Difficulty based on hero level:

Follow the chart based on the highest level of hero in the group, these bonuses are culmalitive:

At Hero Level 3: All Non-Minion Monsters/Mini Bosses/Dungeon Bosses/Spawning Points 

At Hero Level 5: All Monsters/Mini Bosses/Dungeon Bosses/Spwaning Points  Arm

At Hero Level 6: All Monsters/Mini Bosses/Dungeon Bosses/Spawning Points  Str

At Hero Level 8: All Monsters/Mini Bosses/Dungeon Bosses/Spawning Points  Arm

At Hero Level 9: All Monsters/Mini Bosses/Dungeon Bosses/Spawning Points  Str

At Hero Level 10: All Non-Minion Monsters/Mini Bosses/Dungeon Bosses  Action

Successfully Completing a Dungeon:

When you defeat the final dungeon boss of a delve you are on, as per the standard rules, you have considered to have won/defeated the dungeon. At this point, the group will be able to travel back to town. Upon their arrival back in town, the group will perform the following steps.

1. All heroes immediately heal all wounds and restore back to 1 potion.
2. If the character is below level 7, it will disenchant all items equipped at the following return rate: 1 crystal per loot item of the associated equipment color slot, 3 crystals per treasure items of the associated equipment color slot.

So, for example, A loot-based item in the Sapphire slot would give you 1 sapphire crystal. A treasure-based item in the Ruby slot would give you 3 Ruby Crystals.

If the character is above Level 7, they may choose to retain the item in the slot granted by their level instead of disenchanting. If they do so, this item becomes Chibi-Bound to the character and may be disenchanting during any town stay. In order to ensure that the treasure/loot decks are not diminished by this, either use another copy of the card, or simply make note of the card by hand and return the original to its proper deck.

3. Tally the total experience earned from the chart below, this is granted to each character that ran the dungeon:

1xp: Successfully Clear a Standard Dungeon
1xp: Each Defeated Dungeon Mini Boss/Dungeon Boss
5xp: Each wing of a Raid cleared
20xp: Successfully Clear an entire Raid
(X)xp: Group Narrative Quest Rewards

4. The heroes can immediately turn in all completed quests to their respective quest givers and collect the associated rewards. This does not cost any daily actions.

Any experience earned from completing quests, unless stated otherwise, can be given to any hero in your guild charter. Once all experience has been given out, check to see if any heroes leveled. If so level them immediately as described in the Heroes section of this book.

Once you have resolved all experience for completing the dungeon or raid, all completed quests will now be turned in. Once you acquire the rewards from your completed quests, you can begin your town stay.

Failing an Adventure/Dungeon:

If you fail the dungeon, either the party wiped, the dungeon mission parameters were not met, or you choose to retreat, you will complete the dungeon as follows:

1. You do not gain any completion experience, and all heroes are considered "Injured." See: Restoring a Hero

2. Any quests you had completed in the dungeon do not get completed, so track quest progress from dungeon to dungeon, so you do not reset back to square one.

3. All items not initially brought into the dungeon are immediately discarded from the character and may not be disenchanting.

4. The character being used will not be available for the next dungeon/quest you go on unless you restore your hero.

After all of this, then the group may return to town, gaining no experience, quest progress earned in that dungeon attempt, or disenchanting materials.



Chapter 10

The Narrative Dungeons



If the players decide to go on a group quest, there are many ways of deciding which dungeon to run. It is highly recommended that you play them in order your first time through, as this unlocks events and other things in the game as they should. In addition it tells the full story of Celeste, Lady of Plagues and The Plague Throne story in order.

If you have already played through all of them, you may pick any of them you wish to run if you found some particularly fun and exciting.

The last option, is you could roll 1D6, 1D3. This will tell you which leg of the story, and then which chapter to set up.

1. The Witch's Fate

- Chapter 1: The Tome of Time
- Chapter 2: The Breaking of The Seal
- Chapter 3: Beatrix Unhinged

2. The Mistmourn Temple

- Chapter 1: Prophecy of The Awakening
- Chapter 2: The Forgotten King
- Chapter 3: The Fate of the Mistmourn

3. The Molten Halls

- Chapter 1: A Brother Lost
- Chapter 2: The Last Forge
- Chapter 3: The Forge's Fury

4. Whispers In The Shadows

- Chapter 1: Old Horrors Return
- Chapter 2: The Haunted Tram
- Chapter 3: Araphael Returns

5. The Devil's Island

- Chapter 1: The Journey Begins
- Chapter 2: Shipwrecked
- Chapter 3: The Island's Call

6. The Frozen Legacy

- Chapter 1: The Call of Shadow
- Chapter 2: Elemental Mayhem
- Chapter 3: Oh The Webs We Weave

Designer's Note: I've stated this a few times throughout the book, this is your game, play it however you want. As the writer and creator of this ruleset and the story line that accompanies it, I feel you will get the most joy and complete experience by doing the narrative dungeons in their listed order atleast once. It will give you the most logical storyline and history leading into the end game raids.

-Drew

Setting Up a Group Quest Dungeon:

Each Narrative Group Quest will outline what tiles, how many tiles, and what spawn points to use for the most thematic experience to the narrative.

These are designed to offer you tiles based on party size for the most part. However, if a dungeon specifically states only one tile quantity, regardless of party size, you will set up that many tiles. This includes the Mega Dungeons as well. You will follow the Mighty Monster chart associated with the game size. So 3-4 Heroes for 3 tile dungeons, 5-8 Heroes for 4/5 tile dungeons. It might be recommended that you have some players bring multiple heroes from their guild to fill the necessary activations if it is a larger dungeon by design.

Designer's Note: If you do not own the items used in these narrative dungeons, do not despair. Simply substitute in what you own. When writing these, I wrote to the people who have extensive collections like myself, but have left it generic enough that you can substitute in anything you have in your collection regarding spawn points, bosses, mini-bosses etc. The Plague Throne miniature line is also available, offering more heroes, mini-bosses, and dungeon bosses.

-Drew

The Witch's Fate

Chapter 1: The Tome of Time

Set-up: 3-4 Dungeon Tiles

Tile Set(s): Von Drakk Manor

Configuration:

Tile 1: Any Von Drakk Outdoor Tile

Tile 2: Any Von Drakk Outdoor Tile

Tile 3: Any Von Drakk Indoor Tile

Tile 4: Any Von Drakk Indoor Tile

Spawn Points:

Tile 1: Kitsune Madoushi

Tile 2: Pumpkin Patch

Tile 3: Kitsune Madoushi

Tile 4: Tanchyo Madoushi

Mini Bosses:

Mini Boss 1: Shinigami

Mini Boss 2: Kappa

Dungeon Boss: Onryo

Quest Plot:

Draw a standard Arcade Plot from the deck following normal rules for an Arcade Plot.

Quest Goal:

Defeat Onryo and defeat the dungeon

Success Rewards:

5XP to each participating Hero

3 Ruby Crystals to each player

3 Emerald Crystals to each player

3 Citrine Crystals to each player

3 Sapphire Crystals to each player

1 Red Primer to each player

1 Green Primer to each player

1 Yellow Primer to each player

1 Blue Primer to each player

Failure Penalty:

Normal dungeon failure result, except these heroes must sit out on your next adventure. If they are your only hero, they start the next dungeon they are in with half health (Rounded down) and two threat on them.

Story Intro:

“Traitor!” Von Drakk shouted, his voice rumbling off the walls of his manor. “You would follow this woman who claims to be The Lady of Plagues!? A myth that I never once encountered in my very long life?”

Beatrix stood before him, the rim of her witches hat casting a shadow over her face. Slowly lifting her head up to look him in the eyes, her face comes into view. “She is not a falsifier. I have seen her, I have spoken with her Von Drakk. She is Celeste. I’ve witnessed her power, I’ve felt her presence. She needs the Tome of Time so she can fully restore her power,” she explained. “She will become the strongest of us if what I have seen is any indicator of her power. We should be aligned with her, not fighting against her efforts.”

Von Drakk slammed his fist onto the arm of his throne, “ENOUGH!” he shouts, standing up. “I have lived long enough to see the rise and fall of so many of these so-called powerful beings. I will stay out of this power struggle and persevere as I always have. I have outlived countless on their rise to power and I will continue to do so. So go Beatrix, follow her to your own demise.” Waving her off, Beatrix stood, half hurt, half angry.

“You’ll see Von Drakk, when she rises to power, not even you and all of your years can protect you from her plagues.” Turning, her two cats hissed in the direction of Von Drakk and walked behind her. Once his halls fell quiet, he sighed.

“You foolish witch, you would follow power right into your own defeat,” he said quietly. A large Crypt Spider came down from the rafters and quietly crawled up next to Von Drakk as he wrote something on parchment. “Take this to Cogsweald, post it on their infernal board. Stick to the shadows, and no snacking.” The Spider looked at him for a moment, “NO SNACKING! If I hope to maintain my reign of the Moor, we need to circumvent this Lady of Plagues. A myth, a rumor, but I haven’t lived this long by taking unnecessary risks. Now go,” he says giving the parchment to the spider.

In the town of Cogsweald, dawn breaks. The townsfolk, adventurers, and market sellers begin to roam the streets. One of you comes across an old parchment stuck to the questing board, glued on by what looks like spider webbing, Gross!

In the deep, dark Moor, there is an abandoned manor that houses a rare book, protected by an ancient guardian. Beatrix herself moves on the book, great rewards if you can recover the book first...

After gathering your adventuring party, you head out through the dark forest. As the old abandoned manor comes into view, the dead begin to rise, ghosts of ancient ninja warriors risen to keep intruders out.

If Successfully cleared, read the following:

You find some incense near the alter at the end of the dungeon and light it. The spirit of an old wise looking man appears before you, somewhat ethereal. "Ah, you have come looking for clues about the book that I had once protected with my life."

Whipping his long silvered beard with his hand he clapped twice and the area around you falls into complete darkness. "I once was the greatest guardian, a samurai who had protected the book from even the most vicious of Oni, to the stealthiest of thief. But not even I was prepared for what would come."

As he tells his tale, you can see all that he describes around you as though it were a play. "I fought countless creatures and people who would try to take the tome. Until one day, very recently, the Lady of Plagues herself came for it. We battled for three days straight without rest. But with every blow I blocked, she became stronger, faster, smarter. For every blow I struck, she became more resilient, more determined, angrier. Eventually on the third day, she took a knee and slammed her weapon into the ground. I thought I had won, but I was mistaken. She had only been toying with me, weakening me day by day, minute by minute. She summoned a great beast, a bear of rot and decay, it was twice the size of us both. It leapt and as I dodged it, her weapon struck true. In my dying state, I used all my powers to seal the tome behind two magically sealed doors."

Pausing, the visage of Beatrix came into view. "A witch came, a very powerful and potent witch, who discovered the secrets of the seal and stole the book. There are rumors that this witch is currently taking the tome to have its magical seal broken by the Dwarven smiths of the Great Foundries in the Dragonback Peaks. There you should be able to find the witch and the book. Good luck adventurers, it feels as though the world is in your hands."



Chapter 2: The Breaking of The Seal

Set-up: 3-4 Dungeon Tiles

Tile Set(s): Dragonack Peaks

Configuration:

Tile 1: Dragonback Peaks Mine Tile

Tile 2: Dragonback Peaks Mine Tile

Tile 3: Dragonback Peaks Lava Forge Tile

Tile 4: Dragonback Peaks Lava Forge Tile

Spawn Points:

Tile 1: Kobold Warrens

Tile 2: Egg Clutch

Tile 3: Kobold Warrens

Tile 4: Lava Whirl

Mini Bosses:

Mini Boss 1: Ser Snapjaw

Mini Boss 2: Ser Sharpclaw

Dungeon Boss: Starfire

Quest Plot:

Instead of drawing a standard Arcade Plot, use the following when an Arcade Plot would be put into effect.

“You know what they awoke in the darkness of the Dragonback Peaks, Fire and Scales...”

Place a crystal token in each open doorway of the dungeon. Heroes may take an Interact Action to destroy a crystal, when the dungeon boss spawns, refer to the following chart to determine the power of the dragon spawning:

8-9 Tokens Remain: Hoarfang

4-7 Tokens Remain: King Starfire

1-3 Tokens Remain: Starfire

0 Tokens Remain: Starfire spawns and may not activate the first turn he spawns.

Quest Goal:

Clear the dungeon and destroy as many dragon empowerment crystals as possible. The more crystals you destroy, the greater the bonus reward for clearing the dungeon successfully.

Success Rewards:

5XP to each participating Hero

5 Ruby Crystals to each player

5 Emerald Crystals to each player

5 Citrine Crystals to each player

5 Sapphire Crystals to each player

1 Random Hero to add to your guild

Bonus Rewards Based on Crystals destroyed, these are cumulative:

8-9 Tokens Remain: No additional Reward

4-7 Tokens Remain: Gain 3 of Each Primer

1-3 Tokens Remain: Gain 3 Essence of Fire

0 Tokens Remain: Gain an additional 10 crystals

Failure Penalty:

Normal dungeon failure Result

Story Intro:

Listening to the words of the ghostly guardian of the tome, the adventuring party approaches the mines of the Dragonback Peaks. From deep inside they can hear the scurrying of reptilian feet, the sounds of kobolds hissing and the clang of pick axes chipping away at stone. At the entrance of the cave, skeletons of hearthsworn fighters lay with kobold weapons sticking out of their armor. These kobold had been her for some time it seemed.

In the distance you see the pumpkin chariot of Beatrix being pulled by her two cats racing at top speed. Upon reaching the large set of cast iron doors, the kobolds let her in and see the lot of you in the distance. A larger kobold wearing bulking armor and adorning a broad sword and dark shield glares at you. Slamming the mask of his plated helmet on, he shouts some orders and the kobolds retreat inside the cavernous opening.

Your group realizes, the only way forward, is through...



If Successfully cleared, read the following:

As you land the final blow on the dragon, exhausted, battered, you step back as it recoils in pain and collapses on the ground. You stare in awe as the body of the dragon begins to glow, it starts to pulsate slowly, getting brighter and brighter each time.

You cover your eyes as the pulsing glow fades and you are left with a ringing in your ears for a moment. When you lower your arms and blink a few times, what was once the body of a dragon, now stands a woman, her skin a soft red hue, her eyes a glowing fluorescent blue, her armor and attire matching that of dragon scales. “Thank you adventurers, you have freed me, freed my mind.” The woman begins to approach you, energy swirling around her hands, she begins to magically heal you all. “My name is Anastasia, I am the spirit of this forge, an ancient dragon.” Looking over the group she offers a sympathetic smile. “I apologize for attacking, the Lady of Plagues cursed my mind, leaving me in a feral state in my dragon form. I could not tell friend from foe, and could not escape the form.” Cautiously you reassure her that all is forgiven and that it seems The Lady of Plagues is the source of all of this.

“Thank you again, but I fear your are too late. Beatrix has already bottled my dragons breath and the ember stone from this forge. The witch and her cats have already begun to head back to her lair, but there is still time, to unlock the tome requires a ritual that takes hours, she can’t simply burn through the lock without risking damage to the texts contained within.”

Closing her eyes, she begins to whisper an incantaion, the air around you starts to glimmer with sparkles all converging in front of her, and then a red swirling portal opens. As it manifests you see the town square of cogs weald. “I have a Forge to clear of kobolds and other evil. Go heroes, return to your town and gather what you need to stop her. She can not be allowed to open that book.”

Looking around at each other, you give a sigh at the sense of duty laid out before you, but you step through he portal. As the portal closes behind you, Anastasia closes her hands together and smiles. “Hope is not lost old friend, we can prevent her ascension to The Plague Throne.”

The spirit of the old man manifests near her, “I hope so, for Crystalia’s sake.” Looking at eachother, they smile briefly as Anastasia summons a great scythe to her hands and heads into the forge.



Chapter 3: Beatrix Unhinged

Set-up: 4 Dungeon Tiles

Tile Set(s): The Forgotten King, Von Drakk's Manor

Configuration:

Tile 1: Forgotten King Grass Tile

Tile 2: Forgotten King Dark Tile

Tile 3: Von Drakk Outdoor Tile

Tile 4: Von Drakk Indoor Tile

Spawn Points:

Tile 1: Grabby House

Tile 2: Shallow Grave

Tile 3: Grabby House

Tile 4: Shallow Grave

Mini Bosses:

Mini Boss 1: Iron Golem

Mini Boss 2: Gruesome George

Dungeon Boss: Beatrix, The Witch Queen

Quest Plot:

Draw a standard Arcade Plot from the deck following normal rules for an Arcade Plot.

Quest Goal:

Clear the dungeon while in possession of The Tome of Time.

Boss Fight Modifications:

When Beatrix is spawned into play, place a token in the fourth tile adjacent to the spawn point square to represent the Tome of Time. A player may spend actions to pick up the book that will determine the dice they use for the **KNOCKED LOOSE!** Rule.

1 Action Point: Quick grab – 1 Blue dice

2 Action Points: Two handed pick up – 1 Red dice

3 Action Points: Hug it tight, - 1 Green Dice

Beatrix gains the following Special Rule:

Give me that book: The player who holds the book will always be considered to have the highest threat when determining Beatrix's target.

Knocked Loose: Whenever the Tome holder takes damage from any source, they must make a **Knocked Loose** check. Roll a dice equal to the color associated with the actions spent. If any stars are rolled, the book is held. If blanks or icons are rolled, the book is dropped and placed on the tile adjacent to the holder.

Success Rewards if a player holds the book when Beatrix is defeated:

5XP to each participating Hero

3 Ruby Crystals to each player

3 Emerald Crystals to each player

3 Citrine Crystals to each player

3 Sapphire Crystals to each player

Each player draws three hero cards and selects one to add to their guild roster. After selecting one hero, if the player's guild charter is at its limit, they may either choose to discard that hero and add 10 primers divided up amongst the color of the chosen hero's crystal affinity, or dismiss a hero currently in their roster and replace it with the newly drawn hero.

Success Rewards if a player does not hold the book when Beatrix is Defeated:

5XP to each participating Hero

2 Ruby Crystals to each player

2 Emerald Crystals to each player

2 Citrine Crystals to each player

2 Sapphire Crystals to each player

Failure Penalty:

Normal dungeon failure result, except these heroes must sit out on your next adventure. If they are your only hero, they start the next dungeon they are in with half health (Rounded down) and two threat on them.

Story Intro:

Beatrix landed on the balcony of her keep. Moving inside quickly with her components, she quickly drew the symbol on the floor and placed the book in the center of it. Taking out the shard from the forge and the bottled dragon's breath, she began the incantation to open the book. Near by her cauldron began to boil, and the raspy female voice of Celeste, Lady of Plagues echoed throughout the room.

"Beatrix...did you collect the components?" she asked a sharp sound echoing in the background.

“Yes my leige. I have begun the ritual as you have commanded,” Beatrix replied, her hands starting to glow.

“I have begun my assault on the Temporal Caverns. See that book opened witch, or find yourself added to my horde of mindless thralls!” Celeste threatened harshly before the Cauldron began to settle.

“I will not fail, I can not fail, I am the Witch Queen, I am Beatrix, I AM...” she began to rant but was interrupted by the ringing of a cathedral bell. “What is that!?” she asked angrily, turning to a display of large bulky armor, she made a hissing noise at it, her eyes glowing green for a moment. The armor itself came to life, picking up a large shield and sword as it did. “Go see what that is, make sure I am not interrupted.” The Iron Golem made a small nod and headed off out of the room, each metal plated boot echoing as it marched on.

Outside the group of adventurers had arrived at the grounds. A small abandoned village and graveyard lined the way to the keep, a low green mist settled gently over the ground. A figure in a top hat and tattered suit jacket stood by the entrance of town, a skull mask over his dark colored skin. “If you’re lookin’ for the book, my Queen already has it locked away and doesn’t mean to be disturbed, ya hear?” He said as he took out a staff and small fetish. Shaking the fetish and whispering, zombies began to come out of the houses, hands sprung from the dirt of the graveyards, a large undead monstrosity lumbered in the distance. “I think this is as far as you go,” the masked man in the top hat said in a low disturbing voice.

If Successfully cleared, read the following:

Beatrix lay on the ground, defeated, her two large cats lay next to her. As you look down at the book, it glows brightly and resonates with your very souls. The cauldron begins to boil once more, the voice of The Lady of Plagues enters the room, “Failure...always failure,” her dark voice said in a raspy yet seductive tone. “It seems as though I lost the tome to the lot of you. No matter, I will send the daughter’s of Jorogoumo to force their way into the caverns and alter the timeline. You are too late heroes, you are too late. Vengance upon this world will be mine, and all you will be able to do... is watch,” she said, ending with a spine chilling laugh.

Beatrix’s body began to float in the air, her two cats floating next to her. Her body turned upright and with her eyes beginning to glow green, her skin paled, a sickening white and green. Glowing green veins crept up her body, throughout her face. Her two cats began to take on a similar visage. Her chariot had become rotten, a swarm of flies surrounding it, burst through the doors from the balcony, it’s vines pulling it to her. Landing on it and her cats taking up their position, she looked at the group of you. Her eyes reflected something sinister, and yet, seemed to be pleading for help.

Snapping the vines, her cats took off running and the pumpkin chariot took off into the night sky, leaving behind it a trail of flies and a smell of putrid rot.

You may now begin the World Event:

The Opening of The Temporal Caverns



The Mistmourn Temple

Chapter 1: Prophecy of The Awakening

Set-up: 3-4 Dungeon Tiles

Tile Set(s): The Forgotten King

Configuration:

Tile 1: Any Forgotten King Tile

Tile 2: Any Forgotten King Tile

Tile 3: Any Forgotten King Tile

Tile 4: Any Forgotten King Tile

Spawn Points:

Tile 1: Scrap Trap

Tile 2: Tribal Stone

Tile 3: Cursed Knight

Tile 4: Salt Pillar

Mini Bosses:

Mini Boss 1: Hecate Vilehorn

Mini Boss 2: Mistmourn Warg

Dungeon Boss: Professor Cackle-Clink

Quest Plot:

Instead of drawing a standard arcade plot, use the following instead:

“The Spirits of the Xul’Takka awaken”

Place a crystal token in an open doorway, starting with the last tile and working your way to the first. Repeat this until there are number of crystals in play equal to the number of Heroes.

When adjacent to a crystal token, a hero may spend an interact action to pick up one of these grounding stones. Until the all tokens are removed, each time a hero is slain and a princess coin is used to return them to play. Roll a red die, if the result is a blank, the hero returns with half their hit points (rounded up) instead of their max.

Quest Goal:

Clear the dungeon and defeat Professor Cackle-Clink! If you summon the dungeon boss before the Mighty Monster Chart’s end, all heroes will gain 8 Crystals in any mix of colors (Ruby, Emerald, Cirtine, or Sapphire) if the dungeon is successfully cleared.

Success Rewards:

10 XP to each participating Hero

12 Crystals of any color

Each player may choose to either take the Mistmourn Shaman, or a random hero. After selecting the Shaman or a Random hero, if the player’s guild charter is at it’s limit, they may either choose to discard that hero and add 8 primers divided up amongst the color of the chosen hero’s crystal affinity, or dismiss a hero currently in their roster and replace it with the newly drawn hero.

Failure Penalty:

Normal dungeon failure result.

Story Intro:

A weak and battered Mistmourn Shaman enters Cogsweald, he eventually collapses in the townsquare. Your group rushes to his aid and brings him to the local healers. After a night of rest he stirs, seeing the lot of you have come to check up on him. “Their eyes glow....Their eyes glow green,” he whispers, his body still trying to recover. You stare at him, the green eyes of Beatrix haunting you in your mind from your recent events. The Shaman’s eyes close once more behind his mask and he falls into a deep slumber once more.

A Celestial Healer floats in, her wings closing behind her as she settled next to the Shaman’s Bed. “In his sleep, he kept saying The Lady Of Plagues was at the temple, at the well of the ancient spirits,” her eyebrows furrowing. “I am not overly familiar with the history of the Mistmourn, but I do know they are a very spiritual culture, their ancestors meaning a great deal to them.” Tapping her chin for a moment, “I have an offer for you. I will charter the ship for you. Head to the Isles of The Mistmourn and investigate what he is saying, but while there, there is a rare flower that grows there exclusively, bring it back to me, it will help me restore him.” Smiling hopefully at the lot of you, you agree and head to the ship.

As the ship approaches the Isles of the Mistmourn, a dense fog surrounds it, leaving trees barely visible and a large dark shadow of a massive ziggurat in the distance. Anchoring the ship off shore, you all head over in the paddle boat and discover a group of gnomes digging, scurrying, a portable forge lit with a roiling fire. Stepping on a fallen branch, the snap alerts them of your presence, they turn and look at you with glowing green eyes, pale skin with glowing green veins, madness behind their look.

If Successfully cleared, read the following:

As you land the final blow on the Professor's invention, it begins to overload and you see the engine begin to glow hot. "NOOOO, I WAS SO CLOSE!" He shouts as he loses control of the machine. It begins to drive at top speed in random directions before crashing into a wall and exploding, sending the cackling gnome high into the sky with a trail of smoke behind him as he is launched from the island into the water.

What you see upon the smoke and debris clearing shocks you though. You see a swirling green portal, in front of it, a woman in pale green armor with copper filigree, bones laid into the armorwork. Her face appears as beautiful as it does sickly, white and silver hair resting down her back, a massive axe in one hand, a tome closing in the other. She slowly turns her head and looks back at you over a pauldron of horrific design, spikes into the face of skeletal dragon, her face wreathed in shadow, her eyes glowing and misting with green clouds of power. Smirking she walks through the portal that quickly closes behind her. Staring in silence for a moment, you realize that the rumors of Celeste are true, she is not a bad story and you are witnessing her return. Gathering the flower the healer requested, you head back to the boat quickly.

When you return to Cogsweald, the healer is waiting for you at the docks, "Hurry, please, we are losing him." Taking the flower from you she hurries back to the building where he lay recovering. Crushing it up quickly, she mixes it with some potions and feeds it to him. Now all that is left to do is wait...

Chapter 2: The Forgotten King

Set-up: 4 Dungeon Tiles

Tile Set(s): The Forgotten King, Dungeons of Crystalia

Configuration:

Tile 1: Any Dungeons of Crystalia Tile

Tile 2: Any Dungeons of Crystalia Tile

Tile 3: Any Dungeons of Crystalia Tile

Tile 4: Any Forgotten King Stone Side Tile

Spawn Points:

Tile 1: Old Growth Hollow

Tile 2: Bramble Knight

Tile 3: Old Growth Hollow

Tile 4: Spawn of Servitude

Mini Bosses:

Mini Boss 1: Trent

Mini Boss 2: Glimmerwing

Dungeon Boss: The Forgotten King

Quest Plot:

Draw a standard Arcade Plot from the deck following normal rules for an Arcade Plot.

Quest Goal:

Clear the dungeon and defeat The Forgotten King to earn his staff from him.

Boss Fight Modifications:

The Forgotten King gains **The Shield of Spirits** ability:

The Forgotten King spawns as normal, however, when he does, place a crystal token in each open doorway of the last tile. During the fight, each crystal that has a Hero standing on top of it is considered activated and has an effect based on the following chart.

Shield of Spirits Chart:

0 Crystals Activated: The Forgotten King can not be damaged and is immune to status effects.

1 Crystal Activated: The Forgotten King can not take more than 1 damage during any hero's activation and is immune to status effects

2 Crystals Activated: The Forgotten King can not take more than 2 damage during any hero's activation and is immune to status effects

3 Crystals activated: The Forgotten King can be damaged and affected by status effects as normal.

Success Rewards:

10 XP to each participating Hero

10 Red Primer to each player

10 Blue Primer to each player

10 Green Primer to each player

10 Yellow Primer to Each Player

Gain bonus rewards based on the number of crystals activated when The Forgotten King is defeated.

1 Token Activated: Gain 8 of Each Crystal

2 Tokens Activated: Gain 4 of Each Crystal

3 Tokens Activated: Gain 2 of Each Crystal

Failure Penalty:

Normal dungeon failure result

Story Intro:

The Mistmourn Shaman awakens, in pain, but restored. He rubs his chin "And just like that, she left?" he asked ponderously. "What was her goal there? What was she there for?" He stood up slowly and walked with you all to the tavern to eat and restore his energy. "Can you describe everything about her to me once more?" As the group tells the whole tale once more, one of you mentions she was closing a book as she walked through the portal. "The BOOK!" He shouted, turkey meat flying out of his mouth. "What did this book look like, was it a deep purple, the figures of three animals on the cover!?" he asked with much concern.

Your group confirms the book and he sits in silence. "She is trying to unlock the power of my people, of our ancient spirits, perhaps even the Ancient Guardian Spirit." His eyes go wide behind his mask, "If she were to corrupt the Ancient Guardian Spirit, that would mean she would have to open the Ziggurat, if she's opened the Ziggurat, the isles of the Mistmourn are already in grave danger. We must seal the Ziggurats entrance before it is too late.

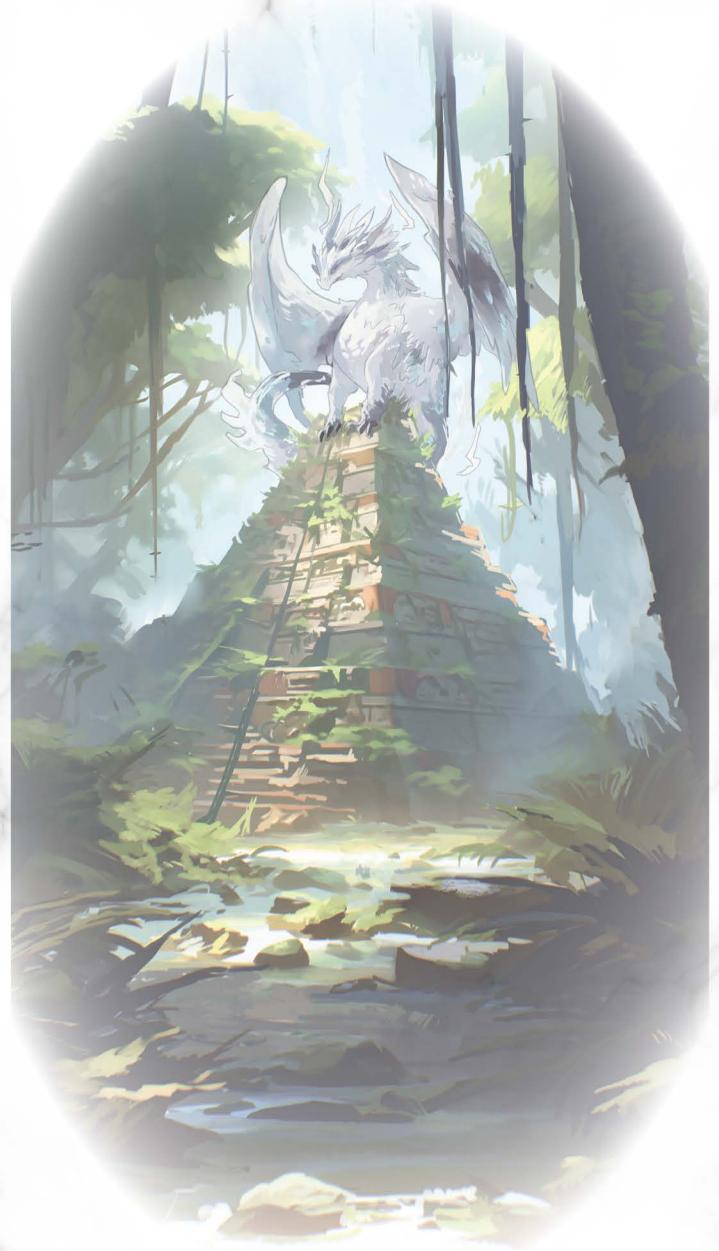
The Mistmourn Shaman pulled out a rolled up map and shows you an area deep in the forests of Crystalia. “Here, here is the area of the Forgotten King. If you can get me his staff and we can make it in time, I can seal the entrance to the Mistmourn Ziggurat for good and keep the spirits at bay. She can not be allowed to unleash them and bend them to her will or we will be in grave danger, the world, will be in grave danger.”

If Successfully cleared, read the following:

The Forgotten King falls to his knees and holds up his hand, “WAIT” he shouts and begs as you pause the final swing of your weapons. “I know why you are here, I know what you want” he says taking in a deep breath and throwing his staff to the ground at your feet. “Take my staff and go. I don’t know if there is enough time left for you to do what you plan with that.”

The lot of you stare at him bewildered, asking him why he would give over the staff. “I am of no allegiance; to anything or anyone in this world, I have been forgotten once, and will be forgotten again. But this world can not fall to the powers of the Plague Throne, this wielder of disease and the undead. She has taken her power from a very dark place,” he continues, wiping himself off, tending his injuries. “You are the first group who has come for that staff that was not corrupted by her or her will. That is why you were able to defeat me.” Turning around he headed back towards a small throne made of flowers and vines, sitting down he looked at the lot of you. “You will see this thing through, of that I have no doubts. For now, I will slumber and persevere through this. Good luck, heroes of Crystalia.” As he waves you off, he rests his hands down on the arm rests, vines crawling up all around him, forming a ball of brambles with poisoned thorns, sealing all around as they joined together. You can see the glow of his power solidfy the cocoon around him.

As you return to Cogsweald, you find the Mistmourn Shaman waiting in the townsquare for you, his eyes immediately locking on to the staff..



Chapter 3: The Fate Of The Mistmourn

Set-up: 4-5 Dungeon Tiles

Tile Set(s): The Forgotten King, Von Drakk Manor, Dungeons of Crystalia

Configuration:

Tile 1: The Forgotten King Grass Tile

Tile 2: The Forgotten King Dark Tile

Tile 3: Von Drakk Outdoor Tile

Tile 4: Any Dungeons of Crystalia Tile

Tile 5: Any Dungeons of Crystalia Tile (Crystal Dungeon 1 Tile is the most thematic)

Spawn Points:

Tile 1: Salt Pillar

Tile 2: Yamazaru Madoushi

Tile 3: Tanchyo Madoushi

Tile 4: Tribal Stone

Tile 5: Tanchyo Madoushi

Mini Bosses:

Mini Boss 1: Death Spectre

Mini Boss 2: Shinigami

Mini Boss 3: Oni

Dungeon Boss: Goro

Quest Plot:

Instead of drawing a standard arcade plot, use the following instead:

“They Return, Blind with Rage”

As each Mini-Boss is spawned, place a Red dice so that it displays the 3 star side up on their card. At the start of each consul phase that they are in play, lower the dice counter by 1 star, so two stars, then one star. When the counter reaches 0 stars, the Mighty Monster chart bonuses double for them, and all their fight commands are epic fights until the start of the next consul phase.

At the start of the next consul phase, the Mini-Boss heals 2 health, and the red dice is placed back on their card with the 3 star side up once more. This cycle will continue until the Mini-Boss is slain.

This plot is considered completed when all mini-bosses in this dungeon have been defeated. Roll for plot completion as normal, however one hero in the group may choose to reroll their dice.

Quest Goal:

Defeat the corrupted Goro and all of the Mini-Bosses. If you do not defeat the Mini-Bosses before defeating Goro, the dungeon is considered to have been failed.

Designer's Note: This does not apply to the boss challenge where a Mini-Boss is respawned. Once you defeat a mini-boss, even if they are brought back through challenges, is still considered defeated for the purposes of completing this dungeon successfully.

Success Rewards:

10 XP to each participating Hero

10 Red Crystals

10 Green Crystals

10 Blue Crystals

10 Yellow Crystals

4 Red Primer

4 Green Primer

4 Blue Primer

4 Yellow Primer

Each player may add a hero of their choosing to their guild charter. If the player's guild charter is at its limit, they may either choose to discard that hero and add 6 primers divided up amongst the color of the chosen hero's crystal affinity or dismiss a hero currently in their roster and replace it with the newly drawn hero.

Failure Penalty:

Normal dungeon failure result.

Story Intro:

The Shaman takes the staff from you and he smiles, “This is it, this is really it!” He jumps up and down with excitement, a once barely living shaman now full of life. His mouth, a tooth filled smile looks at the lot of you. “That's what I love about you hero types, so easily fooled by the mere mention of saving the world.” The visage of the shaman begins to peel away like paint chips, a large eyed creature starting to appear and grow, a single horn growing from its head. “Now I will open the Ziggurat and release the Mistmourn King and Queen from their imprisonment. Their vengeance will be swift, I am sure” the creature said laughing, still growing in size. Before fully revealing itself, it grabbed an amulet from its neck and smashed it on the ground, green lightning and smoke envelope the creature; then it was gone.

You stand there stunned at what just took place. “We’ve been TRICKED!” one of you eventually says.

“We have to stop him, we can not have another war with the Mistmourn. The King and Queen were imprisoned for a reason. We must go!” says another of you.

If Successfully cleared, read the following:

Goro lay defeated, a torrent of wind is blowing all around at the steps of the Ziggurat. Your group, catching its breath still looks to see the Shaman laughing and waving the staff around. The ancient doors of the Ziggurat begin to open as well, the structure shifting with a loud groan as it does. A beam of bright blue energy bursts from the top of the Mistmourn Ziggurat and you hear a deep screeching roar. As you look up, you see a large set of ethereal wings spread behind the pillar of light, and spirits of animals begin to race down along the side of the Ziggurat, heading into the jungle surround it. “THEY ARE FREE!” screams the Shaman with delight, his laugh echoing in your ears. He turns to face all of you and smirks beneath his mask. “The world gonna know the Mistmourn, The world gonna shake once more, the world...” but he is interrupted as a troll over twice his size appears behind and grabs the back of his neck.

“WE are the Mistmourn, YOU are an embarrassment to our people.” As he lifts the Shaman up, he takes the staff from his hand and throws it at your groups feet. The Shaman begins to flail, trying to see what’s happening. Eventually the massive troll lets go of the Shaman that deceived you. As the Shaman hits the ground, he is swept away in a sea of spirits and dragged screaming into the tree line.

A female troll, just as large, but physically stronger looking appears out of the Ziggurat next, her blue skin contrasting the dark olive of the male trolls own pigment. Her red hair is adorned in golden jewelry and a bright rainbow of feathers. Her firm and muscular torso is exposed at the abdomen and from her shoulders to her hands. A formidable warrior if you have ever seen one. The male troll, adorned in a red tabard, dark green skin, his purple hair slicked back, tusks coming from his mouth, he gives a confident nod at your group. The two stand side by side and the spirits of the Mistmourn animals calm, cheetah like creatures and worg spirits lay down, their tails lazily curling back and forth over the sides of steps, the birds land on pillars and other steps, calmly fluffing and unfluffing their ethereal feathers.

“My apologies for the dramatic entrance, he was of an old mindset that is not the true narrative of our people.” Slamming his own staff into the ground, two great thrones rose from the ground. Moving quietly they sat down, “My queen will explain.”

The Queen looked down for a moment then up at the lot of you. “We were not imprisoned by the world, we imprisoned ourselves. The Ancient Spirit of the Mistmourn, a creature of nightmarish size and power had been angered. It took it’s wrath out upon the world, and that began a battle that would last for too long. The world fought back and blamed our people, our kind. We were able to defeat the creature, but when it was defeated, it shattered into thousands of shards, the shards affecting our people, making us more aggressive, filled with blind rage. The shards embodied the spirit’s hatred, its malice, and its greed.” She paused and looked down at her gauntlets, one, each with a shining crystal in them. “We sealed the vengeful spirit in the Ziggurat, and have been battling it to keep it contained for sometime. We would eventually defeat the spirit and lock it away deep. However, that Shaman just started the undoing of all of our work and sacrifice.”

The King stood, “So leave now adventurers, we will do our best to put the spirit away one more time. But you may hear from us for your aid. Our allies are less than last time, and we may need all the help we can get.” Throwing you all a pouch of crystals, he sits back down and a large winged spirit animal arrives from over the Ziggurat. Laying down so you can all climb on, it takes off and brings you back to the city.



The Molten Halls

Chapter 1: A Lost Brother

Set-up: 3-4 Dungeon Tiles

Tile Set(s): The Forgotten King, Dragonback Peaks, Dungeons of Crystalia

Configuration:

Tile 1: The Forgotten King Grass Tile

Tile 2: Any Dungeons of Crystalia Tile

Tile 3: Dragonback Peaks Mine Tile

Tile 4: Dragonback Peaks Mine Tile

Spawn Points:

Tile 1: Shadow Warrens

Tile 2: Nether Clutch

Tile 3: Shadow Warrens

Tile 4: Rock Pile (Used as a single spawn point)

Mini Bosses:

Mini Boss 1: Rex

Mini Boss 2: Shadow Mode Candy

Dungeon Boss: Testudo Tower

Quest Plot:

Instead of drawing a standard arcade plot, use the following instead:

“The Lost Shield and Helm”

This plot has no negative effects, but offers an opportunity for treasure and buffs. Whenever a spawn point is destroyed, the hero that destroyed the spawning point rolls a single blue dice. If any stars are rolled, the Lost Shield is found. For the remainder of the dungeon, all heroes gain  **ARM**.

After this bonus is gained, you may make this check again for any further spawning points destroyed. If stars are rolled again, you have found the Lost Helm. For the remainder of the dungeon, all heroes gain  to all offensive rolls.

Once both bonuses have been applied, this Arcade Plot is considered completed and all heroes may roll  instead of the normal one green die to try and secure treasure. Any treasures that are drawn as a result of this roll and are not equipped will instead grant 1 of each crystal type to all player's guilds per treasure discarded in this way. The crystals are only gained from this plot's completion and does not affect any other part of the standard game play.

Quest Goal:

Defeat Teestudo Tower and steal his bombs

Find The Lost Helm

Find the Lost SHield

Success Rewards:

15 XP to each participating Hero

7 Ruby Crystals to each player

7 Eneralkd Crystals to each player

7 Citrine Crystals to each player

7 Sapphire Crystals to each player

Bonus Rewards:

The Lost Shield Found:

2 XP to any Hero in a player's Guild Charter

The Lost Sword Found:

3 XP to any hero in a player's Guild Charter

Each hero in the dungeon rolls a single green dice. That hero gains XP equal to the number of stars rolled, if a  symbol is rolled, roll again and +1 to the result. If another  symbol is rolled, then the hero gains a flat 5 XP.

Failure Penalty:

Normal dungeon failure result.

Story Intro:

As your heroes rest from their recent events, they can't help but stare off into the distance at the blue beam of light from the far off Mistmourn Ziggurat. It's visage unsettling and a sense of unease has been all over Cogsweald lately. Eventually a Dwarf enters the guild areas. “Excuse me, my name is Harbog, I'm a Dwarven fighter and me brother Flurgburg is a great smith. He heard there was some rare gems up in them dragonback peaks and I told him there was a lot more then gems up there. That we shouldn't go. Well, he took his hammer, MY helmet and MY shield. Darn fool went off on his own to get the gems. Those peaks aren't for a single dwarf to go through and survive. I'm thinking I need a good strong band of adventurers to help me go in there and get him before he gets himself into trouble.” Looking at the lot of you he frowns. “I know that bright shiny light been bothering ya since ya got back, and all the crazy stuff that's been happening. But I could really use ya for this if you can.”

If Successfully cleared, read the following:

The group climbs over the defeated turtle to see Harbog, covered in soot and rubble, his own armor and weapons showing signs of combat. He holds his brother in his arms. "Hey little brother, why'd ya have to go and be so impulsive today?" Harbog asked, a tears welling his eyes.

"I found it Harb, I found it," he said handing his brother a stone, the stone was black, swirling with green energy. "No one has seen stone like this in over a hundred years." He says smiling, there's more deeper in the cave. "Get it, help them..." he says handing his brother, Harbog, a scroll as his eyes closed. Harbog bellowed out in pain.

"Flurgburg!" he said. Pausing for a moment he opened the scroll and saw the plans for the key to open the Plague Keep. "You stupid son of a rock, you actually did it." Looking up at the group of you his brow furrows, "Alright ye lot. I have to get him back to town, he doesn't have much time left, but he seems to know something about something regarding this Plague lady and where she might be. Says here he needs more of this dark glowing stone, he also needs the Hammer of The Last Forge Father. To get to that, yer gonna have to go deep.... real deep," he says with a sigh. "There is a lake of molten hot magma and fire at the bottom of these caverns. In there is the hammer, but also an old cranky elemental by the name of Roxxor. He's not gonna just give up the hammer real easy like. If you defeat his rival and bring him proof of the dragon's defeat, I think you just might be able to convince him to hand it over." You all look around at each other, nodding in agreement.

Taking out a silver stone from his pouch, he smirks, "I knew I liked the lot of ya. Braver than ya look." Laughing he throws the stone on the ground and a portal opens. "Stone of Home and Harth. Will let you go back to town with me, then return here to continue. Good Luck ya big darn Hereoes.



Chapter 2: The Last Forge

Set-up: 4 Dungeon Tiles

Tile Set(s): Dragon Back Peaks

Configuration:

Tile 1: Dragonback Peaks Mine Tile

Tile 2: Dragonback Peaks Mine Tile

Tile 3: Dragonback Peaks Lava Tile

Tile 4: Dragonback Peaks Lava Tile

Spawn Points:

Tile 1: Claw Shrine

Tile 2: Kobold Warrens

Tile 3: Claw Shrine

Tile 4: Kobold Warrens

Mini Bosses:

Mini Boss 1: Cernonos

Mini Boss 2: Sohei Oni

Dungeon Boss: Starfire

Quest Plot:

Instead of drawing a standard arcade plot, use the following instead:

“The Labyrinth of Cernonos”

At the start of the consul phase, roll a blue dice, if any stars are rolled, rotate all tiles 90 degrees clockwise. If any hearts are rolled and Cernonos is in play, Heal Cernonos 1 health. Any rolls of a blank face have no effect. This plot remains in play until Cernonos is defeated.

Quest Goal:

Defeat the Dragon and collect proof of it's demise to offer to Roxxor in the lake of fire.

Success Rewards:

15 XP to each participating hero
7 Ruby Crystals to each player
7 Emerald Crystals to each player
7 Citrine Crystals to each player
7 Sapphire Crystals to each player
5 Red Primer
5 Blue Primer

Failure Penalty:

Normal dungeon failure result, but in addition, the next time this hero is brought on an adventure, it starts its next adventure with the fire status effect on it.

Story Intro:

Seeing Flurgburg banded up and resting, Harbog hands you a Stone of Hearth and Home. “For when you're done. Get ya back here safe.” He says with a nervous laugh, “I appreciate ya doing this. The world needs ya now more than ever.” Smiling you turn and head through the portal...

...As you emerge from the portal, you are greeted by bitter cold whipping winds, snow pushing so fast it is obscuring your vision. “Where are we?” one of you shouts over the howling winds, and then the wind dies down. The snow settles, the grey sky overhead now visible, and beyond you all stands the armored Lady of Plagues. Her voice, echoing off the icy walls of the surrounding rocks and peaks, “I know what you do, I know where you go,” she says lifting her axe and pointing it at the group of you, a massive shadowy figure coming up from behind her, each foot lands with an ice crunching thud. A massive rotten bear roars at the group once it reaches her. “I recommend you discontinue this effort and join me, become my generals of my army of the dead,” Her eyes ignite with green plumes of power and smoke. “Or join the ranks of my army as the dead.” Slamming her axe into the ground, a blinding flash makes you cover your eyes and you are back in the Dragonback Peaks. The snow melting on your armor and robes as it reacts to the heat of the mines letting you know that was more than just a vision. “We better get moving,” one of you says before heading deeper into the caves with renewed vigor.



If Successfully cleared, read the following:

As you defeat the dragon, an old friend comes to visit. Anastasia appears and rests her hands on the fallen dragon. She looks at the lot of you, “You seek to barter with Roxxor don’t you?” she asks already knowing the answer. “It is a key element to stopping Celeste, The Lady of Plagues. I warn you though, he is ancient, powerful, and has an uncontrollable rage. The events of late have upset him to his molten and fiery core.” Pausing she calmly takes a scale from the dragon and hands it to you. “This should be the proof that he needs. I will bury this creature with the honor it deserves my friends,” She says in a low mournful tone. “This war with the Lady of Plagues is affecting all creatures in this world, we must work together to see it to it’s end, the world looks to you.”

Nodding and thanking her for her words, the lot of you delve further into the labyrinth of the peaks.

Designer’s note: You may still visit town between adventures, this is just the story. However if you wish to continue on without returning to town, everything is set up as normal, your heroes still fully heal and discard all treasure as normal. But there will be a bonus reward as outlined in the next dungeon if you choose to skip the town stay.



Chapter 3: The Forge’s Fury

Set-up: 4-5 Dungeon Tiles

Tile Set(s): Dragonback Peaks, Dungeons of Crystalia

Configuration:

Tile 1: Any Dungeons of Crystalia Tile

Tile 2: Any Dungeons of Crystalia Tile

Tile 3: Dragonback Peaks mine Tile

Tile 4: Dragonback Peaks Lava Tile

Tile 5: Dragonback Peaks Gold Hoard Chamber

Spawn Points:

Tile 1: Elemental Shrine

Tile 2: Rock Pile

Tile 3: Elemental Shrine

Tile 4: Rock Pile

Tile 5: Lava Whirl

Mini Bosses:

Mini Boss 1: Chaos Kitty

Mini Boss 2: Rockgut

Mini Boss 2: Deranged Alchemist

Dungeon Boss: Roxxor (Start in Raging Form)

Quest Plot:

Standard Arcade Plot Card

Quest Goal:

Defeat the Roxxor in order to provide him proof of his rival’s defeat.

Success Rewards:

20 XP to each participating Hero

10 Ruby Crystals to each player

10 Emerald Crystals to each player

10 Citrine Crystals to each player

10 Sapphire Crystals to each player

If you did not go to town between the last chapter and this one, you gain the following reward:

Each player draws three hero cards and selects one to add to their guild roster. After selecting one hero, if the player’s guild charter is at it’s limit, they may either choose to discard that hero and add 10 primers

divided up amongst the color of the chosen hero's crystal affinity, or dismiss a hero currently in their roster and replace it with the newly drawn hero.

Story Intro:

You have made it down into the depths of the peaks, but the area is not burrowed rock and gems, it's a formed forge, it is covered in great runes, glowing crystals of power throughout the area. This is no dungeon, this was where the dwarves lived, this is where the greatest Fathers of The Forge once lived. You were in a great hall, but the deeper you ventured, the more the shadows moved, the more the noise of things lurking from the deep began. Moving through a set of double doors, there before you, a set of ninjas empowered by supernatural means stand around a Plague Shrine. Slowly they turn and look at you, drawing their blades and weapons. In a raspy whisper of a voice, in unison, they say "The Lady of Plagues awaits you..." and they attack.

If Successfully cleared, read the following:

As you land a devastating blow on Roxxor, in a loud booming voice he screams out "ENOUGH!" and the swirling mass of flames that he is begins to glow unbearably hot. "She could not take the hammer from me, YOU WILL NOT TAKE THE HAMMER FROM ME!" That's when one of you quickly runs forward and lays down your weapon, holding up the dragon scale.

"We do not wish to fight you great Lord of the Forges. We need the hammer to stop the Lady of Plagues," you say.

"LIES!" He roars out, yet something in him betrays himself, he does not lash out, he does not strike forward.

"It is no lie," says another member of your group. "She threatens all life in this world, perhaps a fate worse than if the Dark Consul defeated us all." Your eyes go serious, your jaw stern, "And she won't stop with us, she will come for you, she will come for all of you. Please, give us the hammer so that we can forge the key to enter her keep and defeat her."

The rage in Roxxor dies, his flames lower to a small simmer, "She could not take the hammer from me, I do not fear her."

Anastasia enters the chamber and stands on a rock near the fiery lake. "No, she could not, not yet atleast. She has just returned after being in the bottom of the waters of Frostbyte Reach for many years, after her own defeat. Her power is a mere fraction of what it has the potential to be." Looking deep into Roxxor's face, "And yet, I sense fear in you, this bravado isn't fooling anyone fire lord."

"I fear no mortal being," he grumbled angrily at the woman on the rock.

"That is why you fear her, you felt it, that she came to you, overconfident in her abilities that have not fully returned yet. You know what she is capable of, don't you?"

There was a moment, a very long moment of silence, only the sound of shifting magma and subtle flickering flames before he responded. "I have existed longer than she, I was there when she fully came into her power last time. It took armies, the complete force of Sir Sigmund and his order of Paladins to even pause her. They leaned on the mages, the druids, everyone to defeat her." His eyes wandered around the fiery lake, his expressionless stone face still somehow showed contemplation and a hint of deep woe. "I do not know if these heroes are capable of stopping her, especially if she wishes to see the whole world become her mindless slaves." Looking at the lot of you, then back at the woman, he leans back and the stones in his chest open, and a great hammer floats out of it, surrounded by a bubble of fire and lava. Eventually it comes to rest on the ground in front of you all. "That hammer can only be used one more time, make sure you use it well, or we all fail." Nodding and thanking the great fire lord, you collect it and throw the stone down to teleport back to town. Once you all step through and the portal closes, Roxxor looks at Anastasia. "Do you really believe these heroes capable of stopping her?"

Anastasia stares at where the portal was for a good moment before responding, "Yes great fire lord. Yes I do." She smiles as the words leave her lips. "They give the world hope, they give me, hope. In these times, that is worth something." Roxxor grunts and slowly slides down into the depths of his fiery lake to rest once more.

Whispers In The Shadows

Chapter 1: Old Horros Return

Set-up: 3-44 Dungeon Tiles

Tile Set(s): Von Drakk

Configuration:

Tile 1: Any Von Drakk Outdoor Tile

Tile 2: Any Von Drakk Outdoor Tile

Tile 3: Any Von Drakk Outdoor Tile

Tile 4: Any Von Drakk Outdoor Tile

Spawn Points:

Tile 1: Cursed Hollow

Tile 2: Cursed Knight

Tile 3: Cursed Hollow

Tile 4: Sewer Pipe

Mini Bosses:

Mini Boss 1: Nether Assassin

Mini Boss 2: Outcast Succubus

Dungeon Boss: Pauper Prince

Quest Plot:

Instead of drawing a standard arcade plot, use the following instead:

“Whispers In The Shadows”

Place a crystal token adjacent to each Spawning Point square in the dungeon. While adjacent to a crystal token, a player may spend an action point to pick up the token. If they do, they immediately roll a single red dice and compare the results to the following chart:

Blank: All heroes on the same tile must make a **WILL** save against a  attack, no item bonuses may be applied to this save. If failed, those heroes will take 1 point of damage and suffer  as the whispers invade their minds.

Any Number of Stars: Gain a number of **Loot** equal to the number of stars rolled as the whispers give you clarity of your surroundings.

Potion: Gain a **Treasure** as the whispers seem to want to aide you in defeating the Pauper Prince.

When the last token is cleared, **DO NOT** roll a green dice per Hero.

Quest Goal:

Defeat the Pauper Prince and investigate the rumor of Araphael's return.

Success Rewards:

20 XP to each participating Hero

20 Crystals of any color, these may be different colors as long as the total Crystals earned is equal to 20.

10 Primers of any color, these may be different colors as long as the total Primers earned is equal to 10.

Failure Penalty:

If this dungeon ends in failure, all heroes will need to be recovered as normal, however all of these heroes will start their next dungeon with the HEX debuff.

Story Intro:

Your Dwarven friend gives you all a fine farewell and heads off to check on his brother one last time. Bruised, Beaten, Battered, your heroes return to their guild houses for some much needed rest and relaxation.

After a few days a small gnome enters town, his beard stark white, mustache out in all directions, his purple and pink robes marked with the symbols of Glauerdoom Moor. He climbs on top of a box and posts a parchment on the questing board. He looks at you all for a moment, a little too long, then a bit longer. He hops off the crate and scurries away.

You do think it's quite odd the way the gnome acted, but curiosity takes you to the board and you read what he posted.

The Manor of Araphael has had it's windows opened and lit once more. Things move in the night, and the graves leading to her Manor are starting to move, a new mist settles in. The mist is of a pale green. There are whispers in the forests, whispers that drive people crazy. If Araphael has returned, it means the worst is to come of Glauerdoom Moor. We are looking for a group of adventurer's brave enough to investigate and if necessary, stop her return.

-Cogsworth Fenderbender

P.S. The rewards will be worth it, if you make it back alive.

If Successfully cleared, read the following:

The whispers circle through the party's ears, into the surrounding wind and trees, eventually culminating in a single armored paladin's ghost.

"Hello adventurer's, I am Sir Sigmund, Leader of the Paladin order in these parts....Well, former leader. I have passed for sometime now."

The group readies it's weapons in response.

"This is no trick or deception my friends. I was the Paladin that saved the young girl you now call The Lady of Plagues. She was but a child when I rescued her from Von Drakk's invasion. She became one of the best squires I had ever had, and eventually, one of the greatest leaders of my order. But desperation caused her to fall to powers most grave. Desperation to do the right thing and save everyone. I believe there is still that brave little girl deep inside that cold plague rotted exterior. I believe there is still hope. Hope in adventurers like yourselves to right these wrongs." Pointing to the west he begins to explain. "There is a ghost train that will take you to a path that will lead you into the Mansion of Araphael. There, you will be able to find what you are looking for. Return to me here when you are ready, and I will guide you to the train."



Chapter 2: The Haunted Tram

Set-up: 4 Dungeon Tiles

Tile Set(s): Von Drakk, Dungeons of Crystalia

Configuration:

Tile 1: Any Von Drakk Outdoor Tile

Tile 2: Any Von Drakk Outdoor Tile

Tile 3: Any Von Drakk Outdoor Tile

Tile 4: Any Dungeons of Crystalia

Spawn Points:

Tile 1: Corrupted Harvest

Tile 2: Ijin Madoushi

Tile 3: Spawn of Servitude

Tile 4: Maleficent Idol

Mini Bosses:

Mini Boss 1: Randy Lrod of Spiders

Mini Boss 2: Jack Scarecrow

Dungeon Boss: The Thresher

Quest Plot:

Instead of drawing a standard arcade plot, use the following instead:

“Cultists? There Cultists, There Castle”

Spawn a Creep in each available open door way in the dungeon. These creeps will perform the move command every consul phase, trying to reach the closest hero in the group.

When a creep comes in contact with a hero, roll a red dice, if a blank is rolled, that hero may choose to lose a random piece of equipment or a princess coin. If the hero has no equipment equipped, a princess coin must be discarded. When all creeps are defeated, each hero rolls a green dice per the normal Arcade Plot rules.

Quest Goal:

Defeat The Thresher and gain access to Araphael's Manor.

Success Rewards:

25 XP to each participating hero
10 Ruby Crystals to each player
10 Emerald Crystals to each player
10 Citrine Crystals to each player
10 Sapphire Crystals to each player

Failure Penalty:

Normal dungeon failure Result.

Story Intro:

You return to Sir Sigmund in the ghostly forest, there he greets you once again and guides you to the ghost train. There, you see a train, mixed with steel and ethereal energy, ghosts pour from its chimney then cycle back into the engine and you hear the sound of the whistle.

“Good luck my friends, this will take you to the graveyard outside of Araphael’s mansion. It will be heavily guarded. But you seem sturdy enough.” With that, he waves you off and wishes you well as the train begins to depart.

The train ride is quiet, the ghostly passengers don’t seem to bother you or have any interest in you. “GET OFF MY TRAIN!” You hear after sometime, and you look up to see a conductor. He is disheveled and his jaw is half slack. “GET OFF MY TRAIN NOW! YOU DON’T BELONG HERE!” He shouts again and pulls the break. As the ghosts all start to turn and look you, you turn and run, leaping from the train car into the woods. “AND STAY OUT!” He shouts from the window as the train begins to move again.

If Successfully cleared, read the following:

As you slay the animated construct, you realize you are in a secret underground tunnel into the Mansion of Araphael. With iron resolve, you head forward, uncertain of what you will encounter in the mansion. But one thing is for sure, the Lady of Plagues has left her mark here...

Chapter 3: Araphael Returns

Set-up: 4 Dungeon Tiles
(Full Narrative Dungeon)

Tile Set(s): Von Drakk, Dungeons of Crystalia

Configuration:

Tile 1: Any Dungeons of Crystalia Tile

Tile 2: Any Von Drakk Indoor Tile

Tile 3: Any Von Drakk Indoor Tile

Tile 4: Von Drakk Indoor Tile with Dining Table and golden statues.

Spawn Points:

Tile 1: Yurei Madouyshi

Tile 2: Scrap Trap

Tile 3: Maleficent Idol

Tile 4: Cursed Barrow

Mini Bosses:

Mini Boss 1: Yurei Oni

Mini Boss 2: Chain Knight

Dungeon Boss: Araphael

Quest Plot:

Instead of drawing a standard arcade plot, use the following instead:

“Evil unleashed!”

Take a number of crystal tokens equal to open doorways in the dungeon. Place one in each open doorway in every tile, until all open doorways have a token adjacent to it.

A Hero may spend an interact action to try and dispel the grave summoning token. To do so, roll three blue dice. If a heart is rolled on any of the dice, remove the token from the board.

Any tokens left on the board are removed from play when the boss spawns. Any tokens left will be played on the Araphael card, giving her +1 STR per token on her.

If all tokens are removed, Araphael gains no bonuses and the players resolve a successful arcade plot as normal.

Quest Goal:

Defeat Araphael and destroy all the grave summoning tokens.

Success Rewards:

25 XP to each participating Hero
10 Ruby Crystals to each player
10 Emerald Crystals to each player
10 Citrine Crystals to each player
10 Sapphire Crystals to each player

Each player may select a hero to add to their guild charter. After selecting a hero, if the player's guild charter is at its limit, they may either choose to discard that hero and add 10 primers divided up amongst the color of the chosen hero's crystal affinity, or dismiss a hero currently in their roster and replace it with the newly drawn hero.

Failure Penalty:

Normal dungeon failure result, and the hero that participated loses a level.

Narrative Dungeon Text Into:

After all Heroes are placed, but before your first hero turn:

The group continues through the underground cave system. Eventually they catch up to the cloaked figure in the rotted armor. She turns and faces them, her eyes glowing green with power. "You have done well, I thought you'd be gone back in the temple of the Mistmourn. Yet, here you stand. You go no further this day," she says as she raises her free hand, power emanating from it as undead Ninjas burst from the walls. Laughing she turns and continues on her way.

When a Player enters the Second tile:

You enter the first room of Araphael's shadowy mansion, its halls dark, dreary, illuminated by a forge in the middle of the room, Gnomes scurry about. You look closer and notice one of them is the one from the town posting! In a high pitched Cackle he laughs, "Fell right into my trap you did, hehehe. FOR THE LADY OF PLAGUES!" He shouts as his creations flare to life!

When a Player enters the Third Tile:

You enter the next room, its walls dance with the light of the fire place, an Idol in the shape of Araphael's head is at the center of the room, Robed acolytes all around chant and worship it. They turn and see you enter, "Araphael returns and she serves the ONE! TRUE! NECROMANCER! CELESTE! LADY OF PLAGUES!"

When a Player enters the Fourth Tile:

You see Celeste pouring green energy vapor into a large crystal that floats in the middle of the room. She releases her power after a moment. "You are too late, Araphael returns, and she will dispense with the lot of you. I have other matters to attend to." She says laughing in triumph. Taking her weapon firmly in her hands, she slices the air with her axe, tearing a hole in reality. Through the hole, you see an island shrouded in cloud and rain...You recognize it as Devil's Island. She steps through and the hole closes, her laughter continuing to echo throughout the chamber.

If Successfully cleared, read the following:

Araphael, drops to one knee, panting, anger seething through her teeth. "This...IS NOT...THE END!" She screams as she stands up, a wave of black veined hearts explode out from her body in a nova of dark power. As she does, she teleports away, leaving only a floating smokey heart in her wake and disappears from sight. You all pause and look at each other as you notice a large chest at the end of the dining room.

Each Hero may roll a Green Dice and gain the associated reward:

1 Star: 5 of each crystal type, and 5 of each primer type

2 Stars: 6 of Each crystal type, and 6 of each primer type

3 Stars: 7 of Each crystal type, and 7 of each primer type

4 Stars: 8 of each Crystal Type and 8 of each primer type

Heart/Potion: 10 of Each Crystal type, 10 of each primer type, gain a single Bomb of your choosing from the Shop Vendor List and add it to your inventory.

The Devil's Island

Chapter 1: The Journey Begins

Set-up: 3-4 Dungeon Tiles

Tile Set(s): Devil's Island

Configuration:

Tile 1: Devil's Island tile with wrecked ships

Tile 2: Devil's Island Tile with Shore line

Tile 3: Any Devil's Island Tile

Tile 4: Any Devil's Island Tile

Spawn Points:

Tile 1: Barnacled Shipwreck

Tile 2: Ika Madoushi

Tile 3: Pinching Palace

Tile 4: Ika Madoushi

Mini Bosses:

Mini Boss 1: Scarlett Cutlass

Mini Boss 2: The Crownless Prince

Dungeon Boss: Jorogumo

Quest Plot:

Instead of drawing a standard arcade plot, use the following instead:

“Barnacled Treasure Me Matey!”

Whenever you open a treasure chest while this arcade plot is in effect, roll a green dice and gain **WRATH** equal to the number of stars rolled, if a Heart/Potion icon is rolled, immediately gain all of the Wrath being used in this dungeon.

This plot is successfully defeated when there are no more treasure chests left in the dungeon.

Quest Goal:

Journey to the island and find the Lady of Plagues, and defeat her champion

Success Rewards:

25 XP to each participating Hero

7 Red Primer to each player

7 Green Primer to each player

7 Yellow Primer to each player

7 Blue Primer to each player

Failure Penalty:

Normal dungeon failure result.

Story Intro:

When you return to town there is a Paladin of the Light at each of the entrances to your guild houses, each with the same message. “I am a Paladin of the order of Sir Sigmund. The Lady of Plagues is on the move to recruit the Spider Witch Jorogumo and to awaken a sleeping dragon. You must depart as quickly as possible. We will provide you all with ships to get to the island. Good luck heroes!”

As you board your respective ships, you see in the distance, dark clouds rolling in, green lightning crashing through the sky. The paladins turning to the ship captains, “Set Sail, keep the storm away from the City! We will draw it's attention and our prayers to the Light will keep us safe.” Nodding at the priests and paladins on board, they all began to channel the light.

As you draw closer to the island, the seas become rougher and rougher, lightning striking the water around you, or slamming into holy shields that send the dark power crackling down the holy bubbles. As you can now see the shore line, you see her there, the Lady of Plagues, hair and tattered cloak billowing in the wind. She summons a great bolt of Green Lightning that hits her axe and goes into the shore line. As it does, great obsidian rocks come up from the bottom of the sea, puncturing hulls of the boats. “ABANDON SHIP!” They yell as the ships hit into the rocks.

Before the start of the first turn, every hero rolls a blue dice, if a heart is rolled, that hero suffers a wound.

If Successfully cleared, read the following:

As you approach the shadowy corridor, you can see the faint energy lines of The Lady of Plagues still remain. You hear giggling in the shadows, a cackle of madness, of death.

“You are too late Heros, I have already accepted the Lady of Plagues offer, and in return, she has been given the allegiance of my daughters and my kind. We will join her in watching this world decay and rot.”

As you leap forward going to land the killing blow, Jorogumo releases a torrent of spiders in all directions, their venomous fangs looking to land upon

you. You dart out of the way and hear the evil cackle once more as it fades into the darkness. But all is not lost, you look and find a map on the wall behind where Jorogumo had been. It showed her old village, and just outside of it, The Elemental Temple where her daughters reside.



Chapter 2: Ship Wrecked

Set-up: 3-4 Dungeon Tiles

Tile Set(s): Devil's Island

Configuration:

Tile 1: Devil's Island tile with wrecked ships

Tile 2: Any Devil's Island tile

Tile 3: Any Devil's Island tile

Tile 4: Any Devil's Island tile

Spawn Points:

Tile 1: Frozen Warrens

Tile 2: Cold Eggs

Tile 3: Frozen Warrens

Tile 4: Howeler Stone

Mini Bosses:

Mini Boss 1: Cursed Captain

Mini Boss 2: Kapa

Dungeon Boss: Onibaba

Quest Plot:

Standard random arcade plot

Quest Goal:

With your ships wrecked, the only thing to do is move forward. Traverse the dungeon and defeat the dungeon boss.

Success Rewards:

25 XP to each participating Hero

7 Ruby Primer to each player

7 Emerald Primer to each player

7 Citrine Primer to each player

7 Sapphire Primer to each player

Failure Penalty:

Normal dungeon failure result.

Story Intro:

Heading back to the shore line to check on thier ships, you see before you the ships are destroyed. However, the paladins and crews of the ships have begun setting up a homebase and setting up tents for your guilds.

After resting you hear calls from the Paladins of incoming attack. The leader of the order runs to you all, “We are under attack from the Island’s corrupted creatures. We will hold the line here, you must make your way through and break their spawn points.”

If Successfully cleared, read the following:

With the successful repel of the attack, you return to the shoreline once more, cheers of appreciation roar from the crews and the Paladins. Then a different Roar is heard in the distance as Green Lightning strikes an old keep in the distance. The head of the Paladin order looks at you all and frowns, “That can’t be good.” In the distance, you see a set of large wings spread from the top of the keep. “Yeah...Definitely not good.”



Chapter 3: The Island’s Call

Set-up: 4 Dungeon Tiles

Tile Set(s): Devil’s Island

Configuration:

Tile 1: Any Devil’s Island tile

Tile 2: Any Devil’s Island tile

Tile 3: Any Devil’s Island indoor tile

Tile 4: Any Devil’s Island indoor tile

Spawn Points:

Tile 1: Ika Madoushi

Tile 2: Ika Madoushi

Tile 3: Howler Stone

Tile 4: Cursed Barrow

Mini Bosses:

Mini Boss 1: Ika Chunin

Mini Boss 2: Dark Kitsune

Dungeon Boss: Black Handed Henry

Quest Plot:

Instead of drawing a standard arcade plot, use the following instead:

“The Queen of Dragons Emerges”

At the start of each hero’s activation. The controlling player rolls a green dice. If any stars are rolled, the hero may activate normally. If the heart/potion icon is rolled, that hero treats all open squares as difficult terrain.

This ends when either the boss spawns or a hero makes it wholly into the last tile. At which point the players may roll for successfully clearing an Arcade Plot as normal.

Quest Goal:

To reach the peak of the mountains and enter the keep to discover what the lightning is striking, and what this power truly is.

Success Rewards:

- 25 XP to each participating Hero
- 5 Ruby Crystals to each player
- 5 Emerald Crystals to each player
- 5 Citrine Crystals to each player
- 5 Sapphire Crystals to each player
- 7 Red Primer to each player
- 7 Green Primer to each player
- 7 Yellow Primer to each player
- 7 Blue Primer to each player

Failure Penalty:

Normal dungeon failure result.

Story Intro:

With great haste you make for the keep in the distance. The loud roar continues even as you get to the broken doors at the front of the keep. You look and see a young girl playing with a small stuffed teddy bear, she throws him up in the air and you hear echoing all around you, "I love you Mr. Buttons." She catches him and hugs him. Turning, she looks at the group, her visage seeming almost ghostly. But she smiles big, "Oh hi! I'm Celeste, and this is Mr. Buttons, he's a paladin you know. Mr. Sigmund made him a Paladin himself! Mr. Sigmund is really nice, he saved us from that mean old Vampire." she says her smile turning into a sort of angry pout. A loud roar echoes through the area, "Anyway, I gotta go! It was nice meeting you!" she says waving. She turns and starts to run away and fades out of existence.

Your group in a bit of confusion stare at each other, then the ground starts to shake with random tremors as you hear and feel whatever is on top of the keep is starting to fully arise.

If Successfully cleared, read the following:

As you defeat the pirate blocking your way, you make it to the top of the keep and see an immense dragon, skin rotting and hanging from it's bones. It's face a bare skull glowing with primal energies. Upon it's chest it adorned great and rotted armor, it's wings spreading torn and tattered flesh. As it fully arises, it's obsidian talons digging into the ground, it cranes its neck and spouts bright green flames, the flames bursting from it's torso and neck as well. Perching down for a moment it pushes off the keep with great strength, and its massive wings spread and thrust down, hitting you with a gust of wind that makes you fall over. As you watch it fly away, you catch a rider upon it's back, The Lady of Plagues.

You return back to the campsite and the Leader of the Paladins greets you. "It was as we feared, she has awoken the great dragon. Once a creator of life and protector of innocents, Celeste slay her in the great war. We have tracked where she is going, and it looks like she will be heading the direction of frostbyte reach. Repairs to the ships are nearly complete, we will get us back to the main city soon." Turning he walks away but pauses, "You have not failed my friends. Not yet. As long as hope remains, we stand a chance." Letting out a gentle sigh, "You are that hope my friends, you are all of our hopes." Turning again he continued on his way to the ships.



The Frozen Legacy

Chapter 1: The Call of Shadow

Set-up: 4 Dungeon Tiles

Tile Set(s): Von Drakk

Configuration:

Tile 1: Any Von Drakk Outdoor Tile

Tile 2: Any Von Drakk Indoor Tile

Tile 3: Any Von Drakk Indoor Tile

Tile 4: Any Von Drakk Outdoor Tile

Spawn Points:

Tile 1: Shallowed Grave

Tile 2: Pumpkin Patch

Tile 3: Shallowed Grave

Tile 4: Cursed Barrow

Mini Bosses:

Mini Boss 1: Trent

Mini Boss 2: Cursed Jarl

Dungeon Boss: Von Drakk

Quest Plot:

Standard Random Arcade Plot

Quest Goal:

Defeat Von Drakk and obtain the first Elemental Key.

Success Rewards:

30XP to each Hero

10 Ruby Crystals to each player

10 Emerald Crystals to each player

10 Citrine Crystals to each player

10 Sapphire Crystals to each player

10 Red Primer to each player

10 Green Primer to each player

10 Yellow Primer to each player

10 Blue Primer to each player

Each player may add a hero of their choosing from their available collection to their guild roster. If your guild is already full, you may dismiss a hero and replace them with the newly selected one. If you do not wish to dismiss any heroes, you may instead choose to take an additional 10 crystals of any color.

Failure Penalty:

If this dungeon ends in failure, all heroes will need to be recovered as normal, however all of these heroes will start their next dungeon with the **BANE**  debuff.

Story Intro:

Sprawling the map out on the table that you took from Devil's Island, you see some small etchings in the corners. They talk about the three keys to open the Elemental Tower. One in Glauerdoom Moor, The other In the Dragonback Peaks, and the Last in the deepest dungeons of Crystalia.

You gather your adventuring party and head to the haunted forests of Glauerdoom Moor once more, passing through the vines, the swamps, and grave sites.

You can see Von Drakk's Manor In the distance, it's torches lit, but strangely, it's front door open...

If Successfully cleared, read the following:

Pursuing Von Drakk out the back of his manor, you engage in a tremendous combat, he is fighting strong, until you notice something. He is fighting in desperation. You hold your killing blow, answers are needed.

"She....She..." He begins, "She came for this!" He says holding the amulet around his neck up. "She could not take it though, for it is bound by magics older than even her. It is a piece of the Key to the Elemental Temple. If she killed me, it would be destroyed, and she could not take it from me; though she tried. The pain..." he whispers.

Taking it off his neck, he hands it to your lot, "Take it, use it, slayyyy herrrrrr. In exchange, I am going to my crypt until all of this is over, one way or the other." You debate taking the opportunity to end him, but you look down at the amulet and realize that she is a greater threat than even Von Drakk himself...

Key Shards Obtained (1/3)

Chapter 2: Elemental Mayhem

Set-up: 4 Dungeon Tiles

Tile Set(s): Dragonback Peaks

Configuration:

Tile 1: Any Dragonback Peak mine side tile

Tile 2: Any Dragonback Peak mine side tile

Tile 3: Any Dragonback Peak lava side tile

Tile 4: Any Dragonback Peak lava side tile

Spawn Points:

Tile 1: Sewer Pipe

Tile 2: Scrap Tower

Tile 3: Lava Whirl

Tile 4: Tora Madoushi

Mini Bosses:

Mini Boss 1: Rex

Mini Boss 2: Furious Fungomancer

Dungeon Boss: The Guth

Quest Plot:

Standard Random Arcade Plot

Quest Goal:

Defeat The Guth and obtain the second key shard.

Success Rewards:

30XP to each Hero

10 Ruby Crystals to each player

10 Emerald Crystals to each player

10 Citrine Crystals to each player

10 Sapphire Crystals to each player

10 Red Primer to each player

10 Green Primer to each player

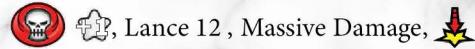
10 Yellow Primer to each player

10 Blue Primer to each player

Each player may add a hero of their choosing from their available collection to their guild roster. If your guild is already full, you may dismiss a hero and replace them with the newly selected one. If you do not wish to dismiss any heroes, you may instead choose to take an additional 10 crystals of any color.

Boss-Fight Rules Add On:

When The Guth spawns, place a token in each door way of the last tile. When a player is adjacent to a crystal token, they may perform an interact action to destroy one of the crystals. Until all three crystals are destroyed, or until the Guth is slain, he gains the following tactic:



Each turn this attack will target the closest hero who was not his target the previous turn, this target becomes his focus for the remainder of his attacks this activation. The first time this ability is used, it will follow normal target priority as laid out in the Arcade rule book.

After all lance attacks are resolved, place The Guth anywhere along the lance so that it is adjacent to its primary target, displacing other models if necessary.

Failure Penalty:

If this dungeon ends in failure, all heroes will need to be recovered as normal, however all of these heroes will start their next dungeon with the **FIRE**  debuff

Story Intro:

Dragonback Peaks, a place you have quite the history with. Reading over the map section you see there is an Orc who's mount wears the next key shard as part of its harness. They say the Orc is full of berserk rage. The elements are starting to rage in reaction to the upset of balance caused by the Lady of Plagues. Your group must prepare for the worst.



If Successfully cleared, read the following:

The group stands over the body of The Guth, and his destructive mount. They both stir ever so slightly, defeated and unconscious. Reaching down to the harness's front gem, you snatch it up and the group is shaken with visions of snow covered metal, sharp architecture, the dead rising, a vision of Celeste sitting upon a throne made of bones and plague energies, her axe leaning against the side of it. Her eyes lock onto your perspective, and she smirks before you return to your current reality.

The urgency to get the last key fragment has never been more clear.

Key Shards Obtained (2/3)



Chapter 3: Oh The Webs We Weave

Set-up: 5 Dungeon Tiles

Tile Set(s): Dungeons Of Crystalia

Configuration:

Tile 1: Any Dungeons of Crystalia Tile

Tile 2: Any Dungeons of Crystalia Tile

Tile 3: Any Dungeons of Crystalia Tile

Tile 4: Any Dungeons of Crystalia Tile

Spawn Points:

Tile 1: Fungal Growth

Tile 2: Claw Shrine

Tile 3: Forgotten Stone

Tile 4: Shallow Grave

Tile 5: Claw Shrine

Mini Bosses:

Mini Boss 1: Death Spectre

Mini Boss 2: Iron Golem

Mini Boss 2: Plague Sisters

Dungeon Boss: Hoarfang

Quest Plot:

Instead of drawing a standard arcade plot, use the following instead:

“The Growing Shadow of Celeste, Lady of Plagues”

Spawn 12 Creeps of any mix of your choosing, place 6 in the fourth tile and 6 in the third tile.

These creeps base strength will be STR 4, plus any bonuses applied as normal from levels, etc.

Every turn, regardless of any other commands from the monster chart, they will make a full move in the direction of the closest Hero.

Once adjacent to a hero, they will make a single attack with the the following modifier, , , 

Each time one of these creeps is slain, roll a green dice. On a roll of 1 star, it stands back up. On a roll of any other star amount, the creep is removed from play as normal. On a roll of a potion/heart, the Creep is removed as normal and a Blue Loot is gained.

This Arcade Plot is considered completed when all Creeps are defeated.

Quest Goal:

Defeat Hoarfang and obtain the last key fragment.

Failure Penalty:

If this dungeon ends in failure, all heroes will need to be recovered as normal, however all of these heroes will start their next dungeon with the ICE



Success Rewards:

30XP to each Hero

10 Ruby Crystals to each player

10 Emerald Crystals to each player

10 Citrine Crystals to each player

10 Sapphire Crystals to each player

10 Red Primer to each player

10 Green Primer to each player

10 Yellow Primer to each player

10 Blue Primer to each player

Each player may add a hero of their choosing from their available collection to their guild roster. If your guild is already full, you may dismiss a hero and replace them with the newly selected one. If you do not wish to dismiss any heroes, you may instead choose to take an additional 10 crystals of any color.

Story Intro:

As you recover in town from your latest delve, balls of green bale fire come screeching overhead with undead arriving in droves towards the town. The town guard, your guilds, as well as many other pick up arms as the Town Mages project a shield over it. There can be screams heard all over as the undead begin to enter the town. After what feels like hours of fighting, you have defended the town well enough to leave it in the hands of the local militia. Looking into the distance, you hear a soft laugh and you see an armored figure mounted on a large bear turn and disappear into the fog, taunting you.

This is it, this is her final push, you must recover the last key shard and begin your final attack on the Lady of Plagues and her forces.

If Successfully cleared, read the following:

With a great inhale, and wings swinging heavily down, Hoarfang floats up in the air and blasts a breath of cold straight down into the center of the room and freezing you all in place. She lands, sure of herself she lets out a roar of victory. But with the sound of metal flying through air, two massive swords come flying through the air hitting Hoarfang in the chest. The swords magically recall to the place of origin and there, you see Sir Sigmund's spirit, "BE GONE SERVANT OF THE TRAITOR!" From the walls, ghosts of fallen paladins begin to emerge and start to close around the dragon.

Swinging her massive talons at the ghostly figures with no purchase, she howls in frustration. Pushing off the ground hard, she takes off and breaks through the ground above to head back to her master.

Sir Sigmund's magic melts the ice around you all and when it does, in the middle of the room is the last key shard. "Good thing she didn't realize that they can't harm her either," he says with a nervous laugh. "Let's get you back to town and get that key forged. I believe you have a destiny to fulfill."

Back in town the spirit of Sir Sigmund walks slowly to the forge with your group. Motioning for you to place all three components on the anvil, he begins to speak. "My spirit will bind these components. I willingly do so to give you the tools you need to defeat Celeste. With this key, you may open the Elemental Temple of Jorogumo. A dark tower filled with nefarious minions and her three daughters. Defeat them and you will eliminate the shadow hiding the Plague Throne. From there, you will enter the Mismourn Ziggurat. Awaken the ancient spirit there, defeat it, and it will have no choice to join you in your fight against Celeste. It will be able to shatter any magics that strengthen her minions or prevent you from accessing the Plague Throne." Shards of light begin to pour into the key shards from his body. "Then, and only then, go after Celeste. Defeat her, and rid this world of her corruption. Do what I could not." Looking down as the key shards float and begin to fuse. "Be the heroes this world needs my friends." With that he closes his eyes and fades away, leaving behind a powerful glowing key.

Harbog shouts out at the Heroes, "Heard you were collecting Keys!" He says smiling ear to ear, a rotten plague infused key in his hand.

You have unlocked

The Elemental Temple of Jorogumo

Welcome to the End Game Content.



Chapter 11

World Events & Festivals

World events and festivals will have some kind of trigger, whether it be unlocked through a storied quest, a time of year in the real world, or just an event that could happen in game.

WOSDEC provides you with five unique world events and festivals that just add more content for your characters to explore, but are not required to enjoy the game.

The five events and their triggering events are as follows:

Event: The Temporal Caverns

Trigger: Completion of **The Witch's Fate**, Chapter 3 and remains in play as an option once unlocked.

Event: Spring Renaissance Faire

Trigger: This event runs from March 1st- April 30th in real time

Event: Summer Games

Trigger: The event runs from June 1st to July 30th in real time

Event: Glauerdoom's Eve

Trigger: This Event runs from October 1st to October 31st in real time

Event: Merry Crystalia, Happy Solstice

Trigger: This Event runs from December 1st to January 30th in real time

These events are optional add-ons that offer additional quests, mini-games, and unique rewards.

However, you may incorporate these into the game at whatever time frame you want based on your players availability and time you have to play. The event's trigger and guidelines are the thematic use of them but you can feel free to adjust these around your own schedule for maximum enjoyment.

Designer's Note:

While these are optional and are added to provide fun outside of normal dungeon delving, the Temporal Caverns does tell a good portion of story for Celeste's history. It is recommended you play through those narrative dungeons to get the full history.

-Drew



The Temporal Caverns

The Assault on The Temporal Caverns:

The Temporal Caverns are a place of great power. Locked deep within a core chamber, the Time Guardians observe the passing of time and protect the timeline so that it may not be altered. Celeste knows this, knows she can rise to full power faster if she is able to prevent her defeat. She sends her generals to try and alter key events in the timeline who are already assailing the caverns as you read this.

The quest to open The Temporal Caverns begins after completing the third chapter of "The Witch's Fate" in the narrative dungeon story line.

The Temporal Vendor becomes available in the world once the quest to open the chamber is completed as well as the three narrative Timeline dungeons within. After this is all completed, the Temporal Vendor can be accessed during any town stay.

Opening The Great Chamber:

In town, the clouds darken overhead, lightning begins to strike, in the center of Cogsweld as an ethereal hourglass appears. It fades into nothingness and is replaced by a figure in a mixture of plate armor and robes, a long staff with an hourglass at the end of it. The figure wore an armored plate helm that at the top appeared to form into the figure of an eagle's head. The wearer's face was obscured in shadow under the beak of the helm. "My name is Alegandros, I am a Time Guardian and I am here at the request of my Lord to gather help from those willing and able. My Lord, Tempestos, is currently assailed by the forces of the Lady of Plagues. He is holding them off the best that he can, but Celeste has sealed the doors to the Great Chamber and not even he can hold her off forever. I need your help Heroes, please, aide us."

Some of you step forward offering up however you can help, and for that, the Time Guardian seems grateful.

"Her magics are strong, we will need to gather components to break the spell sealing the door, then we can aid my Lord in the final defense of the timeline."

World Quest:

To open the Temporal Caverns, you will have to collect multiple items. The items will have two values listed. The first value listed is if you are doing the game solo or in a small group. The second value listed, the large number, is if you are doing this with a larger community, store, etc. Each time a model is slain, you automatically collect the item from the defeated enemy and you turn it in as a group. In order to turn these in though, a dungeon must be successfully cleared. You gain no items if the dungeon is failed.

This quest does not take up a quest slot and can be completed in any dungeon, standard or narrative.

Rock Top Gang Shells: 20/100

Bones of the Undead: 50/200

(These are bones from any creature that is considered undead. Zombies, Skeletons, etc.)

Troll Tusks: 10/50

Cape of VonDrakk: 1/5

Mask of Belia: 1/5

Wing of Glimmerwing: 1/5

Staff of The Thresher: 1/5

Scythe of the Scarecrow: 1/5

Experience rewards are given immediately upon successful completion of a dungeon in which you have collected the items. You do not need to have all the items in a single attempt. You can turn in what you received for the dungeon and keep track of your current turn-ins seperately.

Each of the Elite/Minion items you turn in is worth 1 XP to all participating Heroes.

Each Boss/Mini-Boss item you turn in is worth 5xp to all participating Heroes.

Once all of the items have been collected:

Alegandros thanks you for your help and grinds them all into dust, combining all of their essence into a large container that glows a bright blue. Opening a portal to the chamber doors, he guides you through while carrying the mystical creation with him. Before you stands two massive doors made of different gem stones fused like stained glass. It is covered in a fleshy substance, hands constantly trying to push through the fleshy layer, moans of the undead echoing from behind it. “Stand back my friends,” he instructs as he takes the mixture and starts throwing the dust on the door while reciting an incantation. As the last of the dust hits the door, he slams his staff into the ground, the hour glass on it flips, and the dust glows even brighter. With a quick smell of sulfur and a flash of bright light, the chamber doors are free of the curse placed upon it by Celeste. Alegandros and the Heroes open the large doors and rush in to find an old man slumped against a table, spider webs pinning him there. The man’s eyes are closed, his head slumped over, but you can see his chest moving up and down ever so slightly. “Tempestos!” Alegandros calls out as he runs over to the man. The old man’s eyes slowly open as he smiles in relief.

“My brave Guardian, it is good to see you.” he says through exhaustion, a harsh cough racking his body. “I held them off as long as I could, but you must enter the timelines and stop them....Jorogoumo, her daughters are trying to change the past and make the Lady of Plagues even stronger.”

“You need help, I can not leave you,” replies Alegandros in a concerned, but stern tone.

“I didn’t mean you my brave warrior, I mean them,” Tempestos says, pointing over at the group of Heroes.

“Them!?” asks Alegandros, “They are not Time Guardians, they are not prepared for what that entails. One simply does not walk through time. Every action has a reaction, everything changes based on what we do, they are not ready for that,” he says before pausing. “They are brave, they are just, and noble. Of this I have no doubt, but the potential effects...”

Tempestos laughs and chimes in, “Are the risks we must take if we can do nothing. Something you will learn as you become the great Watcher of Time my pupil. Pointing his hand into the sand on the floor,” I have traced each of them to their target times, these heroes can still stop them.”

You now have access to the caverns of time narrative dungeons:

The Brave Mr.Buttons
Shoreline Assault
The Last Stand



Chapter 1: The Brave Mr.Buttons
(Full Narrative Dungeon)

Set up: 4 Dungeon Tiles

Tile Set (s): Von Drakk, The Forgotten King

Configuration:

Tile 1: Grassy Side Forgotten King Tile

Tile 2: Dark Side Forgotten King Tile

Tile 3: Von Drakk Outdoor Tile

Tile 4: Von Drakk Outdoor Tile

Spawn Points:

Tile 1: Grabby House

Tile 2: Shallow Grave

Tile 3: Grabby House

Tile 4: Shallow Grave

Mini Bosses:

Mini Boss 1: Death Specter

Mini Boss 2: Cursed Captain

Dungeon Boss: Melita

Quest Plot:

Do not draw an arcade plot for this dungeon, the narrative will instruct you how to proceed by tile.

Quest Goal:

Defeat Melita and save Celeste to preserve the time line.

Success Rewards:

30XP to each participating Hero
10 Ruby Crystals to each player
10 Emerald Crystals to each player
10 Citrine Crystals to each player
10 Sapphire Crystals to each player
5 Red Primer to each player
5 Green Primer to each player
5 Yellow Primer to each player
5 Blue Primer to each player

Failure Penalty:

For the outcomes of this dungeon, refer to the end narrative of success/failure.

Narrative Dungeon Cues and Text:

You head down a great hallway, marbled archways rising high into the ceiling of the caverns, your way lit by beautifully colored crystals. Eventually you get to a large room with glowing strings of light floating high above, balls of light running along them like a cart on a track. The shadows above them made them seem like they were shooting stars in space. "Okay, there are a few rules to being Time Guardians. The biggest one is indifference," Alegandros says looking at the lot of you. "Time must be preserved. You may think you are doing great things by slaying a future enemy, stopping a major catastrophic event. However, doing so may have irreversible consequences that put the world in greater danger than the thing you just altered. Remember this is but a blip in time. It has consequences and shapes events we are facing today, but to alter the events of the past can fracture the reality you know today." Pointing to a hallway to the right. "Melita, the darkest and most shadowed of the Spider Sisters went that way, she attempting to steal Celeste as a child, to bring her to the Plague Axe sooner than later. You need to stop her and keep Celeste in that town until Ser Sigmund arrives to save her." Smirking at your group as you all seem to understand and accept what he is saying, "Tempestos trusts you with the fate of us all, so I shall put that trust in you as well, for now. Good luck heroes, head through the portal and your guide will be waiting for you there."

As you proceed down the hallway, you see fragments of the past in the walls. Bits of stone walls, destroyed spawning points, a broken shield and sword, and eventually, a swirling red portal. Steeling yourselves, you head through and come out to a spot overlooking a small town in Glauerdoom Moor. An elven woman in similar armor to Alegandros sits there upon an armor clad Squwak, it's eyes a pale blue, small crackles of lightning occasionally coursing through its feathers. "I am Elendra, I am your guide in the throws of time. Melita is getting closer to the child, Celeste, as we speak. You must enter town from the North and battle through the undead. You will be disguised as warriors of the Order of Light, an illusion I will cast upon you. Good Luck heroes, I will keep the gate open and guarded.

After all Heroes are placed, but before your first hero turn:

You arrive in town, weapons drawn, zombies and skeletons of Von Drakk are swarming the city. Screams of terror can be heard as the town's residents run for their lives. Some carrying belongings, some trying to fight off the attackers with whatever they can find, a chair, a small table. In the distance though, you see a young girl, tears in her eyes, carrying a small stuffed bear by it's arm. Her white shirt and dark blue long skirt making her look far more innocent than the Lady of Plagues she would become. "Mama! Papa!" she shouted hugging the bear tight. "Where are you!?"

Moving in her direction, the undead start to amass between you and her, and from the shadows, a face, half covered by an oni mask, greyish blue skin, a large spider-like abdomen with a red venomous cross on it emerged quietly from the rafters of the house Celeste was standing near. Reaching down, she grabbed the child and began to wrap her in webbing. Looking up Melita sees your group and hisses, running deep into the town. You may now start your adventure. Note that when new tiles are entered for the first time, a narrative event is triggered and the actions required are laid out below.

At the end of a player turn, if there is at least one hero model in the second tile:

Pushing through the undead, you fight your way deeper into town. As you reach the next part of town and the zombies continue to burst from the houses, you see Melita in the distance staring at you with unbridled frustration of your pursuit.

Whispering something to herself, her hands became wreathed in shadow and skeletons begin to rise from the corners of the town square.

Place two Rattlebone Creeps in each open door of the second tile. Place three heart tokens on each of these Creeps. At the start of each consul phase, remove a heart token. When there are no more heart tokens either due to this count down or attacks by the heroes, these rattlebones perform the following action:

 Wave 2,  STR  

After all Rattlebones are removed from the board due to this tile effect, gain 4 blue loot for the next power up phase.

At the end of a player turn, if there is at least one hero model in the Third tile:

Shielding yourself from the flying bones, you push past the town square and begin to gain on Melita once more. Celeste screams "HELP ME!" as she continues to be carried on the back of Melita, encased in webbing.

Throwing a wave of Kunai out at you, each hero must immediately makes a  savings throw against a  attack. All heroes regardless of taking a wound or not suffer the  effect.

When the third tile Spawning point is defeated, all heroes roll a green dice in the same manner as overcoming an Arcade Plot.

At the end of a player turn, if there is at least one hero model in the Fourth tile:

Running after the Spider Sister, you catch up to her and knock into her, sending Celeste to the ground. After freeing her while Melita recovers, you tell her to run to the square, she'll find help there.

When she recovers from the tackling blow she sees Celeste running with Mr.Buttons back towards the town square. "NO! You fools!" she shouts, her voice filled with a raspy tone. "You will suffer for this intrusion!"

If Successfully cleared, read the following:

Melita stumbles back, wounds in her spider like abdomen, she stares at you through one angry eye, dark blue liquid slowly dripping out from behind her half mask. "The Lady of Plagues will reach her full potential. I am just one of the ways she can reach her potential you fools." With that, she webs herself into a broken building and disappears into he shadows leaving behind an evil cackle and ominous feeling.

Take note of 1 Victory Point that will be used for rewards at the end of the temporal caverns event. You may now progress onto the story: **Shoreline Assault**

If the Dungeon is failed, read the following:

Melita cackles as she outsmarts your party. Her dark presence looming over the lot of you. Webbing you all in place, she speaks slowly. "I honor your bravery no matter how foolish it may be. Celeste is the way, The Lady of Plagues is our only hope of being free in this world. I shall not slay you this time,

but should we meet again. There will be no mercy.” Laughing to herself, she sees Sir Sigmund with the girl. “It seems you have delayed me long enough though to steal the girl away. I am confident in my abilities, but taking on a Paladin army is unwise for even one as skilled as I am.” With that she walks away into the shadows leaving behind only a soft seductive laugh.

Elendra quickly appears in town, dismounting her squak. Using her magic, she disintegrates the webs from you. “Come, we must move quickly, the portal is becoming unstable. You protected the timeline here, but it’s caused some kind of ripple in the timeline that we must hurry in pursuit.”

Take note of 1 Consul Point that will be used for rewards at the end of the temporal caverns event. You may now progress onto the story: Shoreline Assault.



Chapter 2: Shore Line Assault
(Full Narrative Dungeon)

Set up: 4 Dungeon Tiles
Tile Set (s): Devil’s Island

Configuration:

- Tile 1:** Devil’s Island Tile with the boats
- Tile 2:** Devil’s Island Tile with the shoreline
- Tile 3:** Any Interior Devil’s Island Tile
- Tile 4:** Any Interior Devil’s Island Tile

Spawn Points:

- Tile 1:** Barnacled Shipwreck
- Tile 2:** Howler Stone
- Tile 3:** Cursed Barrow
- Tile 4:** Pinching Palace

Mini Bosses:

- Mini Boss 1:** Salt
- Mini Boss 2:** Kappa

Dungeon Boss: Belia

Quest Plot:

Do not draw an arcade plot for this dungeon, the narrative will instruct you how to proceed by tile.

Quest Goal:

Defeat Belia and make sure Sir Sigmund survives.

Success Rewards:

- 30XP to each participating Hero
- 10 Ruby Crystals to each player
- 10 Emerald Crystals to each player
- 10 Citrine Crystals to each player
- 10 Sapphire Crystals to each player
- 5 Red Primer to each player
- 5 Green Primer to each player
- 5 Yellow Primer to each player
- 5 Blue Primer to each player

Failure Penalty:

For the outcomes of this dungeon, refer to the end narrative of success/failure.

Narrative Dungeon Cues and Text:

Alegandros sees you all as you return to the Temporal Caverns. Looking rough, he opens a portal to town for you. “Go Adventurers, seek aid, return soon, Belia, the mistress of poisons is going to a spot in time to slay Sir Sigmund and prevent him from stopping Celeste.

Your group returns to town, seeking out the healers and gathering new items for the next part of your adventure.

Returning to the Temporal Caverns, Alegandros directs the group down the next hall way. As you near the glowing green portal, broken parts of ships, bastions, catapults, and more warfare items decorate the walls. Stepping through the portal, you are once more greeted by Elendra.

After all Heroes are placed, but before your first hero turn:

Standing upon the broken ships port, you hear sounds of explosions, orders being shouted, the sound of steel on steel. Elendra looks at you, despite her best efforts you can see how exhausted she is. She smirks at you all, “Good to see you back. Cleaning up the mess of the last one wasn’t easy, but Celeste escaped the clutches of Melita and made it to Sir Sigmund. Now, they are trying to target the hero himself?” Looking back over her shoulder at the battle taking place.

“Go heroes, this is the moment where Sir Sigmund confronts Celeste for the first time. He becomes quite emotional and Belia is hoping to use that to her advantage and surround him in delusions. Then, she will remove him from the timeline so that Celeste is never stopped. Squash that Spider.”

Your group lowers down into the boarding boat and paddles to shore, once more under the illusion to appear as Paladins. As you paddle through the water, you get to the shallow area and another Paladin shouts out, “HEY! Head to the western shore, help them out there, we’ll cover here. Glad to see you made it!”

At the end of a player turn, if there is at least one hero model in the second tile:

Your group finally sets foot on the shore after battling through the undead that attacked the boats. You hear the sound of a howl in the tree line of the shore and see the creatures that made the noise.

They are moving quickly and aggressively through the tree line, heading for the direction of Sir Sigmund.

These creatures look out of place for the battle going on, then you catch it. The glimpse of a large shadow wreathed spider, her soft giggles echoing through the trees and the glint of green in the moving creatures’ eyes.

Your group rapidly moves to intercept.

The Howler stone gains the following:

Howl of the Moon: At the start of each consul phase roll a red dice:

Blank result: No Effect

1-3 Stars: All Gangs associated with the Howler Stone gain Massive Damage on their attacks for that consul phase

Potion: All Gangs gain +2 Strength, +1 Armor until the start of the next consul phase.

When this spawn point is removed, all heroes roll a green dice and resolve as though an arcade plot was just completed.

At the end of a player turn, if there is at least one hero model in the Third tile:

Defeating the Howling Gnolls, you look around to see the vague silhouette of Belia moving and giggling in the direction of Sir Sigmund himself. Chasing after her, the ground begins to shake as a spawning point begins to emerge from under the cold snow encrusted ground, then around it, hollowed eyed undead pull themselves from the ground, and then a larger set of hands emerges. Twice the size of the others, a large beserking husk rises, it’s eye lit with plague fire.

When the last spawn point is defeated and removed:

You stare in horror as Sir Sigmund’s guard fall to the ground, withered husks, grabbing at their own throats as they fall. Celeste, atop the large bear, rides off in retreat, and a distraught Sir Sigmund is pounced on by Belia. Her poisonous flowers on her abdomen starting to bloom and open.

She giggles, her green hair bouncing as she does. “BELIA!” you roar as you charge in. Her head snaps and turns to you all, even with her eyes covered you could feel her glare. A fanged toothy doofy smile stretched across her face.

“Ahhhh, more play things, more play things! Have you come to taste the nectar of my flowers too? The taste is so sweet it’s deadly!” She says with a lunacy filled laugh.

Place the Belia model as close to center of the tile as possible, Then add a model or token to represent Sir Sigmund adjacent to Belia. In this case, the Royal Paladin is recommended.

Each Consul phase, Belia will make a single normal attack at Sir Sigmund that costs no action points.

Use the card on the right for Sir Sigmunds stats. In addition to what is shown here, he gains an additional green dice for his defense rolls for this scenario. If Sir Sigmund is defeated, the dungeon is immediately considered failed.



SIR SIGMUND
HUMAN PALADIN, BRINGER OF LIGHT

6 3

STR 1 2
ARM 1
WILL 3
DEX 3

BRINGER OF LIGHT, STURDY

2 Condemnation: ⚔️, Burst 1, 🩸
3 With Both Swords: ⚔️, +1, Sweep 2, Massive Damage,
1 Blessed Waters: Wave 3, Heal 1

5 1

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SIR SIGMUND
HUMAN PALADIN, BRINGER OF LIGHT

Bringer of Light: The first time this hero is slain, roll a single green dice. If any stars are rolled, Sir Sigmund will stand back up with hearts equal to the number of stars rolled. If the ❤️ is rolled, Sir Sigmund is defeated and removed from play as normal.

Sturdy: A model with sturdy never suffers more than a single wound from a single action, such as Critical Hits or Massive Damage.

“My greatest regret, is not being able to stop Celeste from reaching for that damned axe...”

WOSDEC

If Successfully cleared, read the following:

As Belia howls in pain at the final blow, she scurries back crying. “You’re mean, you’re so so mean! I’m gonna tell my mother what you did here!” Retreating out of the area, she disappears into the shadows, a single poison flower on the floor immediately shrivels and wilts.

Sir Sigmund looks at the lot of you, “I thank you my friends. I did not think they would be this desperate to affect the timeline.” You stare at him, mouth slightly agape as you hear his words. “I am no fool, I can see through your illusion. You are not the first Time Guardians I have encountered.

Elendra steps out of the shadows, “No, no they are not.” She says smirking. “Sir Sigmund is a rarity, one of the few that knows of our existence. He has had to help us before, perhaps at a much younger age.”

“I’m not that old yet,” he lets out laughing. “Why the attempt on my life though? What is this about?”

Elendra reaches out and touches his cheek gently, “You know I cannot tell you. Things must play out as they are meant to.” She says as she walks to you all, her back to Sigmund so he can’t read her face and opens the return portal behind you.

“Is it Celeste? Is it her?” he asks.

“You know the rules Sigmund, they are unbreakable in regards to time,” She replies back harshly over her shoulder.

“Does she win? Does she....does she defeat me?” he asks, his voice pleading and sympathetic. You look and see the tear fall from her eye, down her cheek.

“You know I cannot answer that,” She says softly. “Even if I wanted to, I cannot give you that answer above all others. Everyone’s fate must remain a secret to themselves to preserve the timeline. To tell you will possibly alter your decisions and affect everything that is supposed to happen.”

Sigmund frowns, “Then I hope I do not disappoint the prophecy of my own fate.” He says light heartedly. “Thank you heroes, I must prepare to pursue Celeste, she must be able to be saved. I just know it.” With that, he turns and leaves.

Elendra hears him walk away and she whispers, “I cannot tell you, no matter how badly I want to keep you alive my love.”

Take note of 1 Victory Point that will be used for rewards at the end of the temporal caverns event. You may now progress onto the story: **The Last Stand**

If the Dungeon is failed, read the following:

Belia laughs manically as the flowers on her abdomen burst in spore clouds of poison and flies. “Breath deep Sigmund, feel the effects of the Mistress of Poisons and my boons.” Laughing, she pushes a flower into his mouth.

“GET AWAY FROM HIM!” Elendra screams as a bolt of bright blue arcane energy sends the Spider Sister flying twenty feet into a stone pillar with enough force to take a chunk of the stone out. Elendra’s body begins to crackle with lightning as she comes into view. “Leave. Him. ALONE!” Elendra screams, power pouring from her hands into the spider sister. Belia screams and laughs a mad laugh from the pain. Scuffling away, she snaps her fanged teeth in your direction.

“We will meet again, and next time, this Time Guardian won’t be able to help you!” Limping into the shadows, she retreats.

Sliding over to Sir Sigmund, Elendra reaches into his mouth and pulls the flower out, most of it already dissolved in his mouth. “No, No, No,” she begs slapping his paling face frantically. “No, no, no, NOOOO!” She screams at him. “Come on my love, wake up, wake up, WAKE UP!” She screams, tears falling down her cheeks. “SIGMUND! No, no, no” she says as she pulls him into her lap and wraps her arms around him, supporting his head with care. Tears streaming down her face, she rocks back and forth, gently patting his face, “Come on my love, come on, wake up, wake up, WAKE. UP!.” She pleads to the ether. “HELP, ME!” She screams into the air. From the shadows, comes Celeste, wreathed in darkness, green plumes of energy emanating from her eyes, Mr. Buttons behind her. She looks down at the scene.

Celeste’s normally emotionless face turns into a frown. Kneeling down next to Elendra she places a hand on Sir Sigmund’s Body. Elendra stares at her filled with rage, but Celeste speaks. “Not you, the man who became my father. You shall not pass like this.”

Green visible energy began to pour out of Sir Sigmund, running up Celeste's hand and arm, where she breathed in the poison. Sigmund's skin color began to return, and he breathed in deep. Elendra looked down at him, then back at Celeste, Sigmund's eyes flickered to life and he stared, confused at the first real sight he's seen of Celeste in her corrupted form. Standing, she turned away, her tattered purple cape flowing behind her as she climbed atop Mr. Buttons once more. "You saved me when I was a little girl. You gave me life outside of the dark walls of Glauerdoom Moor. You took me in as your own daughter when you did not need to." She paused, holding back emotions she spoke once more, "We are now even Sir Sigmund. In our next encounter, nothing will be held back if you try to stop me." With that she turns Mr. Buttons away and heads out into the dark.

Sigmund looks up at Elendra as the rest of you struggled back to your feet. "My love...what has happened?" Elendra wipes her tears away and warmly smiles at him.

"Signs that all hope is not lost, that is what has just happened."

Take note of 1 Consul Point that will be used for rewards at the end of the temporal caverns event. You may now progress onto the story: The Last Stand



Chapter 3: The Last Stand (Full Narrative Dungeon)

Set up: 4 Dungeon Tiles

Tile Set (s): Dragonback Peaks, Von Drakk, Plague Throne Jungle Tile, Plague Throne Snow Tile

Configuration:

Tile 1: Any Plague Throne Jungle tile

Tile 2: Any Dragonback Peak Lava tile

Tile 3: Any Von Drakk Tile

Tile 4: Any Plague Throne Snow Tile

Spawn Points:

Tile 1: Plague Stone

Tile 2: Plague Thrower

Tile 3: Corrupted Sapphire

Tile 4: Corrupted Artillery

Mini Bosses:

Mini Boss 1: Corrupted Paladin

Mini Boss 2: Corrupted Priest

Dungeon Boss: Celestial Minotaur

Quest Plot:

Do not draw an arcade plot for this dungeon, the narrative will instruct you how to proceed by tile.

Quest Goal:

Fight your way through to Joragera and stop the Spider Sisters' from trying to corrupt the timeline once and for all.

Success Rewards:

30XP to each participating Hero

10 Ruby Crystals to each player

10 Emerald Crystals to each player

10 Citrine Crystals to each player

10 Sapphire Crystals to each player

5 Red Primer to each player

5 Green Primer to each player

5 Yellow Primer to each player

5 Blue Primer to each player

Failure Penalty:

For the outcomes of this dungeon, refer to the end narrative of success/failure.

Narrative Dungeon Cues and Text:

Heading back into the halls of Temporal Caverns, Alegandros stares at the lot of you, and this time, Elendra comes through with you. “Elendra...what are you doing here? If you are here, how will we maintain the portals?”

Elendra glares at Alegandros, “You knew. You knew they were going to target him, and you didn’t tell me!?”

“Of course I didn’t, your emotions would cause you to act against the timeline...” he began, but Elendra cut him off.

“Enough! You’ve become too cold Alegandros, your emotions are dead. Your feelings are dead, your heart, is dead!” She shouts at him, her fist hitting the table between them, sending small cracks along it’s marbled surface. “Well I’m not dead inside like you. I fight because I care, because I love, because I feel. You fight because you think you have to and fight for no purpose other than the rules you’ve made for yourself. Tempestos was never cold, never this shut off from humanity.”

Alegandros sighed, and closed his eyes. “Then what would you have me do? If they win, Celeste never gets defeated, Crystalia falls into mayhem, or worse. Where do we go from here? What do we do then?”

“We collapse the time portals once and for all. We won’t be able to access them anymore, but that means neither can they. We make a last stand.” Elendra explained. “We get the last daughter out of the time lines, we get out and seal the portals behind us.”

Alegandros staring with his mouth agape tried to find a response, but Tempestos, leaning against a wall, one hand around his abdomen enters, “She is right. If the past is to be preserved, we shall no longer interfere, in doing so, they do not interfere.”

Alegandros looks around, “But then what becomes of us, of our existence?”

Elendra chimed in, “We stay, we guard from here. We make sure no one ever reopens the portals. But, we start helping the world, we help them against the powers of the Dark Consul, against threats like The Lady of Plagues. We no longer sit idle watching strings of light, we become, the light.” Alegandros stares at Elendra, then Tempestos who gives a smirk

and a nod, then at the group of you who nod at him as well.

“Then I will prepare for the final assault against Joragera,” replies Alegandros.

After all Heroes are placed, but before your first hero turn:

You stand at the entrance of the final portal, it glows a rainbow of colors as it swirls, the items on the cavern walls are random, inexplicable. Elendra stands with you as does Alegandros. Elendra calls back to you, “This will be different than anything you have ever experienced, steel your minds. If we get separated, I will find you, just get to Joragera, that is your only mission.” With that she draws her weapon and summons a shield that looks like a large clock and she leaps into the portal. Alegandros looks over at the group and pauses, stoically watching them.

“If this is to be the end, then let’s make it a fine end indeed,” He says before stepping through. Your group steps forward and are greeted by the jungles of the Mistmourn. Servants of the Lady of Plagues approaching the portal opening.

At the end of a player turn, if there is at least one Hero model in the second tile:

As your party moves through the jungle and enters the cave beyond the enemy, you step foot into the depths of the Dragonback Peaks. More servants of the Lady of Plagues await you. You look up and see that the space bends reality. Above you on the ceiling is Elendra fighting more undead as though where she stands was it’s own floor. She looks up from where she is and sees you. “Reality in this final stand is different, trust your mind, trust your gut, your eyes will leave you vulnerable.”

Looking ahead you see the Plague Thrower launching large sacks of poisoned liquid into the air at you.

Until the Plague Thrower is defeated, all attacks made by heroes on this tile remove 1 star from their total on attack rolls.

When the Plague thrower is defeated, this penalty is removed and you may draw a number of loot equal to the number of heroes on the second tile when it is defeated.

At the end of a player turn, if there is atleast one hero model in the third tile:

Pushing yourselves out of the plague clouded area, you enter Glauerdoom Moor. Members of the Order of Light look at you, their eyes glowing a deep green, they begin to charge. A mage summons a wall of green poison drenched ice. She talks to you and her voice echoes off the ice, "The Lady of Plagues demands you go no further."

Until the **Corrupted Sapphire** is defeated, all enemy models on the third tile gain the poison effect on all of their attacks in addition to any other effects they may cause.

Once the **Corrupted Sapphire** is defeated, this bonus is immediately removed and draw a number of treasure cards equal to the number of Heroes in the third tile when the **Corrupted Sapphire** is defeated. The group may choose half of them (rounded up) to keep and distribute during the next power-up phase.

At the end of a player turn, if there is atleast one hero model in the fourth tile:

You step through the last doorway and are greeted by cold, whipping winds filled with snow. You stare at a great keep in the distance, it's dark walls and spiked spires sending a chill down your spine. Alegandros lay in the snow ahead of you. You hear a loud "KABOOM," as you duck out of the way of plague loaded artillery. You see the cannon and it's crew reloading and you begin to move quickly.

Alegandros pushes his head up and extends a hand, arcane energies aring from it, "Go my gffriends, get to Joragera!"

While on the fourth tile, until the **Corrupted Imperial Artillery** is defeated, all hero attacks and saves are made at 

Once the Artillery is defeated, the bonus Hero buff is removed and Joragera spawns into play, but will go as close to the center of the tile as she can. At the start of the Consul Phase in which she arrived, all heroes suffer slow as webbing is sprayed throughout the tile.

If Successfully cleared, read the following:

Dodging bouts of web and little spiderlings, you engage in a long and tough fought battle with the eldest Spider Sister. Eventually Elendra, Sir Sigmund,

and Alegandros join the battle. Taking the fight to her, they distract her and your group is able to land the blow that sends her scurrying into the shadows like her sisters before her. Her howl and scream of pain in defeat echo behind her.

The air around you starts to crack, shatter, and forks of lightning streak the air. "What is happening?" you as you look around.

Elendra looks around, "Joragera!" She snaps through gritted teeth. "She has destabilized the magic that allowed us to get to her, we have to now, or we will be lost in random time forever."

Alegandros closes his eyes and levels his staff, moving his hand in a straigh motion, he begins to recite an incantation and an exit portal opens before him. Not as grand or large as the others, but you can see the Temporal Caverns on the other side of it. "Go, I can not maintain this for long!" Without hesitation, you all run through and return to normal time. Elendra looks at Alegandros, a serious look on her face.

"You can't keep this open for yourself...can you?" she asked painfully.

Alegandros without reacting says to her, "You and your lover need to mvove so the two of you can return to your correct timeline. Dont' worry about me."

"Alegandros..." She whispered. Sir Sigmund gently grabbed and squeezed her hand.

"He is right my love, we must go now, or all of this was for nothing." Pulling her, they ran for the portal, her eyes looking back over her shoulder at Alegandros.

"For eternity," he mouthed to her smiled. As Sir Sigmund and Elendra stepepd through the portal, they were back in his camp after the battle with Celeste.

Alegadrons, in his own pocket of time stopped the portal spell and watched as it closed as quickly as it appeared. "I will find my way back my friends, all I need, is a little time..." he whispers quietly to himself with a small satisfied smile.

Take note of 1 Victory Point that will be used for rewards at the end of the Temporal Caverns event.

If the Dungeon is failed, read the following:

Jorager laughs maniacally as she battles you, a dark key rising from the snow, floating in the air, it begins to spin.

“You have failed heroes, your world will fall to the power of plagues!” she shouts laughing. From the distance you hear a deep voice shouting a primal challenge as Sir Sigmund lands, his massive swords hitting the ground and splitting it in two under Joragera. Stumbling, she fights to avoid falling deep into the timeless void below. Elendra lands and swipes, hitting the leg of Joragera who recoils and hisses.

Grabbing the Joragera runs away quickly. The air around you starts to crack, shatter, and forks of lightning streak the air. “What is happening?” you as you look around.

Elendra looks around, “Joragera!” She snaps through gritted teeth. “She has destabilized the magic that allowed us to get to her, we have to now, or we will be lost in random time forever.”

Alegandros closes his eyes and levels his staff, moving his hand in a straight motion, he begins to recite an incantation and an exit portal opens before him. Not as grand or large as the others, but you can see the Temporal Caverns on the other side of it. “Go, I can not maintain this for long!” Without hesitation, you all run through and return to normal time. Elendra looks at Alegandros, a serious look on her face.

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Alegadrons, in his own pocket of time stopped the portal spell and watched as it closed as quickly as it appeared. “I will find my way back my friends, all I need, is a little time...” he whispers quietly to himself with a small satisfied smile.

Take note of 1 Consul Point that will be used for rewards at the end of the Temporal Caverns event.

Event Rewards:

For completing this event, roll on the chart below with a D6. You add 1 to the roll for each Victory point, or subtract 1 for each consule point to a minimum of 1.

1. 3 of each color Crystal
2. 3 of each color Primer
3. 10 XP dispersed amongs your Heroes in your guild charter however you wish.
4. 10 of each color Crystal
5. 10 of each color Primer
6. 30 XP dispersed amongs your Heroes in your guild charter however you wish.
7. Level a single Hero of your choosing from your guild charter up one level.
8. Level two different Heroes of your choosing from your guild charter up one level.
9. Level three different Heroes of your choosing from your guild charter up one level, Gain 10 of each color Crystal and 10 of each color Primer.

The Aftermath:

As your group makes its way out of the Temporal Caverns, an old man sits by the great doors. His staff is resting gently under his arm and he smiles at all of you. “Care for a gander at some of my wares that I have collected through my travels of time?”

You stop and look at the items, then at the old man whose eyes you hadn’t noticed until now, “Alegandros?” you ask.

Letting out a small laugh, he simply replies with, “I was, now I am just a simple purveyor of goods collected through time.” Looking at you through old and tired eyes he says, “Now I just long to rest here and sell my items and watch time pass me by.” Pausing, he looks back towards the caverns themselves, “It is a simple life, but it is a good life.” You give him a sympathetic smile and warm embrace as you depart for Cogsweald.

The Spring Renaissance Faire

Real Time Dates of Event: March 1st – April 30th

Every spring, the lands of Crystalia celebrate the blooming of flowers, the light rains that bring the growth of grass and the joy of a new spring season. Here you will be able to complete quests to earn event coins that you can spend on event specific items.

Keep track of Ren Faire Tokens in your guild inventory.

Event Quests:

Complete a 3 Tile Dungeon: 3 Coins

Complete a 4 Tile Dungeon: 4 Coins

Complete a 5 Tile Mega Dungeon: 5 Coins

Complete a Raid Wing: 10 Coins

Complete a Raid Main Boss Battle: 15 Coins

One of Each Crystal Type Can be traded for 1 Coin:

(1 Ruby + 1 Citrine + 1 Emerald + 1 Sapphire = 1 Coin)

During the dates of the event you may purchase spring time event items to add to your inventory. These items work like standard vendor items and their abilities will be listed directly on their cards.

Spring Time Item Menu:

Crystal Rains: 10 Coins

Flower Bomb: 5 Coins

Small Seedbag: 5 Coins

Big Seed Bag: 10 Coins

Spring Egg: 10 Coins

Spring Flowers: 5 Coins



The Summer Games

Real Time Dates Of Event: June 1st – July 30th

Summer is the height of the season for competition. There are multiple events and games that take place during this festival. Heroes competing to be faster, stronger, to earn the reputation and crystal rewards of the games!

During this time frame each hero used in a dungeon can earn achievements to unlock rewards based on the following:

The Test of Strength:

Offensive or Defensive STR roll of 10+ stars: 1 Summer Games Point

The Test of Speed:

Offensive or Defensive DEX roll of 10+ stars: 1 Summer Games Point

The Test of Mind:

Offensive or Defensive WILL roll of 10+ stars: 1 Summer Games Point

The Test of Fortitude:

Offensive or Defensive ARM roll of 10+ stars. 1 Summer Games Point

The Gauntlet:

A player may participate in a Gauntlet run twice per summer games event. The gauntlet is a three hero dungeon that is designed to be difficult, it is run like a regular Mega Dungeon. Again, only three heroes may enter. So a player can do it with heroes of their own roster twice, or run with other players twice, or do one solo, one with other players.

Set-up:

For tiles, you may use any tiles you wish from any set, any collection.

Spawn Points:

Tile 1: Bandit Knight

Tile 2: Tribal Stone

Tile 3: Rock Pile (Disregard the paired requirement for the purposes of the gauntlet)

Tile 4: Shadow Warrens (Disregard the paired requirement for the purposes of the gauntlet)

Tile 5: Fire Flow Hollow (Disregard the paired requirement for the purposes of the gauntlet)

Mini-Bosses:

Mini Boss 1: Rock Gut

Mini Boss 2: Gruesome George

Mini Boss 3: The Plague Daughters

Dungeon Boss: Yathraxia

For each Spawn point destroyed: 1 Summer Games Point

For each Mini-Boss defeated: 2 Summer Games Points

For each Dungeon Boss defeated: 3 Summer Games Points

For each Treasure discarded rather than equipped: 1 Summer Games Point

At the end of the games, all players that participated will tally there scores and will be distributed prizes as shown:

All Participants:

1 Free Bomb from the Town Vendor

5 Ruby Crystals

5 Citrine Crystals

5 Sapphire Crystals

5 Emerald Crystals

5 Red Primer

5 Blue Primer

5 Purple Primer

5 Green Primer



Glauerdoom's Eve

The player with the most points instead gains the following:

- 5 Free Bombs from the Town Vendor
- 15 Ruby Crystals
- 15 Citrine Crystals
- 15 Sapphire Crystals
- 15 Emerald Crystals
- 15 Red Primer
- 15 Blue Primer
- 15 Purple Primer
- 15 Green Primer

The player with the Second most points instead gains the following:

- 3 Free Bombs from the Town Vendor
- 10 Ruby Crystals
- 10 Citrine Crystals
- 10 Sapphire Crystals
- 10 Emerald Crystals
- 10 Red Primer
- 10 Blue Primer
- 10 Purple Primer
- 10 Green Primer

The Player with the Third most points instead gains the following:

- 2 Free Bombs from the Town Vendor
- 7 Ruby Crystals
- 7 Citrine Crystals
- 7 Sapphire Crystals
- 7 Emerald Crystals
- 7 Red Primer
- 7 Blue Primer
- 7 Purple Primer
- 7 Green Primer



Real Time Dates Of Event:

October 1st – October 31th

Glauerdoom's Eve is the celebration of all things spooky, Cogsweald offers multiple events and games that give special rewards.

A player may use a town stay point to play a mini game at a rate of 1 town stay point per attempt:

Mini-Game Menu:

Trick or Treat:

Each time a player visits a different area in town, quest giver, blacksmith, etc. They may roll a Green Dice and request a Trick or Treat:

1-2 Stars: Lose a Glauerdoom's Eve Coin

3-4 Stars: Gain a Glauerdoom's Eve Coin

Heart/Potion: Gain D3 Glauerdoom's Eve Coins

Shake, Rattlebone, and Roll:

You may play this game once per town stay during this event. It requires the spending of 2 town stay actions.

Select a hero at random from your guild charter. You can do this by either rolling a dice or shuffling up the cards and drawing one from the middle.

Set up a single dungeon tile with that hero at one of the open door ways. Spawn 12 Rattlebones near the spawn point icon of that tile. All as close to that square as possible.

At the start of each consul phase, the Rattlebone's gain a cumulative  **ARM**,  **STR**.

After this bonus is applied, the Rattlebone's will perform the following command:

Move – Fight – Reinforce

Keep track of every Rattleborne slain during this mini game, when the hero is reduced to zero hit points, the game ends.

Gain rewards based on the following results chart:

0-5 slain rattlebones: No Reward

6-10 slain rattlebones: Gain 2 Glauerdoom's Eve Coins

11-15 slain rattlebones: Gain 4 Glauerdoom's Eve Coins

16-20 slain rattlebones: Gain 6 Glauerdoom's Eve Coins

25-30 slain rattlebones: Gain 8 Glauerdoom's Eve Coins
 31 or more slain rattlebones: Gain 10 Glauerdoom's Eve Coins

The Season of The Dead:

While this event is active, any dungeon that a player successfully clears that contains a spawn point, mini-boss, or dungeon boss that is either a zombie, undead, or has the key word Bone-pile, that player gains 5 Glauerdoom's Eve coins.

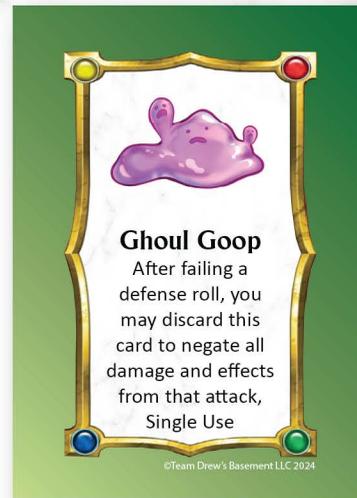
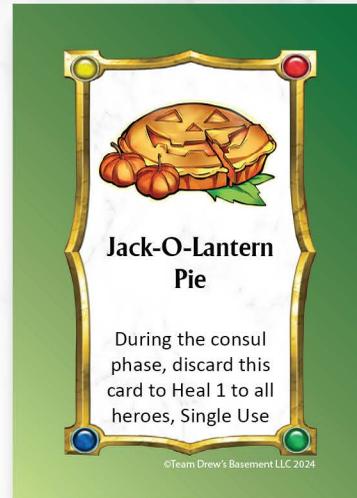
At the end of the event, any remaining coins are discarded.

During this event you may access the Glauerdoom's Eve Vendor to purchase one of the items below. The items are only available to purchase while this event is active.

- Candy Bomb:** 10 Glauerdoom's Eve Coins
- Ghost Goop:** 10 Glauerdoom's Eve Coins
- Jack-O-Lantern Pie:** 10 Glauerdoom's Eve Coins
- Witch's Cauldron:** 30 Glauerdoom's Eve Coins



Designer's Note: *The Witch's Cauldron effect does not stack with itself, only one of these effects may be in play per dungeon/raid.*



Merry Crystalia, Happy Solstice

Real Time Dates Of Event:

December 1st - January 1st

The holiday season is upon you, cheer and joy are spread this time of year regardless of race, crystal affinity and more. It is a time where everyone comes together, especially in Cogsweald, to share a meal, gift each other something nice.

When the event starts, all players receive:

20 Ruby Crystals
20 Sapphire Crystals
20 Citrine Crystals
20 Emerald Crystals

A total of 20 Crafting Essence of that player's choosing in any mix. The total of all Essences gained by this gift must not exceed 20.

Gifts for all:

During this event, when opening a treasure chest, you do not discard treasures and all boo booty (and its variations) results are simply discarded and a new treasure is drawn.

Sparkling with holiday cheer:

At the end of each dungeon when converting equipment into crystals, Blue Loot will instead convert into 3 crystals of the associated gem type, and red treasures will convert into 5 crystals of the associated gem type.

SNOWBALL FIGHT!

You may choose any tile to use, but a snow tile from the WOSDEC library is recommended.

This is a two player PVP event.

Each player chooses up to 3 Heroes from their guild charter.

To determine 1st turn, roll a green dice each, higher roller chooses a door way, A heart/potion symbol counts as a 5 for the purposes of this roll off, and places their team, then their opponent sets up across from them.

Players will activate 2 heroes per turn following normal dungeon explore rules before passing the turn to their opponent This will continue until the game is complete.

All Heroes gain the following actions:

❶ Make Snow Ball:

Generate a snowball token.

A Hero may only have 3 snowball tokens at most.

All Heroes can make a standard snowball attack using their primary stat. Either throwing with raw strength, the precise accuracy of dexterity, or floating it at a target using magical willpower.

❶ & ❶ Snow Token:

All Heroes have the following options available to them:

❶ (3 Tokens) Strength: Add 1 Green die to the attack, Burst 1

❶ (3 tokens) Dex: Add 1 Green die, Hookshot

❶ (3 Tokens) Will: Add 1 Green Die, Lance 6

Heroes do not use abilities or potions other than the ones provided above.

Each successful snowball throw removes a heart, when a Hero is out of hearts, they are removed.

Critical attacks still count as 2 wounds.

If a defense roll has a critical success, the defender catches the incoming snowball and it retains its shape. Add a snow ball token to the hero's card, not exceeding the three snowball token limit as stated prior.

The winner of the match, gains any color combination of primers up to a maximum of 5 total.

A player may only participate in this mini game once per town stay.

Chapter 12

Solo Play Rules Modification



Solo Play Rules Modification

So you want to play a solo campaign of WOSDEC? Not a problem at all, just a few minor changes to things and you can play this game completely solo.

Option 1: True Solo Campaign

The first thing to do when playing a solo campaign is to note you will choose three heroes instead of one and immediately start with a level 2 guild house. This will allow you to pick and retain those essential three heroes. Additionally, once your guild is leveled up to 5, you will have 10 character spots available, you do not need to clear the Elemental Temple to unlock these last slots.

When doing a group narrative quest from the Group quest section, instead of spending 2 daily actions per person, you will spend 1 daily action per hero brought. So, a minimum of 3 to a maximum of 8 for mega dungeons.

The auction house will have no purpose for you playing solo, unless you wish to share your world status with others online or in a local game store

Your town stay works as normal except you may ignore the town stay action point limitations. This insures that in later content you can prepare for raids and crafting accordingly.

Lastly, some pvp events and festivals are doable, but essentially it will be you against yourself.

Option 2: Multi Guild Solo Campaign

Option 2 is a bit more record keeping and can become quite cumbersome. But it will keep you much truer to the WOSDEC system as intended. To do a multi guild solo campaign, start with the first narrative dungeon as your first play through and select three heroes for it. At the end each hero gains a separate and unique guild charter.

For all intents and purposes, treat those guilds as separate player's guilds following all the normal rules for a non-solo campaign. Everything must be leveled individually, all resources are allocated to each individual guild accordingly, etc.

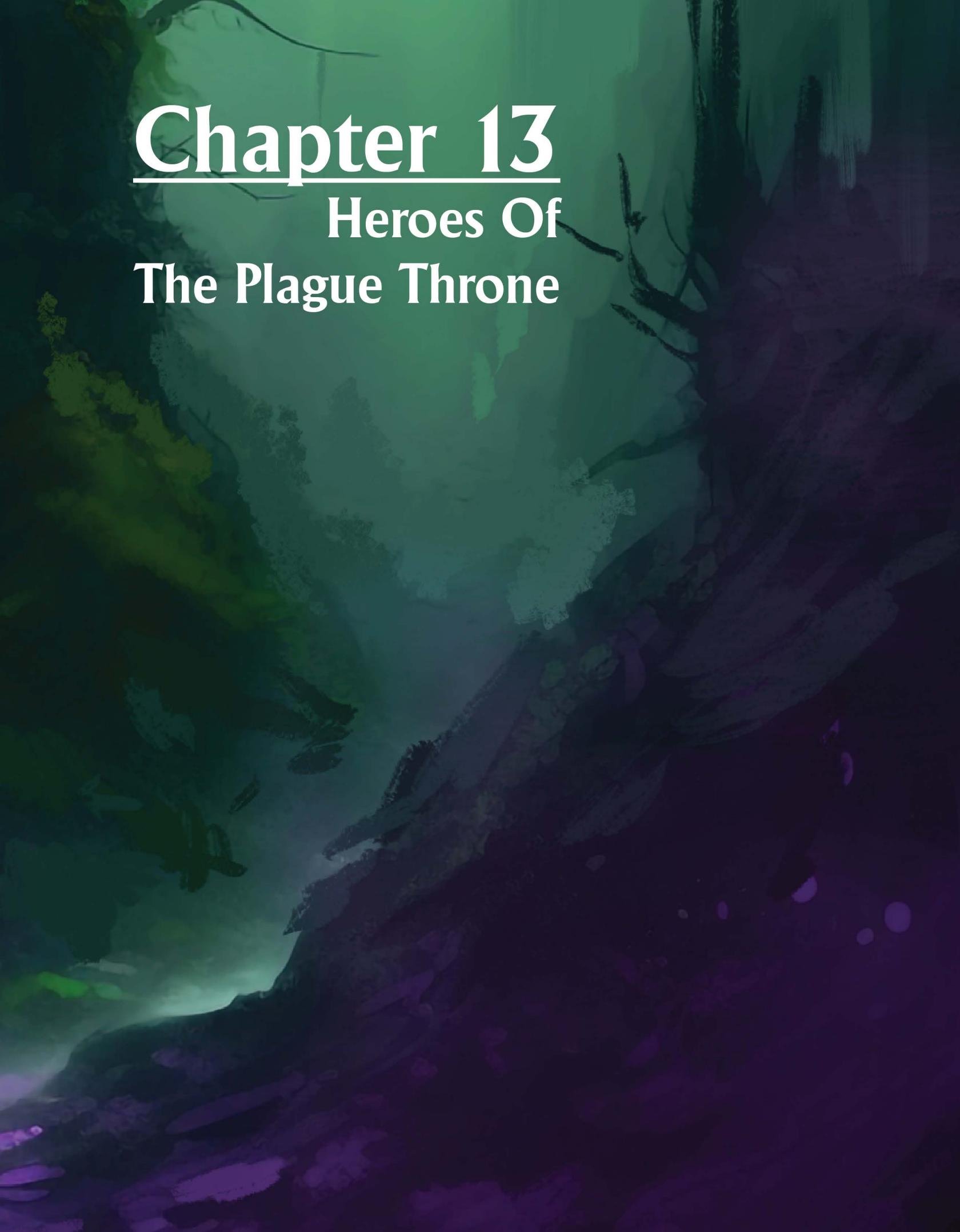
As an example, when forming a party, each hero can come from each guild or all heroes can come from one guild, or any mixture of the sort. Each guild gets its own town actions, so doing a group quest would be two town actions for each guild.

Again, this will allow you to play the game unmodified, but the record keeping can become intense, especially at end game content. However, as always, have fun, and play whatever option you like. It's all about you, the players, enjoying themselves how you see best.



Chapter 13

Heroes Of The Plague Throne

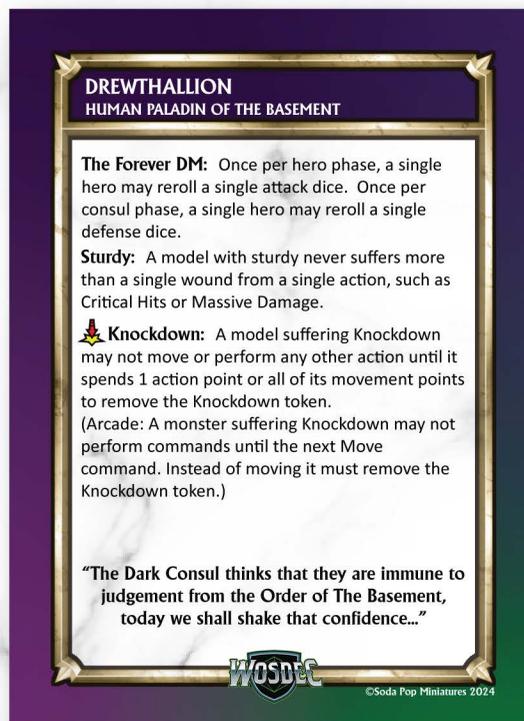


Drewthallion

Drewthallion, Human Paladin of The Basement is a great area of effect tank. **Shield Sweep** allows him to hit multiple enemies and cause knock down, while his **Consecration** ability allows him to grab massive amounts of wrath when surrounded by many enemies.

The Forever DM keyword is a useful once per phase ability that let's a player reroll either a failed offensive action roll, or failed defense roll. While not game breaking, it can sometimes either make that necessary miss a hit, or save a hero from doom.

Drewthallion is recommended for any skill level of player or someone trying out the Tanking role for the first time. With his potion, rerolls, sturdy, and wrath generation in large groups, he is a sturdy and forgiving tank. Once geared, there are few heroes who can do it better against large groups of mobs. However, be sure to equip him with a good STR as well, against single targets, his threat generation is not as effective without causing damage.



Minotaur Elemental

The Minotaur Elemental is a wrath of nature. Commanding lightning from storms, or healing rays from the bountiful sun, this hero can damage and heal with great effectiveness. Her **Elementalist** key word allows her to heal a chain of heroes with **Chained Heal** similar to how her **Chained Lightning** damages enemies.

If an enemy is suffering the fire effects though, she can focus the power of **Molten Earth** to target that enemy and cause massive damage.

The **Crystal Shield** potion is a great health saver if a hero is going to fall under attack during the Consul Phase.

The Minotaur Elemental is great for those that want to heal and damage from a distance and a good starting point for people wanting to try a will/support hero. With high health from being a Minotaur, if you accidentally draw too much wrath from your chained lightning, she has a staying power for those just learning how to manage wrath vs damage.



MINOTAUR ELEMENTALIST
MINOTAUR HERO

6 3

STR 2
ARM 3
WILL 1 2
DEX 2

ELEMENTALIST

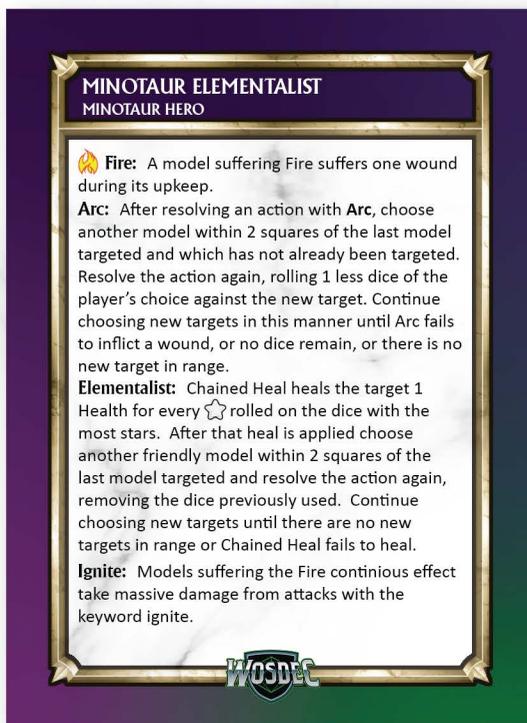
- 2 Chained heal: [Water], [Lightning], Arc
- 2 Chained Lightning: [Lightning], [Fire], Arc
- 2 Molten Earth: [Fire], Ignite

Crystal Shield: Gain a Crystal Token. Until the start of the Hero's next turn, a crystal token may be removed to prevent all incoming damage from a single attack.

1

6 2

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MINOTAUR ELEMENTALIST
MINOTAUR HERO

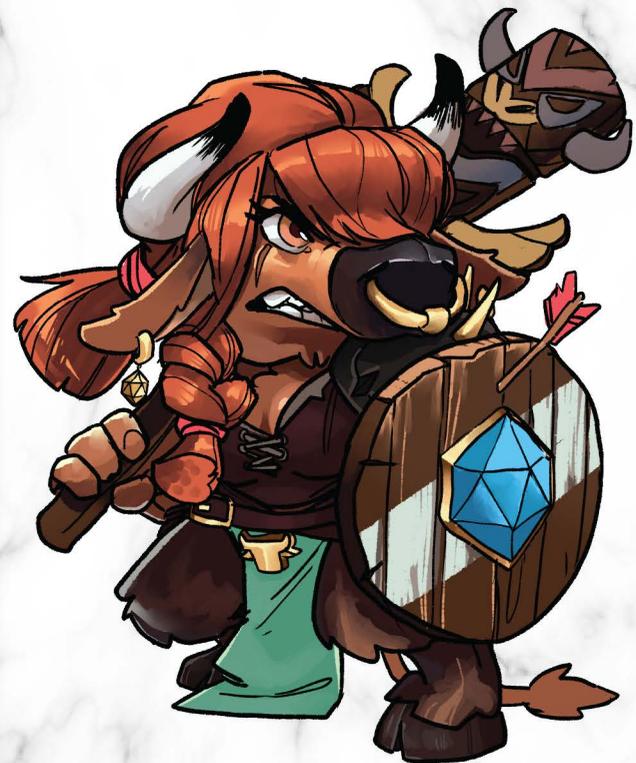
Fire: A model suffering Fire suffers one wound during its upkeep.

Arc: After resolving an action with Arc, choose another model within 2 squares of the last model targeted and which has not already been targeted. Resolve the action again, rolling 1 less dice of the player's choice against the new target. Continue choosing new targets in this manner until Arc fails to inflict a wound, or no dice remain, or there is no new target in range.

Elementalist: Chained Heal heals the target 1 Health for every ☆ rolled on the dice with the most stars. After that heal is applied choose another friendly model within 2 squares of the last model targeted and resolve the action again, removing the dice previously used. Continue choosing new targets until there are no new targets in range or Chained Heal fails to heal.

Ignite: Models suffering the Fire continuous effect take massive damage from attacks with the keyword ignite.

WOSDEC



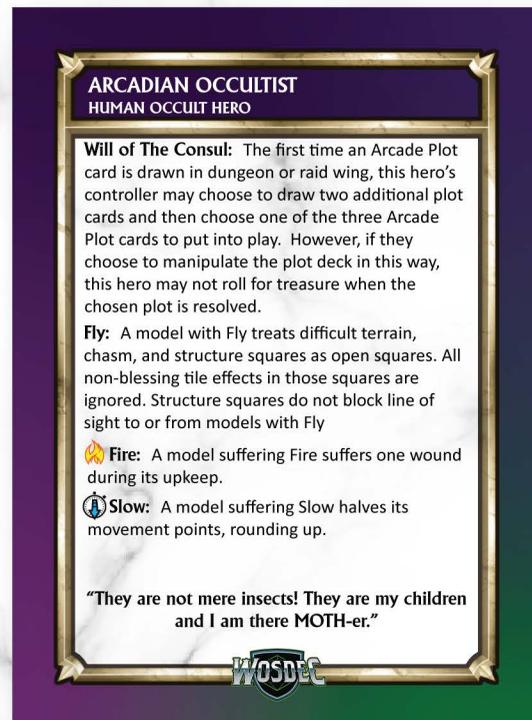
Arcadian Occultist

Drawn from the Arcadian Dunes, the Occultist walks a thin line. Drawing on the power of the Consul, they are able to manipulate and control the Consul's minions. Starting with a strong magical power, she commands the moths of the sands to swarm and maneuver her enemies. Known for carrying a candle with them, she can turn the small flicker of flame into a torrent of fire that burns all in its path.

Using their moth minion's they are able to float over hazards and obstacles with ease. Giving them excellent maneuverability as well as strong debuff and board control.

Will of The Consul allows the occultist to alter the plots of the consul when drawn during the dungeon. Finding little use in excessive trinkets over great control, the Arcadian Occultist will gladly give up their chance at treasure to manipulate the will of the Consul.

The Arcadian Occultist is recommended for players who have played the game before.



Duke Raymond

Where Drewthallion excels at gaining threat from mass enemies, Duke Raymond rises to the top when holding the attention of a dungeon boss. Able to inflict the **Ice** effect on an enemy by bashing them with his shield, he not only can hold wrath on single targets with superiority, he reduces their chances of hurting him even more.

Taking the stereotype of a brave warrior running into the fray seriously, his **Shield Charge** let's him get in and attack a line of enemies as he charges his target.

As a melee damage character, you will want to be adjacent to this brave warrior. His **Shield Wall** and **Long Lost Friend** key words give survivability to those next to him.

Duke Raymond is a good character for anyone of any experience level, but those with experience will be able to optimize his tanking and strength abilities.



DUKE RAYMUND
DWARF DEFENDER OF THE BASEMENT

5 3

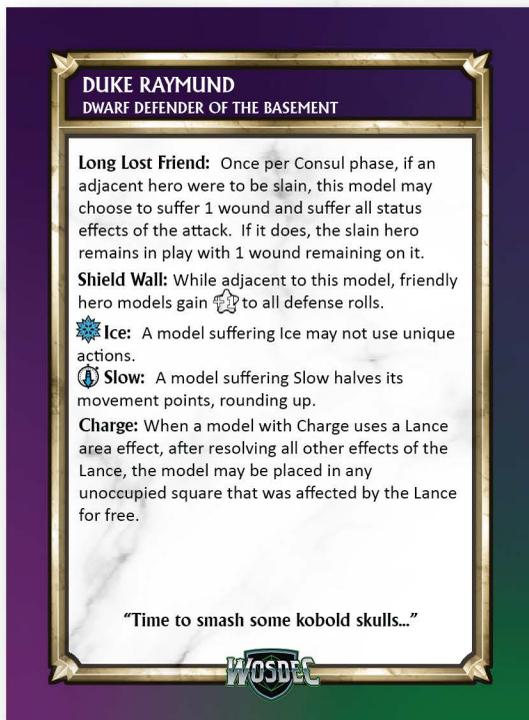
STR 2 1
ARM 1 1
WILL 2
DEX 3

LONG LOST FRIEND, SHIELD WALL

6 1

- 2 Shield Charge: Lance 5, Charge
- 2 Hamstring:
- 1 Shield Bash:
- 1 Dwarven Beard Oil: +1 Wrath, basic melee attacks become

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DUKE RAYMUND
DWARF DEFENDER OF THE BASEMENT

Long Lost Friend: Once per Consul phase, if an adjacent hero were to be slain, this model may choose to suffer 1 wound and suffer all status effects of the attack. If it does, the slain hero remains in play with 1 wound remaining on it.

Shield Wall: While adjacent to this model, friendly hero models gain to all defense rolls.

Ice: A model suffering Ice may not use unique actions.

Slow: A model suffering Slow halves its movement points, rounding up.

Charge: When a model with Charge uses a Lance area effect, after resolving all other effects of the Lance, the model may be placed in any unoccupied square that was affected by the Lance for free.

"Time to smash some kobold skulls..."

WOSDEC



Toons

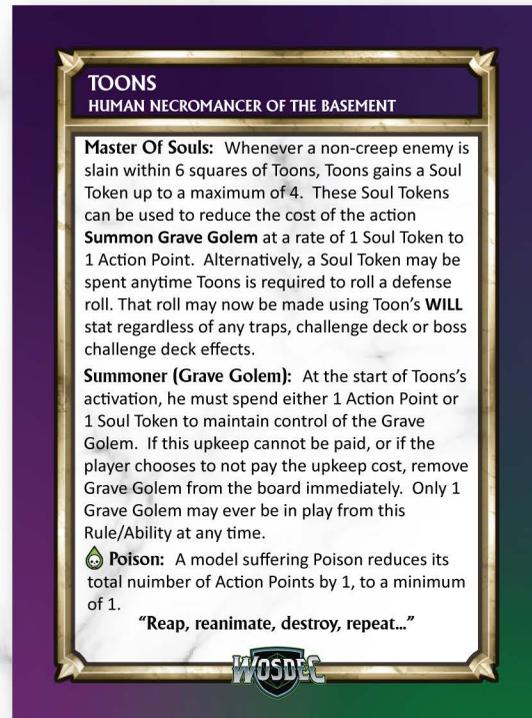
Toons is a Necromancer who is a hero out of necessity. Seeing what Celeste and the Consul are capable of, Toons has crawled out from his studies in Glauerdoom Moor and aligned with the forces of good.

As a Necromancer, he is able to summon the bones of the dead and form them into a powerful Grave Golem (see the next page) Being a **Master of Souls**, Toons is able to collect the souls of enemies defeated near him to empower himself and his summoned monstrosity.

To keep his summoned creature, it does require soul energy from the dead. So plan your use of these tokens carefully, or find the golem crumbling back to the ground from whence it came.

Toons is recommended for experienced players. His abilities and soul manipulation can be used to maximize his damage output and use his golem as an off tank, a pet for extra damage, or a bomb of skeletal shrapnel.

Raid Boss Fight Rule Modification: Instead of collecting soul tokens for enemies slain, during a raid boss fight Toons will gain a soul token whenever an enemy within 6 squares is critically wounded. This is only for during Raid Boss Fights and he can still only ever have a maximum of 4 soul tokens.



Grave Golem (Pet)

The Grave Golem is a summoned monstrosity that silently follows the orders of it's master, Toons, without question. The Grave Golem can use soul tokens from Toons to boost it's attack damage.

While able to stay on the board and deal damage turn after turn, it's also able to run ahead into a large group of enemies and explode in a nova of bone shrapnel. **Bone Bomb** is a powerful ability with good range as it is wave 2 from a large base.

The Grave Golem Pet gives life to the Super Dungeon Conquest™ miniature and allows you to incorporate it into your dungeon delving adventures.



Obor

Obor is everything you would expect out of a Dwarven Hunter. Big fluffy beard, blunderbuss, pet bear, and a surly attitude. Obor is a hunter through and through. He is able to mark his prey for the group to give them advantage on their attacks, he is able to empower his bear to swing with greater strength, and he is able to set off traps to eliminate all creeps on a tile.

This Dwarven Hunter is loyal to his pet, able to bring his pet back to life should he fall to the enemy. A great ranged damage dealer, Obor can even blast enemies that get too close with **Grape Shot** loaded with darts from his arm and backpack.

Obor is great for any player who wants to deal damage from a distance, but also have a pet friend that wants to get up in the thick of things.



OBOR
DWARF HUNTER OF THE BASEMENT

5 3

STR 3
ARM 3
WILL 2
DEX 8

SUREFOOT, HANDLER (CHOMPERS) 6 1

1 Hunter's Mark: 1 2

2 Grape Shot: , Sweep 3, 3

1 Chompers, ATTACK!: +1 on chompers next attack roll.

1 Critter Kaboom: All creeps on the same dungeon tile as the hero are removed from play.

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OBOR
DWARF HUNTER OF THE BASEMENT

Bane: A model suffering Bane discards the highest result rolled anytime it makes a defense roll. (Arcade: A monster suffering Bane reduces its ARM by 1)

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Dangerous: Abilities with Dangerous damage both enemy and friendly models that are hit.

Handler (Chompers): When this model is set up, place Chompers in any adjacent square. If Chompers is slain, Obor can summon him back by either spending a princess coin from the groups inventory during the upkeep phase or he may spend 3 action points during his activation to return him to play immediately. Chompers is always set up adjacent or as close as possible to Obor upon his return.

"I'm locked, stocked, and have one really pissed off bear. Sure ya wanna try that laddie?"

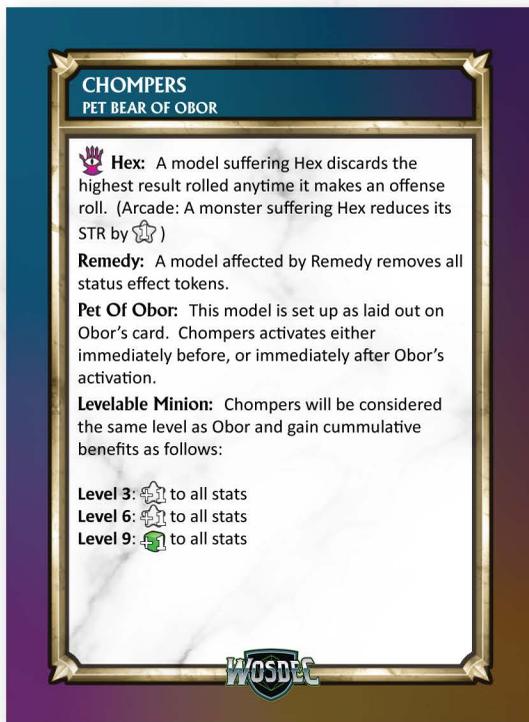
WOSDEC

Chompers (Pet)

While Obor is exactly what you would expect from a dwarven hunter, Chompers is exactly what you would expect from a dwarven hunter's pet. Big and fluffy, a vicious look and a surly attitude, claws for swiping, and a roar for inspiring.

Chompers can run up and get a swing on large groups of enemies, or he can gain additional dice at Obor's command and unload upon a single enemy. But, while this bear is able to damage, it is also a great ally to everyone in the group. His roar inspires the party around him to shake off status effects and keep going.

Obor and Chompers are great on their own, but as a team, they are able to take out the Consul's minions with coordinated ease.



Sarge

Sarge is a ranged specialist and bomb tossing extraordinaire. His long coat makes him immune to fire, but his steampowered revolver, gifted to him by a Clockwork Engineer, is able to do trick shots that make its ammo curve around corners.

The **Enforcer** key word makes Sarge a great spawning point and boss hunter, being able to sacrifice movement to gain power to his attacks against these targets. His potion not only makes the drinker more reliable, but even more deadly. It is able to make a failed roll a success, guaranteeing that needed damage, or it can make a successful damage roll a critical hit when you really need to do some work on an enemy.

Sarge is great for any player of any experience level to come in and start dealing damage throughout the dungeon. His **Trick Shot** and **Potion of Accuracy** make him a reliable damage dealer.



SARGE
HUMAN ENFORCER OF THE BASEMENT

6 3

STR 3

ARM 1 1

WILL 2

DEX 2 1

ENFORCER, IMMUNE

5 1

2 Ba-BOOM: Burst 2,

2 Trick Shot: Hookshot, Massive Damage

1 **Potion of Accuracy:** Drink after making an attack roll. If the attack roll failed, it becomes a normal success. If the attack roll was a normal success, it becomes a critical success.

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SARGE
HUMAN ENFORCER OF THE BASEMENT

Enforcer: When this hero makes an attack targeting a Spawn Point, Mini-Boss, or Dungeon Boss, it may spend 2 movement to gain . This may be done once per basic attack action taken.

Fire: A model suffering Fire suffers one wound during its upkeep.

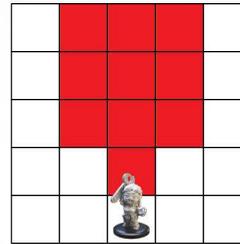
Dangerous: Abilities with Dangerous damage both enemy and friendly models that are hit.

“Blue? Green? Doesn’t matter. I don’t miss, regardless of the odds.”

Clockwork Engineer

Growing up in a steampowered town, one thing was needed, maintenance, and lots of it. The Clockwork Engineer has repaired and jury-rigged contraptions her whole life. She's able to do some quick fixes and patch jobs to heal friendly heroes, or give their armor some reinforcement.

The Clockwork engineer incorporates a new type of attack pattern called "Cone."



Cone: The first row of squares of this attack matches the model's base size. The following row of tile squares then grows in width by 1 on either side and continues at that width until the distance labeled in the ability is reached.

Combing this ability with her **Clockwork Catastrophe** keyword, she can do some great crowd control while dealing a large amount of damage.

The Clockwork Engineer is recommended for any player of any experience level, but will definitely be optimized by someone who has a good understanding of the game.

CLOCKWORK ENGINEER
HUMAN TINKERER HERO

6 3

STR 11
ARM 3
WILL 2
DEX 2

CLOCKWORK CATASTROPHE 5 1

3 Hammerwrench DOWN!: Cone 4, 1

2 Bolt On That Plate: ARM

1 Quick Fix: Heal 1,

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CLOCKWORK ENGINEER
HUMAN TINKERER HERO

Clockwork Catastrophe: Anytime Clockwork Engineer scores a critical hit on an enemy, that enemy model suffers the effects of knockdown.

Knockdown: A model suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

(Arcade) A monster suffering Knockdown may not perform commands until the next Move command. Instead of moving it must remove the Knockdown token.

"I can fix anything, practically rebuilt Clockwork Cove me'self. If I can fix the cove, fixin' Crystalia should be a breeze."



Sir Humphrey Drayden

Sir Drayden is known for his quick wit and battle prowess. While this older warrior is slightly hard of hearing, it has led to an ability that can really save the party. “What’s that? I heard you” allows him once per game to discard six loot and instead of drawing a new treasure, replace a missing Princess Coin.

His big combo is when he finds himself in the middle of a large group of enemies. Focusing his strength and concentration, he is able to action surge, and then sing the song of his blade. Swinging out all around him with great strength and practiced dexterity, he is able to cleave multiple foes in two.

Sir Humphrey is a Strength based melee combatant, excellent for any player, new or old. He is a superior damage dealer when up close, and he has a potion that ensures he is able to stay up in the thick of it all.



SIR HUMPHREY DRAYDEN
HUMAN BLADEMASTER OF THE BASEMENT

6 **3**

STR
2

ARM
2

WILL
3

DEX
2 1

WHAT'S THAT? I HEARD YOU, BERSERK **5** **1**

2 Blade Song: Wave 1, **1**

1 Action Surge: **STR** on Sir Humphrey Drayden's Next attack action.

1 Swift Feet: Teleport

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SIR HUMPHREY DRAYDEN
HUMAN BLADEMASTER OF THE BASEMENT

What's that? I heard you: Once per dungeon or Raid Wing, when you discard 6 loot, you may either draw a treasure as normal, or you may replace a previously lost Princess Coin.

Berserk: During its activation a model with Berserk may make a single melee attack costing no action points.

Teleport: Choose an empty square anywhere within 10 squares, and line of sight. Place the model affected by Teleport in this square.

“Well there was that one war... How Dare you!? I did not fall asleep mid-sentence! What was that? I heard you!”

Glauerdoo Empiric

These dark potion masters do something no other hero can. The Glauerdoo Empirics are known for altering the abilities of their potions. They are able to choose between abilities of a potion, or combining them into one very powerful concoction.

As they are reliant so heavily on their alchemical creations, they always carry plenty of supplies to make more on the spot. Whether it be an embalming balm that helps a hero shake off damage, or a powerful poison explosion, the Empirics are known for being able to adapt to any situation and need.

The Glauerdoo Empiric has also created a potion that no other hero has been able to replicate to date. The ability to disappear from the wrath of enemies and fade into the shadows. The **Misty Cloud** potion can be a real game changer.

Glauerdoo Empirics are recommended for experienced players as their potion abilities may take a play through or two to master.

GLAUERDOOM EMPIRIC
HUMAN HERO



6 2

STR 2

ARM 2

WILL 3

DEX 2 1

POTION MASTER, ELIXIR ERUDITE 5 3

- 2 **Make Potion:** ☁️, Gain a potion token
- 1 **Glauerdoo Elixir:** Embalm / Holy / Heal 1
- 1 **Bottled Plague:** ☠️, ☠️ / +1 / Burst 1 ☠️
- 1 **Misty Cloud:** -2 Wrath

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GLAUERDOOM EMPIRIC
HUMAN HERO

Potion Master: A model with Potion Master may use one additional potion during their activation.

Elixir Erudite: A model with Elixir Erudite may choose the potion's effect from one of the three provided options. It may also spend additional potion tokens to empower the potion, allowing it to choose one of the unselected effects to add to the potion. If this model shares a potion with another hero, that hero only gains the benefit of the first effect in the potion's description.

Embalm: When a model with Embalm takes damage, roll a single blue dice for each point of damage. If a heart is rolled, that damage is ignored.

Holy: A model with Holy may reroll a single dice when making an attack roll versus undead or demons

☠️ **Dangerous:** Abilities with Dangerous damage both enemy and friendly models that are hit.

☠️ **Poison:** A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

WOSDEC



Nether Elf Huntress

Nether Elf Huntresses are the deadliest elves in all of the lands. Usually bonded to their cat like mounts, they strike from the shadows, pouncing upon their enemies. Known for their leadership, they are able to push the group on and increase the speed of those around them.

Trained with their spears from a young age, they are able to find the heart of any enemy and skewer them. The **Heart Piercer** key word gives even the most basic of attacks an increased chance to cause serious damage.

Bonded to their mounts, they are able to instruct it to make one massive mauling attack, or they are able to turn their mount and attack with their spear on the pounce. This allows the them either a more guaranteed chance, or a gamble for a more powerful blow.

The Nether Elf Huntress is great for any player of any experience level, but her abilities will be optimized by a player with some experience.



NETHER ELF HUNTRESS
NETHER ELF HERO

8 3

STR 3
ARM 1 2
WILL 2
DEX 2

HEART PIERCER, BONDED RIDER

5 1

2 **Bengaled Fury:** Pounce. If this attack is made while this hero has stealth, it gains massive damage.

2 **To the Hunt:** Wave 2, +1

1 **Stalker Potion:** Stealth

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NETHER ELF HUNTRESS
NETHER ELF HERO

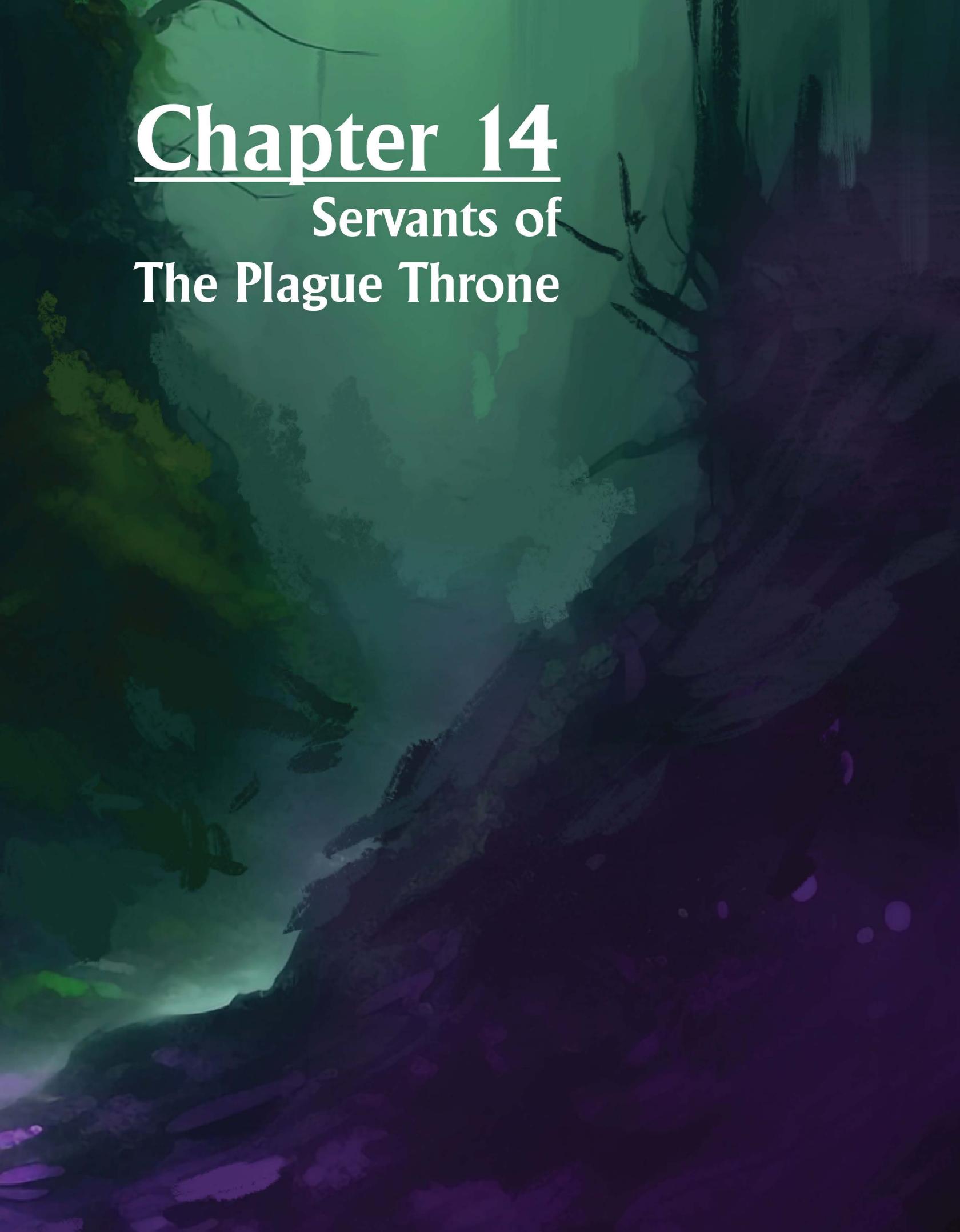
Pounce: Choose an enemy model anywhere within five squares and line of sight. Place the model with Pounce adjacent to this target, then make the offense roll as normal.

Heartpiercer: When a model with Heartpiercer makes a basic attack action, it may count any number of hearts rolled as

Bonded Rider: When using the **Bengaled Fury** ability, after placing the Hero but before any rolls are made, you may choose to swap out this Hero's three base strength dice for a single green dice. If chosen all rolls triggered by this ability will now use the single green dice instead.

Chapter 14

Servants of The Plague Throne

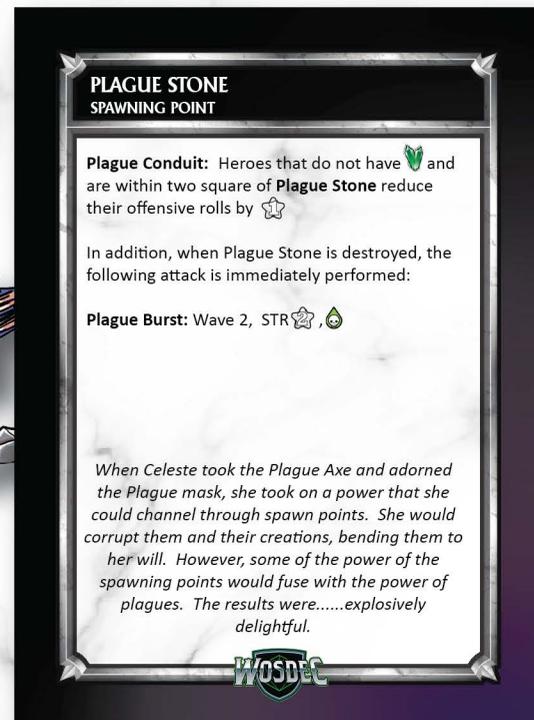


Plague Stone

A volatile stone infused with deep corruption and plague energies. It spawns the undead, some of them more powerful than the forces of good could have imagined. A horde of skeletons led by a heavily armored Plague Champion are the wall that greet the heroes in combat, while they are revitalized by the Plaguemancer in the back.

The Plague mage does not stop hurling bolts of dark eldritch energy infused with the powers of the Lady of Plagues herself. Be careful, or you too will succumb to the power of plagues.

These models are taken from the Super Dungeon Conquest™ line.



PLAGUE CHAMPION
ARCADE GANG



STR 2 STR 3
RNG 2 RNG 3

PLAGUE CHAMPION
CORRUPTED HUMAN ELITE

6 4 ARM 2

🔴 **Maiming Strike:** Sweep 2, 🦋

SKELETON HORDE
BONDED UNDEAD SKELETON MINION

6 1 ARM 2

Bone Pile

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PLAGUE CHAMPION
ARCADE GANG

Bone Pile: When a model with Bone Pile is destroyed replace it with a Bone Pile token. If all Bone pile tokens are already on the dungeon map move the Bone Pile furthest from the Heroes to the new square. Enemy models may spend 2 movement points to remove an adjacent Bone Pile from play.

🦋 **Hex:** A model suffering Hex discards the highest result rolled anytime it makes an offense roll.

Once a Paladin of Sir Sigmund's order, they are infused with the powers of plague and command the dead in her name...

WOSDEC

PLAGUE HERALDS
ARCADE ELITE GANG



STR 1 STR 1
RNG 6 RNG 8

PLAGUE MAGE
HUMAN ELITE

6 3 ARM 2

🔴 **Plague Bolt:** Burst 1, 🦋

PLAGUEMANCER
HUMAN ELITE

6 3 ARM 2

🔵 **Tide of Bones:** Wave 3, Raise

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PLAGUE HERALDS
ARCADE ELITE GANG

Raise: Replace target Bone Pile token with a model with the Bone Pile ability. If a model is in the same square as the Bone Pile token, Raise has no effect.

🦋 **Poison:** A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Celeste's allies are some of the most evil in the lands of Crystalia. While one of the plague heralds poisons you, the other raises your fallen allies around you....

WOSDEC

Plague Thrower

The Plague Thrower is a new type of spawn point, specifically, it is a gang all on its own. This spawn point is a heavy artillery piece that remains stationary and relies on its spotters to locate enemies for which it will toss plague filled barrels at the enemy ignoring walls, terrain, and structures. So long as a spotter minion has clear line of sight to the target.

For all intents and purposes, this works like any other spawn point, however, the spawn point itself is a larger base. When placing the Necropult's 2x2 base, you can position it however you want so long as the spawn point is covered by one part of the Necropult's base.

Minions with the key word **Spotter** move and operate like Elites/Solos. They are not placed like Minions and use their movement to get around the board to target the Hero models in play as though they were Elites/Solos. They do not attack, and must follow all normal movement rules. However, spotters are always considered in the control range of their elite for the purposes of determining the stat profile to use on the model of which they are spotting for.

The Black Knight's court is a powerful foe. He is able to bolster his strength by summoning zombies from the ground beneath him. Specifically, when a unique action is played, the Black Knight will perform the **Reinforce** command on himself the same as if it came up on the mighty monster chart.

Zombies are not strong opponents, but their numbers are endless. The Black Knight uses that to his advantage to make sure that he can live longer by sacrificing them, and to embolden his strength and attack opportunities.

These are models taken from the Super Dungeon Conquest™ line of miniatures, now with Arcade style rules.



PLAGUE THROWER
SPAWNING POINT ARCADE GANG



0	2
STR	STR
2	4
RNG	RNG
8	12

NECROPULT
ELITE SPAWNING POINT

0 4 ARM 2

Plague Barrel: Burst 2, ☠️, 🧟

DEAD EYE
UNDEAD SPAWNING POINT SKELETAL MINION

6 1 ARM 1

Bone Pile, Spotter

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PLAGUE THROWER
SPAWNING POINT ARCADE GANG

Spawning Pool:
1x Necropult
3x Dead Eye
1x Black Knight
4x Summoned Zombie

Cards:
Plague Thrower
Black Knight's Court

Spotter: A minion with the keyword Spotter performs the move action same as a solo elite. Line of sight for the gang's Elite can be determined from a minion with the key word spotter, ignoring all intervening models, structures and walls. A spotter is always considered to be in control range of it's gang's elite if it is on the same tile.

Bane: A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

WOSDEC

BLACK KNIGHT'S COURT
ARCADE GANG



1	3
STR	STR
2	3
RNG	RNG
2	3

BLACK KNIGHT
CORRUPTED HUMAN ELITE

8 3 ARM 2

Powerful Strike: Lance 4, ⚔️ STR
Army of the Dead: Reinforce (Self)

SUMMONED ZOMBIE
BONDED UNDEAD ZOMBIE MINION

6 1 ARM 1

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BLACK KNIGHT'S COURT
ARCADE GANG

Reinforce (Self): When a model with Reinforce (Self) receives the unique command, it immediately performs the Reinforce command as though it were triggered by the Mighty Monster Chart.

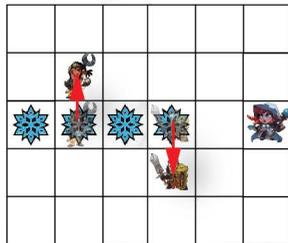
A Lord, once regal and surrounded by his court, now fallen to the powers of the Dark Consul. This Lord rides upon his Dark steed, his court following him from beyond the grave....

WOSDEC

Corrupted Sapphire

Once great defenders of Crystalia and the Light, these human forces have fallen to the will of Celeste. Their power source, the Sapphire Stone, corrupted by plague energies can no longer tell the difference between friend or foe.

Wielding the ability to summon magical walls of Ice, not only is the Ice Mage a powerful foe, she is also a great board manipulator. Her foot knights giving her extended life and making her hard to take down, she will require strategy to take down and defeat.



Example Wall (4): The initial target is Drewthallion. The four ice wall tokens are placed to hit the most heroes, so they are laid straight out almost like a lance attack to get the Clockwork Engineer. after all defense rolls are made, The heroes are slid one tile over so they are not on the wall. This is the choice of the hero's controller where they slide.



ICE WALL
ARCADE GANG



STR 2 STR 3
RNG 4 RNG 6

ICE MAGE
HUMAN ELITE

6 3 ARM

Ice Wall: Wall 4, ❄️

FOOT KNIGHT
HUMAN FOOT KNIGHT MINION

6 2 ARM

Sturdy

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ICE WALL
ARCADE GANG

Wall (X): When an ability has the Wall keyword, a number of wall tokens are placed in a straight line, starting on the target of the attack, and continuing in one direction until all tokens are placed. If the tokens would cross a wall or structure, no further tokens are placed. Each wall has an effect based on its associated status effect. This remains in play until the start of the next consul phase.

❄️ **Ice Wall:** Acts as a standard wall, any heroes on the wall when Ice Wall is cast move to adjacent token after all Wall tokens have been placed.

❄️ **Ice:** A model suffering Ice may not use unique actions.

Sturdy: A minion with the keyword Sturdy grants their elite the keyword Sturdy while in range. A model with sturdy never suffers more than a single wound from a single action, such as critical hits or massive damage.

WOSDEC

STANDARD BEARER
HUMAN SOLO



6 3

STR 3
ARM 1
RNG 2
4

AT MY CALL

Banner's Call: 🚩 Wave 4, 🛡️ STR and 🛡️ ARM

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STANDARD BEARER
HUMAN ELITE

At My Call: A model with At My Call may transfer to damage to Foot Knight models in range as though they were a bonded minion.

"Sir Sigmund was wrong to cast her aside all those year ago, she is the commander of legends. I will carry her banner to the ends of Crystalia and back!"

WOSDEC

Corrupted Artillery

Corrupted by the powers of The Lady of Plagues, the Corrupted Artillery spawn point is certainly a cause of concern. Able to blast massive projectiles through walls and other obstructions, their destructive force will not only injure heroes, but halt them in their tracks!

Introducing the new ability, **Bounce**, the Imperial Artillery can affect more than one hero with their **Open Fire** ability. However, if this attack does not damage the initial target, the cannonball falls to the ground with nowhere else to go.

This spawn point also uses the **Spotter** rule with its direct minions. This makes it a threat to anyone on the tile. Taking out its spotters greatly reduces the effective range and strength of this spawning point.

The Corrupted Levy aren't to be taken lightly either. This elite duo will attack with great power from a far, or will be able to run up and sweep a group of heroes with massive damage.

Tread carefully, this spawn point can take out heroes with lower armor if you don't handle your wrath properly.



CORRUPTED ARTILLERY SPAWNING POINT ARCADE GANG

Spotter: A minion with the keyword Spotter performs the move action same as a solo elite. Line of sight for the gang's Elite can be determined from a minion with the keyword spotter, ignoring all intervening models, structures and walls. A spotter is always considered to be in control range of its gang's elite if it is on the same tile.

Knockdown: A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

Bounce X: If this attack damages a hero, it will make a second attack on a random different hero within range (X) of the initial target.

Spawning Pool:
1x Imperial Artillery
3x King's Scouts
2x Hearthsworn Levy

WOSDEC

CORRUPTED LEVY
ARCADE GANG



1 2
STR STR
3 4
RNG RNG

HEARTHSWORN LEVY
CORRUPTED DWARF ELITE

5 3 ARM

● Grape Shot: Sweep 3, Massive Damage

HEARTHSWORN LEVY
CORRUPTED DWARF ELITE

5 3 ARM

● Grape Shot: Sweep 3, Massive Damage

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CORRUPTED LEVY
ARCADE GANG

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it instead inflicts one additional wound.

Nothing like the smell of black powder and pellets in the mornin!

WOSDEC

The Corrupted Faithful....

Spiritual leaders of the Order of Light, the Priest and Paladin are symbols of devotion to Crystalia. Sworn protectors, whether it be a fierce defender charging into the enemy, or a master of oratory giving blessings to his companions, they are strong in faith and in power.

But even such powerful warriors can fall prey to the power of the Plague Throne. Corrupted by the spawning points that they guard, the Paladin and Priest join the fray as a strong obstacle for the heroes to overcome.

The paladin, charging in, knocking down his opponents and trampling them under the hooves of his mighty steed, Heroes have to think quick to stay out of his threat range.

The Priest, once a great healer and spiritual guide for the forces of light, now resurrects the corrupted, bolstering the Lady of Plagues' forces, even with the dead.



CORRUPTED PRIEST
HUMAN MINI BOSS



6 2

STR 4
ARM 2
RNG 4
6

WELL STUDIED

Blight Light:  +2 STR

Resurrection:  Wave 2, immediately perform the **Reinforce** command on all gangs within range.

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GOGGLES OF WILLFUL FOCUS
+2 WILL




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CORUPPTED PRIEST
HUMAN PALADIN MINI BOSS

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Well Studied: When perform the action Blight Light, if the attack is successful, gain  for the remainder of this turn.

"Bless your troops Sigmund!? No, I think not, I will curse them in my own right! WITH BLIGHT!"

WOSDEC



The Plague Daughters

When Celeste emerged from the waters of Frostbyte Reach, she came across a small house. The house had food, stocks of grain, firewood to last months. Inside sat two girls, twins. Seeing Celeste wet, pale, her bear mount looking horrifying. Instead of running, or attacking, they offered her blankets, a fire to warm herself by, food. Celeste shocked by their reception accepted. When night fell, the snow storm worsened. Mr. Buttons lay curled up in a corner, sleeping. Ygritte leaning against him patted him gently as he snored quietly. Astrid, ever cautious spoke to Celeste, trying to figure out who she was. But Celeste only ever said that she was a warrior who lost a battle.

The next morning, the snow worsened yet again, and the winds began to damage the roof of the house. Celeste stood in the face of the storm and began to chant deep magics. After what felt like an eternity, Celeste stopped and the weather died down to a calm snowfall.

“How did you do that...” Astrid slowly asked. Celeste smirked at her and offered them similar power in exchange for their kindness. Ygritte accepted without hesitation. Astrid politely declined, but said she would watch over her sister wherever she went, so Celeste, would have loyalty...

THE PLAGUE DAUGHTERS
ARCADE MINI BOSS GANG

2

STR

3

RNG

2

4

STR

5

RNG

3



ASTRID THE LIVING 6 5 ARM
HUMAN MINI BOSS GANG

Arcing Strike: Sweep 2, STR
A Sister's Bond, Protective Sister

YGRITTE THE FALLEN 6 5 ARM
HUMAN MINI BOSS GANG

I Call Upon Celeste! Wave 3, Backlash
A Sister's Bond, Consume

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SUNKEN SHIP'S WHEEL

+1 STR

+1 DEX

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THE PLAGUE DAUGHTERS
ARCADE MINI-BOSS GANG

A Sister's Bond: A model with this rule is always considered to be within bonded range while on the same dungeon tile.

Protective Sister: While bonded, if Ygritte is reduced to 0 hit points, Astrid will instead suffer 1 point of damage, regardless of crits or abilities such as Massive Damage. Ygritte will remain in play with 1 hit point remaining until either Astrid is defeated, or is slain outside of the bonded range.

Consume: When a model with **Consume** defeats an enemy, it will heal itself for half the hearts (rounded up) of the enemy it just defeated.

Astrid will prioritize the hero with the least wrath. Ygritte will prioritize the hero with the most wrath. Priority targets set from a challenge or mighty monster chart effect override this until the challenge or effect is resolved.

"I will follow you sister, no matter how deep you descend into madness..."

WOSDEC

Mini-Boss-Gang: The rules for bonding and who the paired sisters will target is listed on the back of their card. For all intents and purposes though, they are treated like an Elite Gang. Moving to stay within bonded range if at all possible, but actively pursuing their own threat targets.

Protective Sister: To provide further clarity on this ability in case there is some confusion, when Ygritte is reduced to 0 or less hit points. As long as Ygritte and Astrid are on the same tile, which they will be a majority of the time, instead of being reduced to zero or less hit points, Ygritte is reduced to 1 hit point. When this happens, Astrid takes a single damage point regardless of abilities that cause additional wounds, such as critical hits or massive damage, etc.

This can reduce Astrid to 0 hit points. If it does, Ygritte still stays at 1 hit point, but with Astrid defeated, the next time Ygritte is reduced to 0 or less hit points, she is then removed from play and the Mini-Boss gang is defeated.

When a mini boss is healed, if Ygritte is the only one left alive, she can not use any healing to bring back Astrid. Once Astrid is defeated, she is removed from play and can not be healed.

If there is a challenge or event that brings a mini-boss back to life, you bring both back, not one. If it says that the mini-boss is brought back with half its total hearts, then Astrid and Ygritte will return with their health reduced individually.

Designer's Note:

Astrid and Ygritte are a very powerful mini-boss gang; boasting big health, damage output and staying power. I would recommend playing the game a couple of times before submitting yourself to their brutality!

-Drew



Belia Mistress of Poison, Daughter of Jorogumo

BELIA
ARACHNE DUNGEON BOSS



7 4

STR
4

ARM
5

RNG
4

10

MISTRESS OF POISON, ARACHNE, TOUGH

Grand Delusion: Target model rolls a single red dice. On a blank result, they will immediately move three squares towards the closest hero and make a basic attack.

Poison Webs: Burst 3,

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SPIDER ANTLERS

+2 DEX

Poison Coating: Target's attacks gain until the start of their next activation



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BELIA
ARACHNE DUNGEON BOSS

Arachne: A model with Arachne may move over and stop their movement on top of structure and statue squares as though they were open spaces.

Mistress of Poison: This model is immune to the poison effect and any time the poison effect is applied to a hero from this model's abilities, it may not be removed by heal or remedy.

Tough: During its upkeep, a model with Tough removes a single wound token.

Slow: A model suffering Slow halves its movement points, rounding up.

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

"Have you met my favorite plant Harriet? She is such a lovely thing, always hungry though."

WOSDEC



BLINDFOLD OF THE MAD

+3 DEX

Heartpiercer: When a model with Heartpiercer makes a basic attack action, it may count any number of hearts rolled as



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BARBED BRANCH

+1 WILL

2 Sleeper's Curse: , Burst 2, 



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POISON COATED KIMONO

1 ARM
1 DEX




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AUBREY XIV

+1 +1

3 Feed Me: , Lance 4, Massive Damage



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VENOMOUS WEB SHIELD

2 ARM

Critical Defense: If the defense roll is more than double the attacker's strength and at least 5 stars are rolled, the attacker suffers .



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Joragera The Eldest Daughter of Jorogumo

JORAGERA
ARACHNE DUNGEON BOSS



7 5

STR

ARM

RNG

9

THE ELDEST DAUGHTER, ARACHNE, STURDY

Web Cocoon: , Web Cocoon will always target the hero with the least wrath

Web Shield: , ARM , Push 3

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BEJWELED BLESSING

+2 WILL





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JORAGERA
ARACHNE DUNGEON BOSS

Arachne: A model with Arachne may move over and stop their movement on top of structure and statue squares as though they were open spaces.

The Eldest Daughter : When a hero is slain by Joragera, she will immediately cast Web Cocoon on all Heroes in range.

Push X: A model or attack with Push X moves the target X squares when hit. Each square of movement must be an even greater distance from the source of the attack as the last square.

Knockdown: A model suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

A monster suffering Knockdown may not perform commands until the next Move command. Instead of moving it must remove the Knockdown token.

"A delusional fool and an overly emotional assassin...They would be lost without me..."

WOSDEC




CARETAKER'S KIMONO

+2 ARM






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TILES OF FATE

+1 +1 +1

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SPIDER DANCER FANS

+1 DEX

1 Razor Wind:  



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SPIDERED TOME

+1 WILL

2 Love of the Elder Sister:
, Wave 2, Heal 1, Remedy

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ARACHNE BLADE

+1 STR

Berserk: During its activation a model with Berserk may make a single Melee Attack costing no action points.



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Melita

Mistress of Shadows, Daughter of Jorogumo

MELITA
ARACHNE DUNGEON BOSS



7 4

STR

☆

ARM

☆

RNG

3

8

MISTRESS OF SHADOWS, ARACHNE, FEAR

Wave of Kunai: Wave 3, STR

Lifting The Mask: Sweep 3, STR vs WILL

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MASK OF THE SHADOW ONI

+1 DEX

Shroud: Enemies attacking a model with shroud remove ☆ from their attack rolls while within range 3 of this hero, remove ☆ if outside of range 3 of this hero.



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MELITA
ARACHNE DUNGEON BOSS

Arachne: A model with Arachne may move over and stop their movement on top of structure and statue squares as though they were open spaces.

Mistress of Shadows: Anytime this model takes damage from an attack that was initiated from more than 5 squares away, after the attack is resolved, Melita gains Stealth for the rest of that Hero Phase.

Fear: Heroes targeting Melita from more than 4 squares away must roll their WILL. If fewer than 3 stars are rolled, when making an attack roll, remove the dice that rolled the most stars before totaling the results.

Ice: A model suffering Ice may not use unique actions.

"A delusional fool and an overly emotional assassin...They would be lost without me..."

WOSDEC



SHADOW SEWN KIMONO

+1 STR

+1 ARM

+1 ARM



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SHADOW INFUSED KUNAI

+4 DEX

The Cold Shadows:
When a model equipped with this treasure makes an attack roll, if 3  symbols are rolled, the attack succeeds regardless of stars rolled and causes massive damage.



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SHADOW STARS

+2 STR

2 Storm of Stars:  
This hero may make up to two additional attacks at the same target, spending **1** per additional attack.



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SHADOW TINCTURE

+1 

Potion Master: A model with Potion Master may use one additional potion during their activation.

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Xat'Acoya Queen of The Mistmourn Trolls

TROLL QUEEN XAT'ACOYA
TROLL ELEMENTAL DUNGEON BOSS



6 4

STR

6 ARM

4 RNG

3

12

STURDY, QUEEN OF THE MISTMOURN

Blue Banner's Call: +2 STR

Red Grab & Smash: This model's attacks gain Push 2. If the model pushed collides with another model, friend or foe, the model immediately stops and the model it collided with takes a single wound.

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HAIR PIN OF THE QUEEN

+1 WILL

2 Rubied Beam: Lance 8,



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TROLL QUEEN XAT'ACOYA
TROLL ELEMENTAL DUNGEON BOSS

Sturdy: A model with sturdy never suffers more than a single wound from a single action, such as Critical Hits or Massive Damage.

The Queen of The Mistmourn: Any time a status effect is removed from this dungeon boss, instead of discarding it, place that status effect on a random hero.

"You have entered my Temple, stay a while and let me show you true strength!"


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GAUNTLETS OF ELEMENTAL FURY

+2 STR

+1 ARM

3 Fury of The Ancients:
Cone 2, Massive Damage



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JADE DAGGER OF THE MISTMOURN

+2 DEX

2 Elemental attack:  **1.**
If this attack damages the enemy, the hero may choose one of the following status effects to apply:
Cold: 
Fire: 
Poison: 



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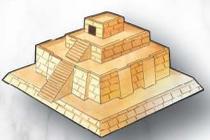
RELIC STONE BOW

+1 DEX

Hookshot : Actions with Hookshot do not require line of sight to target a model. Range must still be counted around walls and structures.



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PORTABLE ZIGGURAT

+1 ARM

3 The Hunter's Path: Rotate the tile this hero is currently on 90 degrees clockwise



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MISTMOURN CHOKER

+1 ARM



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Zul'Zarak

King of The Mistmourn Trolls

TROLL KING ZUL'ZARAK
TROLL ELEMENTAL DUNGEON BOSS



6 3

STR
ARM
RNG
10

CONDUIT, THE KING OF THE MISTMOURN

Ancient Anger: ,Wave 2, +2 Range

Elemental Rain: , Burst 3, Hookshot

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BELT OF THE CONDUIT KING

+2 WILL

!

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TROLL KING ZUL'ZARAK
TROLL ELEMENTAL DUNGEON BOSS

Conduit: When a model with conduit that is suffering a negative status effect damages a target, the status effect is transferred to that target and is removed from the model with conduit.

The King Of The Mistmourn At the start of the consul phase, this model's attacks will gain a random element for the turn, see below:



The King Of The Mistmourn At the start of the consul phase, this model's attacks will gain a random element for the turn, see below:

WOSDEC

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TOTEM OF SPIRITS

At the start of this model's activation, it must choose a single stat, (STR, ARM, WILL, or DEX) and until it's next activation it gains +1 to that stat.

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KING STOMPERS

+1 ARM

Surefoot: Models with Surefoot can move through difficult terrain squares at full movement speed, treating them as regular, open squares.

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EARTH SHAKER

+1 STR
+2 ARM

3 Thunder Clap:  Cone 3, 

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SPIRIT ANCHOR STAFF

+1 WILL

2 Collect The Weak: All creep monsters on the same tile as this Hero are immediately removed from play and are considered to have been defeated for the purposes of any plots or challenges.

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TOTEM MASK

+1 WILL

2 Possession: , Compel 3, 

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Zul'Zarak King of The Mistmourn Trolls

CELESTIAL MINOTAUR
MINOTAUR DUNGEON BOSS



6 4

STR

5

ARMI

4

RNG

3

9

FLY, COMET ATTACK

Horned Charge: This model moves in a straight line up to 6 squares following normal movement rules. If this model comes into contact with a hero model during this movement, it stops and the enemy hero suffers: **Push 3**.

Landing Impact: Wave 2, **+1 STR**.

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CELESTIAL HORNS

+1 STR

Beserk: During its activation a model with Beserk may make a single Melee Attack costing no action points.



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CELESTIAL MINOTAUR
MINOTAUR DUNGEON BOSS

Comet Attack: When this model makes an attack against a model suffering knockdown, it gains massive damage.

Knockdown: A model suffering knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the knockdown token.

"Those who enter the maze, never leave..."

WOSDEC



MINOTAUR'S BIPANE

+1 DEX



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CELESTIAL WINGS OF THE MINOTAUR

+2

FLY

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LABYRINTH AXE

+4 STR

Heart Piercer: When a model with Heartpiercer makes a basic attack action, it may count any number of hearts rolled as ☆

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CELESTIAL GREAT SWORD

+1 STR

+1 ARM

Two-Handed Weapon:
All Melee attacks gain +1 Range. This item counts as both an Emerald and Citrine treasure, when equipped, the Emerald slot may not have an item equipped to it. If items are equipped in either or both slots, they must be discarded to equip this item.

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BRACERS OF ENHANCEMENT

+2 WILL

+1 ARM

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Yathraxia

The First Dragon, The Resurrected, The Nightmare

YATHRAXIA
UNDEAD DRAGON DUNGEON BOSS

6 4

STR

7

ARM

4

RNG

5

16

TITANIC SIZE, FLY, LEGENDARY FOE

Tail Whip: This model makes a single attack at the hero with the least wrath that is in range.

Inescapable Jaws: Massive Damage, If a hero is slain by this attack, this model heals the number of stars the defense roll failed by.

Breath of Locusts: Sweep 3,

Plague Shadow: Stealth

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THE OBSIDIAN SHARD

+1 WILL

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YATHRAXIA
UNDEAD DRAGON DUNGEON BOSS

Titanic Size: A model with Titanic Size occupies sixteen squares (100mm), and uses the rules for moving large based models. They may move through walls and treat structure squares as open squares. Any wall or structure square a model with Titanic Size moves through is considered difficult terrain for the rest of the game; you may want to mark it with a crystal token as a reminder.

Legendary Foe: The first time this model is slain do not remove it from the board and the hero phase immediately ends. At the start of what would be the next consul phase, roll a single green dice. This model heals any number of stars rolled and immediately performs the Unique command. If a is rolled, this model is considered defeated as normal.

Fly A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly

OBSIDIAN DRAGON HELM

+1 STR

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DRAGONPLATE SHIELD

+1 ARM

2 Dragon Burst:
Wave 2, 🔥

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SCYTHE OF THE BURNING NIGHTMARE

+1 STR

3 🗡️, 🖐️

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WINGS OF YATHRAXIA

+1 WILL

3 Wing Buffet: Lance 6, Massive Damage, Push 1

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HEART OF THE UNDYING DRAGON

+1 WILL

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Celeste & Mr.Buttons

The Lady of Plagues, The Bear Mounted Necromancer

CELESTE & MR.BUTTONS
LADY OF PLAGUES DUNGEON BOSS

6 4

STR

7

ARMI

5

RNG

3

18

LADY OF PLAGUES, MR.BUTTONS

- Bear Swipe:** Sweep 2,
- Bone Nova:** Wave 4, **STR** vs **DEX**,
- Bear Pounce:** Pounce, , Massive Damage
- Plague Armor:** , , **ARMI**, Backlash

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THE PLAGUE MASK

+1 **WILL**

2 **Plague Breath:** , Cone 4,

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CELESTE & MR.BUTTONS
LADY OF PLAGUES DUNGEON BOSS

Lady of Plagues: Aura 3. While within this aura, healing effects are reduced by 1, to a minimum of 1, and the Poison status effect does not get removed. Models with the undead or skeletal keyword gain Sturdy while in this aura.

Legendary Foe: The first time this model is slain do not remove it from the board and the hero phase immediately ends. At the start of what would be the next consul phase, roll a single green dice. This model heals any number of stars rolled and immediately performs the Unique command. If a is rolled, this model is considered defeated as normal.

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Ice: A model suffering Ice may not use unique actions.

WOSDEC

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ARMOR OF PLAGUES

+1 **ARMI**

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MR.BUTTONS PLUSHIE

+1 ARM

Sturdy: A model with sturdy never suffers more than a single wound from a single action, such as Critical Hits or Massive Damage.

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SIGMUND'S BLESSING

+2

+1 Maximum Princess Coin:

(This coin is immediately added to your princess coin pool. This Princess coin is discarded if this item is removed)

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THE PLAGUE AXE

+1 STR

+1 ARM

Two-Handed Weapon: All Melee attacks gain +1 Range. This item counts as both an Emerald and Citrine treasure, when equipped, the Emerald slot may not have an item equipped to it. If items are equipped in either or both slots, they must be discarded to equip this item.



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SIR SIGMUND'S BROKEN BLADE

+1 DEX

The Sword Reforged: All basic ranged attacks become  and gain the Massive Damage ability for the remainder of this Hero's activation.



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Chapter 15

Charts & Reference

Dice Conversion Chart

D6							
							If the attack is successful, remove one wound token or one status effect token from any Hero's game card for each or rolled.
							If the attack is successful, place one potion token on any Hero's game card for each or rolled.
							See entries above for results with a rolled.
							Citrine Burst Symbol: If no items are equipped that have a Citrine Burst ability, rolling a Citrine Burst will make the attack automatically hit.
							Amethyst Burst Symbol: If no items are equipped that have a Amethyst Burst ability, rolling an Amethyst Burst will make the attack automatically crit.

Boss Challenge Deck

BOSS FIGHT
BALEFUL RESOLVE

Trap: Each Hero must choose to either randomly discard one equipped card or suffer two wounds. (To randomly select a card, gather and shuffle the cards, close your eyes and choose one.)

Challenge: The dungeon boss gains **+1 ARM**

Hush you vile creature, stop whispering to me. If the others hear you they'll know our little secret. Now back in your mask little Oni, I think wayward travelers approach. They shall make a succulent meal.
-Melita, Daughter of Jorogumo

BOSS FIGHT
BLISTERING ARMOR

Trap: The dungeon boss performs the following action:
 Blistering armor: Wave 3, Push 3,

Challenge: The dungeon boss may not suffer more than one wound from a single action, such as critical hits or Massive Damage.

You dare storm my keep? You dare come for my throne? Find peace in knowing you tried, but weep in knowing that you have failed and the world is now mine.
-Celeste, Lady of Plagues

BOSS FIGHT

ETHEREAL ASSAULT

Trap: The dungeon boss performs the Unique command

Challenge: All Heroes must use their **WILL** for all defense rolls.

The elemental spirits move through me, through him, through us. You come to the Isles of the Mistmourn trolls and expect that the spirits of our ancestors wouldn't aid us? You are as foolish as you are brave trespassers, but not even with an army could you overcome the elemental might of the Mistmourn, not here, not in the Ziggurat.
-Troll Queen Xat'Acoya

BOSS FIGHT

FAITHFUL SERVANTS

Trap: Randomly select a spawning point that was destroyed this game. All gangs listed on the spawning point are spawned as if they had received the Spawn command. These gangs are spawned within three squares of the dungeon boss rather than their spawning point.

Challenge: The dungeon boss gains **+1 ARM**

What was that!? Oh hush now, I heard you, I heard you.

-Sir Humphrey Drayden

BOSS FIGHT

JUST A FLESH WOUND

Trap: Select a mini-boss that was destroyed this game. Spawn the selected mini-boss following the normal rules for spawning a mini-boss. The mini-boss suffers an amount of damage equal to half its hearts, rounding up. Heroes do not draw a treasure card if this mini-boss is destroyed.

Challenge: All monster commands target the Hero with the least wrath.

A loyal friend since you were just burlap and stuffing, come Mr. Buttons, let us ride out to meet our foes one last time...
-Celeste Lady of plagues

BOSS FIGHT

SECRET ESCAPE PLAN

Trap: The dungeon boss performs the Unique command. Then the dungeon boss is placed adjacent to the  icon on the second tile, move any models necessary to adjacent squares to make the dungeon boss fit.

Challenge: The Dungeon Boss gains **Stealth**.

My children, WHERE ARE MY CHILDREN!?

-Yathraxia, The Ressurrected.

BOSS FIGHT DARK SHIELDING

Trap: The Dungeon Boss performs the Unique command.

Challenge: The Dungeon Boss may not suffer more than one wound from a single action, such as critical hits or Massive Damage.

Celeste looked down at the spear sticking in her armor. Her eyes flared with anger as she ripped it from her body and the wound closed. "Nether Elves..." she snarled..

BOSS FIGHT SPITEFUL CURSE

Trap: The dungeon boss performs the following action:

 **Spiteful Curse:** Wave 3, , 

Challenge: Only a single hero may activate

**Giggles* I can see the flowers bloom, the tiny spec of poison dancing on their petals like the first snow fall. Perhaps this winter, with Celeste, we'll have a more exciting hue of color to the snow... perhaps even poisonous... *Giggles*
-Belia, Daughter of Jorogumo*

BOSS FIGHT UNPREPARED FOR THE ELEMENTS

Trap: All Heroes discard all potion tokens. All Heroes suffer .

 **Ice:** A model suffering ice may not use unique actions.

Challenge: Only a single hero may activate

One, ever aloof, the other, trying to hide her tormentor from me. I am their caretaker, and I fear that I am losing my grip on them, where is our mother!?
-Joragera, The Eldest Daughter

BOSS FIGHT YOU CAN RUN...

Trap: Any mini-bosses or dungeon bosses in play remove two wound tokens, then perform the Unique command

Challenge: All Heroes must use their **DEX** for all defense rolls.

They think they better than us. They think they stronger than us. They think that they are stronger than the Mistmourn? Ha! Come to the Isles of the Mistmourn, come, but you ain't ever gonna leave here.

-Zul'Zarak, The Troll King



Boss Challenge



Arcade Challenge

CHALLENGE BACK-TO- BACK

Challenge: Whenever a Hero suffers a wound, if there is not another adjacent Hero, it suffers one additional Wound

Drewthallion backed up slowly, the sound of skittering spiders all around.

"Raymond, to my back!" he called out. Feeling the plate armor of his companion tight to him he added "Stay with me or they will overwhelm us."

"Don't tell me boy, I've been fighting these things since you were a wee lad." Duke Raymond replied with as he banged on his shield, taunting the creatures.

CHALLENGE A SINGLE TARGET

Trap: All Heroes with two or more equipment cards suffer ☹️

Challenge: Heroes may not gain wrath in any way.

The undead encircled the Minotaur who battled them off with her totem and shield. "I could use a little help here!"

Drewthallion smashing through them as best he could shouted back to her, "I'm trying, but they won't face me!"

CHALLENGE

BITE BACK

Trap: Spawn a boo booty adjacent to the Hero with the most wrath. This boo booty grants treasure when destroyed as normal

Challenge: Heroes must roll 1 immediately after destroying an Elite monster or spawning point and suffer a number of wounds equal to the number of stars rolled.

"Of course his jaw is still snapping, he has my wrench embedded in his central nervous system!"

CHALLENGE

CURSE OF ROT

Challenge: Heroes may not heal.

With her eyes glowing green, her teeth gritted in frustration, a small trail of dark green liquid running down the sides of her mouth, Celeste let out a massive roar as a nova burst from her body.

Coughing the heroes fell to the ground, "I can't...I can't heal, what is this?" asked The Arcadian Occultist.

"Fascinating...absolutely fascinating," replied the Glauerdoom Empiric.

CHALLENGE

DANGEROUS GIFTS

Trap: Each Hero suffers a number of wounds equal to half of its wrath tokens rounded up.

Challenge: Heroes draw one loot card for every two minions destroyed, instead of one loot card for every three minions destroyed.

*"Woah, where'd you get that axe?"
Asked Sir Drayden.*

*Shrugging, Drewthallion shook his head,
"I don't know, these little guys are carrying a lot of stuff, keep swinging your sword!"*

CHALLENGE

DARK ALCHEMY

Trap: All Heroes must roll their **WILL**. Any Hero that rolls one or fewer stars suffers two wounds.

Challenge: All Heroes must use their **WILL** for all defense rolls.

The Glauerdoom Empiric shook the vile and watched its contents change color. Throwing it to the poisoned Obor, she told him "Try this, and brace for impact. If you got the stomach for it, you'll be cured."

Obor looked at her with nervous eyes, taking the tincture, his cheeks puffed out, his eyes went wide, he grabbed his stomach, and then recovered. "Aye lass, let's not need that again."

CHALLENGE DO YOUR PART!

Challenge: At the start of the Consul's next turn, all Heroes with zero wrath suffer two wounds.

munch munch munch

KAFOOM! PEW! BOOM! KLANG! SMASH!

munch munch munch

"Hey! Chompers, STOP EATING THE BERRIES AND GET BACK IN THE FIGHT!" Shouts Obor as he reloads his rifle. The large bears eyes go wide with surprise and embarrassment as he stops chewing to see the party in a welee. "Come on old buddy, do your part, we'll snack later."

CHALLENGE HIDDEN NEST

Challenge: Spawning points do not suffer wounds.

Dusting his hands off, Sarge stood up and lit the long fuse. "That should take care of the spawning point." As the bomb exploded he nodded and tipped his hat in satisfaction. As he turned to walk away, he heard the screeches of the undead.

Drewthallion looked at him with a frustrated look. "Okay, I may have missed the spawning point, it's hidden, this isn't exactly a science! I'm winging it here!"

CHALLENGE HOPELESSLY LOST

Trap: The Hero with the most wrath must roll its **DDEX**. If it achieves two or fewer stars, the Hero is placed adjacent to any dungeon exit in the third tile.

Challenge: Heroes may not heal.

"Alright, Obor, you and chompers flank the right, Drayden, you take the left, Toons, I need you to...Toons?" Looking around the group all shrugs, "Where did he get off to?"

CHALLENGE INFERNO

Trap: All Heroes that are not on the first tile suffer 🔥

Challenge: Heroes do not remove status effects at the end of their activation.

"Someone smell something?" Toons asks. The group watches with wide eyes as Obor comes running by, his cloak on fire.

"I told him to move faster..." grumbles the Arcadian Occultist.

CHALLENGE

THE FOREVER CURSE

Trap: The hero with the least wrath selects a , , , ,  and  token and distributes them among the heroes. Each Hero must receive at least one status effect token. (These tokens may be negated by immunity.)

Challenge: Heroes do not remove status effects at the end of their activation.

We stood there, staring at the Glauerdoom Empiric. At her feet lay six broken viles. Staring at each of us, she shrugged apologetically and began working on remedies immediately. The rest of us, displeased, to say the least.

CHALLENGE

PRECISION

Challenge: Heroes may not benefit from any **ARM** bonuses due to equipment.

The ethereal blades of the corrupted Ninja Clans in the Elemental Temple strike with such practiced precision, armor is rendered nearly useless. Take care heroes, tread carefully.

CHALLENGE

PSYCHIC ATTACK

Challenge: All Heroes must use their **WILL** for all defense rolls.

Magic...why did it have to be magic!?

CHALLENGE

MOVE SILENTLY

Challenge: Heroes gain one wrath for each space they move.

"I thought we agreed to all step softly!" whispered the Nether Elf Huntress Harshly.

"Plate Armor, I'm Wearing, PLATE, ARMOR!" Drewthallion whispered back through gritted teeth as they watched the dragon wake from it's slumber.

CHALLENGE SHIELDS UP

Challenge: Monsters gain **AVRM**

"Seriously? I thought rallying together was a Hero thing," said Sarge as he reloaded his revolver.

"Nothin' stronger than us sweet cheeks." Said the Clockwork Engineer as she ran forward and leaped into the air, "HAMMERWRENCH DOWN!" she shouted as she hit the ground, and in a cone in front of her the ground shook.

-Designer's Note: When preparing your challenge deck, this card should appear eight times in the deck.

CHALLENGE MAGICAL SHIELDING

Trap: All monsters perform the Fight command.

Challenge: Heroes may not pass through doorways while moving.

"Go Go Go!" shouted Duke Raymond.

"Don't gotta tell me twice," says sarge as he runs for the doorway. Bouncing off the open doorway with a thudding twang he lands on his butt. "NOT COOL! NOT! COOL!"

CHALLENGE UNSEEN STRIKE

Trap: If there are fewer than two Gangs of monsters in play, select the spawning point closest to the Hero with the most wrath and spawn the first Gang listed on its card that is available to spawn.

Challenge: All monster commands target the hero with the least wrath.

-Designer's Note: When preparing your challenge deck, this card should appear four times in the deck.

CHALLENGE SHOW OFF

Trap: The Hero farthest from the Start Token must roll their **STR**. If the Hero rolls two or fewer stars, place it anywhere in the first tile.

Challenge: Heroes may not benefit from any **AVRM** bonuses due to equipment.

Sir Humphrey Drayden dodged blow after blow, laying waste to his enemies. "I'm so good, I could do this naked."

The Clockwork Engineer stopped in her tracks and shot him a look, "Don't do that. For all of our sakes, do. not. do. that."

With a sweat droplet on the side of his head, he whispers, "It was just an expression..."

CHALLENGE
PAINFUL ECHOES

Challenge: Whenever a hero suffers a wound that is not caused by this challenge, all other Heroes within four squares of it also suffer a wound.

Duke Raymond's shield flies up to block the plague bolt, but it was a little too slow, hitting him in the chest, it split and hit two others. "Well that's going to be a problem, SPREAD OUT!" he shouts as he regroup and charges the Plague Mage.

Lorem ipsum

CHALLENGE
RUN AWAY!

Trap: All monsters perform the Regroup command.

Challenge: Monsters gain a bonus to the **STR** equal to the number of wrath tokens on their target.

"Where do you think they're going?" asks the Minotaur Shaman, lightning still crackling from her finger tips. Almost as if in response, a large bloated zombie rises from the house and the little zombies all circle around it. "Oh, that's where, to regroup around a bigger grosser thing, great."

CHALLENGE
TRESPASSER'S CURSE

Challenge: At the end of each Hero activation, the hero suffers  if it moved three or more squares.

Yathraxia stood atop the ramparts of the Plague Throne's keep, staring down at the approaching Heroes. Pushing off from her perch, she flew over them, unleashing a torrent of shadow magic, weakening them as they began to encounter the forces of The Lady of Plagues.

CHALLENGE
MUSTER THE FORCES

Trap: All monsters perform the Regroup command.

Challenge: Monsters gain a bonus to their **STR** equal to the number of wounds on their target.

"It's never too late to run," said the Plague Daughters as they regrouped, their bear mounts smelling the wounds on the party. "It's never too late to flee." They said laughing. Sniffing the air one more time, the bear mounts began to rile up and get ready to charge.

CHALLENGE NIMBLE FINGERS

Trap: The party may choose not to face this trap. If the party chooses to face this trap, select a Hero. The selected Hero makes one **DEX** roll for each unspent Princess Coin the party has remaining. If every roll achieves three or more stars, the party gains a Princess Coin. If any roll achieves two or fewer stars, the party discards an unspent Princess Coin.

Challenge: All Heroes must use their **DEX** for all defense rolls.

"ALLEY OOP!" says the Empiric as she nimbly tosses a potion into the center of zombies, all of them shrinking to bug size.

CHALLENGE OVERPOWER

Challenge: All Heroes must use their **STR** for all defense rolls.

Obor stared, his eyes widening, his face dropping as the large bust of Mr. Buttons comes flying over the fallen pillar.

With a mighty roar, Chompers comes flying over the head of Obor and knocks Mr. Buttons to the ground, the two bears now growling and posturing at each other. Obor's face turns to a wicked grin.

"He may be undead, Just means he counts as two. Sick em boy!" With that Chompers roars into a full charge.

CHALLENGE THE RAGE SPREADS

Challenge: Whenever a Hero with three or more wrath suffers a wound, it suffers an additional wound.

The burning fist of the Troll Queen went over the shield of Drewthallion, landing him square in the face. Before he could even react, a second fist hit him right in the chest. "What in Crystalia!?" he stuttered out from the impact of the second unseen attack.

CHALLENGE NOWHERE TO HIDE

Challenge: Any abilities on spawning points that have a range affect the spawning point's entire tile instead of the listed range.

"It's getting closer," says Toons

"It's not getting closer," says Obor.

"It's getting closer!" replies Toons.

"IT'S NOT GETTING CLOSER," shouts Obor. Looking around, the green mist had now completely encircled them. "Okay, maybe I over reacted, but I stand by my statement." Toons rolling his eyes, gripped his scythe tight and ran towards the spawning point.

CHALLENGE
**TERRIBLE
BURDEN**

Trap: All Heroes with two or more equipment cards suffer 🗡️.

Challenge: All Heroes must use their **STR** for all defense rolls.

BOOM * CRASH * BANG

KKKLLLLAAANNNGGGGGG!

Drayden's blade and Celeste's Axe locked, each not relenting, pushing with all their strength to disarm the other.

CHALLENGE
**SHIMMERING
PROTECTION**

Challenge: Monsters may not suffer wounds. (They suffer any other effects of offensive actions as normal)

"It's not working...you over estimate your abilities," Toons muttered in a low tone to the Empiric.

"Give it a second!" She barks at him through her mask. Then, the rattlebone skeletons before them burst into fire. They kept moving forward, Toons raising an eyebrow looking at her.

"Great, now they aren't just skeletons, they are fiery skeletons," He quipped. After a moment, they began to fall.

CHALLENGE
PIT TRAP

Trap: The party may choose not to face this trap. If the party chooses to face this trap, they select a Hero to roll its **WILL**. If it rolls three or more stars, draw on treasure, if it rolls two or fewer stars, the Hero discards all of its equipment.

Challenge: Whenever a Hero moves into a square that is within three squares of a spawning point, the Hero suffers one wound and gains one wrath.

The Arcadian Occultist floats through the dungeon, Drayden running behind her steps on a plate that starts to move the gears of a trap. "I float, you don't. You have to watch where you step," she scolds him.

CHALLENGE
**STRENGTH
THROUGH
ANGER**

Challenge: Monsters gain a bonus to their **STR** equal to the number of wrath tokens on their target.

Drewhallion slides the debris off his armor and shield, pushing himself back up. "I think..." he says trying to catch his breath, "I think she's mad at me."

Obor taking aim and letting off a shot turns to him, "Ya think lad? You only smashed your shield into her face and broke the vase with her boyfriend on it. I think she might be a little miffed."

CHALLENGE

STRENGTH THROUGH HUBRIS

Challenge: Monsters gain a bonus to their **STR** equal to the number of wrath tokens on their target.

"Thanks Obor, your counsel is always revered!" Drewthallion snaps back before grunting and rolling out of the way of a massive blow coming from the troll queen.

She laughs, "You are small, but strong, I like you. But you can not defeat the Mistmourn Queen, I am the embodiment of our strength and pride!"

CHALLENGE

UNRELENTING ASSAULT

Challenge: All Fight commands are Epic Fight commands instead.

Sarge walked up next to everyone, "She doesn't look that tough, I mean, she's big and muscley, but we can take her."

Slamming her fists to gether, the veins in the Troll Queen began to bulge, her muscles tighening, her abdomen heaving muscles in and out with each breath, her hands ignite in blue fire.

Sarge looks at Drewthallion, "Good luck buddy," he says before turning around and walking away.

CHALLENGE

OVEREXERTION

Trap: All Heroes with no wound tokens suffer two wounds.

Challenge: Heroes gain **+1**

Hands on knees, panting for air, the Heroes looked at each other. Making a face that mimicked a tired "Woo" they looked ahead and saw Drewthallion heroicly standing, his sword pointed forward. "ONWARD MY FRIENDS!"

With a groan, they all begrudgingly stand, Obor muttering, "This guy needs less coffee."

CHALLENGE

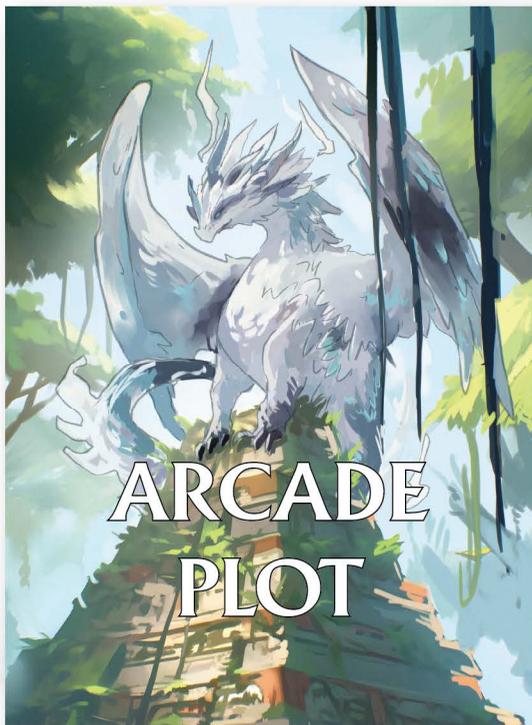
THE FINISHER

Challenge: Monsters gain a bonus to their **STR** equal to the number of wounds on their target.

Duke Raymond knelt, his shield broken, his hammer loosely gripped in his hand. Celeste walked towards him, smirking she swung her axe over head in a great arc.

BOOM! TWANG!

Her axe missed as Sarge stood with his revolver smoking. "You're not landing a finishing blow on my friend today." He said before spinning in a cartridge of bullets.



ARCADE PLOT
WITHERING CURSE

Starting with the last tile and working backwards, place a crystal token adjacent to one dungeon exit in each tile. Repeat this until there are a number of crystal tokens equal to the number of Heroes. A Hero may remove one of these tokens and place it onto its card by taking the interact action while sharing a square with the token. Once all crystal tokens are on a hero card, discard this card from play.

At the start of every Consul Turn, every Hero without a crystal token suffers one wound.

ARCADE PLOT
THE CURSE OF DECAY

Starting with the last tile and working backwards, place a crystal token adjacent to one dungeon exit in each tile. Repeat this until there are a number of crystal tokens equal to the number of Heroes. A Hero may remove one of these tokens and place it onto the Hero's card by taking an interact action while sharing a square with the token. Once all crystal tokens are on a Hero card, discard this card from play.

At the start of every Consul Turn, draw the top card of the loot deck. All heroes in play without a crystal token do not gain the benefits of the matching equipment slot until the start of the next Consul turn.

ARCADE PLOT
THE GAUNTLET

A hero adjacent to any dungeon exit in the last tile may take an interact action to roll either its DEX or WILL (their choice). If the hero rolls three or more stars, place a crystal token on the Hero card. When there are two crystal tokens in play, discard this card.

Whenever one Challenge card would be drawn, draw an additional Challenge card. If the two challenge cards both change the targets for monster commands (or both force the Heroes to defend with different stats), discard the second card drawn. If both cards have traps, both traps activate in the order they were drawn.

ARCADE PLOT

THE EVER-CHANGING MAZE

Discard this card if there are no spawning points in play.

At the end of every Consul Turn, randomly determine a dungeon tile and rotate it 90 degrees clockwise. Any Heroes on the tile that rotated suffer one wound.

ARCADE PLOT

THE LURKING MENACE

Starting with the first tile, place a crystal token adjacent to one dungeon exit in each tile. Repeat this until there are a number of crystal tokens equal to the number of Heroes. A Hero may take an interact action and discard two equipment cards from the backpack to discard an adjacent crystal token. Discard this card when there are no crystal tokens in play.

Whenever the Consul receive a Move command, all crystal tokens move three squares, following all rules for moving elite monsters, except that crystal tokens will end their Move on the same square as a Hero, if able. If a crystal token centers a Hero's square, discard it and the party must discard an unspent Princess Coin, if able.

ARCADE PLOT

STASIS ORBS

Place two crystal tokens in the second tile; one adjacent to each dungeon exit. A Hero may remove one of these tokens by taking an interact action while sharing a square with the token. Discard this card when there are no crystal tokens in play.

At the start of every Consul turn, every hero suffers:



ARCADE PLOT

WARDS OF PROTECTION

Place two crystal tokens adjacent to each remaining Spawning Point. A hero may remove one of these tokens by taking an interact action while sharing a square with the token. Discard this card when there are no crystal tokens in play.

Spawning points with one or more adjacent crystal tokens do not suffer wounds.

ARCADE PLOT
IDOLS OF RAGE

Place three crystal tokens; two adjacent to different dungeon exits in the second tile, and one adjacent to a dungeon exit in the third tile. A Hero may remove one of these tokens by taking an interact action while sharing a square with the token. After a crystal token is removed in this way, all monsters immediately perform the Fight command (This may interrupt the Heroes' turn). Once all these tokens are removed from play, discard this card.

If a dungeon boss is in play, whenever it would receive the Fight command, the dungeon receives the Epic Fight command instead.

ARCADE PLOT
THE CHALLENGE OF FLAME

Place a crystal token adjacent to two dungeon exits in the last tile. A hero may remove one of these tokens by taking an interact action while sharing a square with the token. Once all of these tokens are removed from play, discard this card.

At the start of every Consul Turn, Every hero suffers:





Chapter 16

Town & Time Vendor Menu and Cards

The Town Vendor:

- Red Primers.** 2 Ruby Crystals each
- Blue Primers.** 2 Sapphire Crystals each
- Green Primers.** 2 Emerald Crystals each
- Yellow Primers.** 2 Citrine Crystals each
- Bundle of Bolts.** 2 of any Crystal
- Silk Roll.** 2 of any Crystal
- Crystal Thread.** 2 of any Crystal
- Leather Scraps.** 2 of any Crystal
- Sack of Ore.** 2 of any Crystal
- Bundle of Wood.** 2 of any Crystal
- Potion Vial.** 10 of any Crystal
- Weapon Grip.** 2 of any Crystal

Designer's note: When something costs (x) or any crystal, it can be any combination of crystal colors as long as (x) crystals are spent. Example: If you want to buy a Potion Vial for 10 Crystals, you can do 3 Citrine, 2 Sapphire, 4 Ruby, 1 Emerald. 10 Crystals are paid, but are not of the same type.

Single use items:

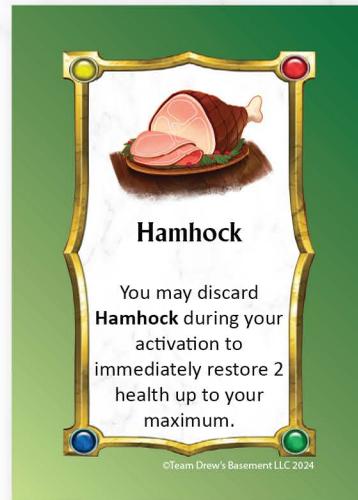
The following vendor items are single use items. Items that are single use do not require a roll, they are used and the effect on the card happens. If a monster or player is immune to a status effect being applied by the item, they do not suffer the effect. Once an Item is used, either flip it over in your tray or return it to your item deck. Single use items can be used at anytime during a Hero's activation as a free action.

In normal and mega-dungeons, you may only bring one single use item with you.

In Raids, you may bring up to 8 Single use items, but may only use one single use item per Raid Wing or Raid boss fight.



Dragonback Ore . . . 3 of any Crystal



Hamhock . . . 4 of any Crystal



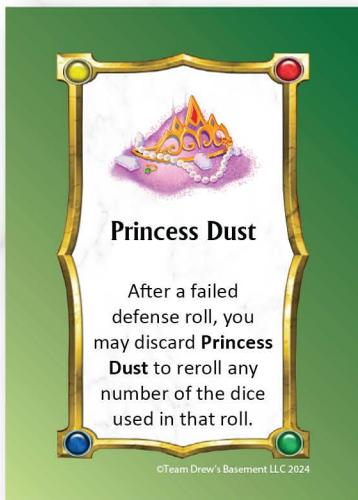
Frog Knight's Feather. . . 4 of any Crystal



Hidden Potion Pouch . . . 3 of any Crystal



Fire Bomb . . . 5 of any Crystal



Princess Dust. . . 3 of any Crystal



Hex Bomb. . . 5 of any Crystal



Soda Shot . . . 5 of any Crystal



Ice Bomb. . . 5 of any Crystal



Necro Bomb . . . 5 of any Crystal



Poison Bomb. . . 5 of any Crystal



Quake Bomb. . . 5 of any Crystal

Time Vendor:

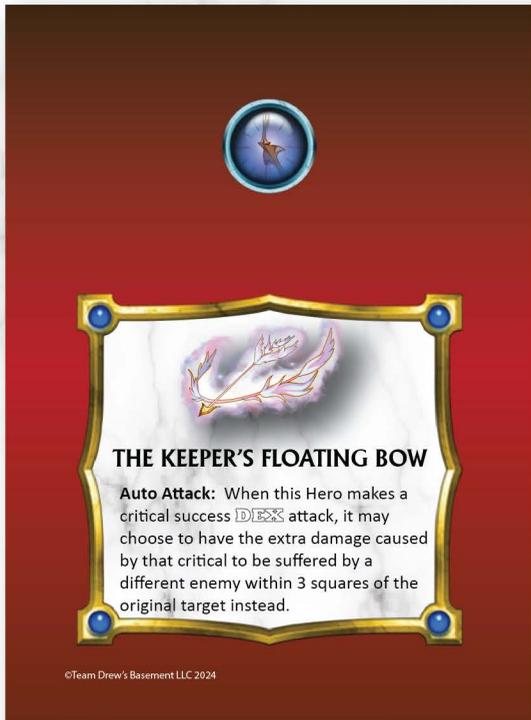
Once you have completed the Temporal Caverns world event, you will gain permanent access to the Time Vendor. These follow all the normal rules for loot and treasure in a dungeon.



Reset Button . . . 10 of any Crystal



Hour Glass Daggers . . . 20 of any Crystal



The Keeper's Floating Bow 20 of any Crystal



Defender of Time 20 of any Crystal



Staff of The Temporal Guardian 20 of any Crystal



Time Splitter Axe 20 of any Crystal

Chapter 17

The End Game



Congratulations, Welcome to the END GAME!

While certainly not the end of your adventures, this is the section that will give you the rules and guidelines for the content that you have strived for, adventured for, crafted for, and leveled your Heroes for.

To start raiding, it is recommended that characters are at least Level 9 and have crafted or secured a Chibi-Bound item or two to enter the raids.

The end game raids are challenging, you will find the plots harder, your coordination and roles of your group are of utmost importance and working together can make or break the attempt. Raiding is meant to feel like it does in online MMOs, the boss fights are different than the standard fights you have encounters thus far. The enemies themselves are strong, but bringing 9-10 heroes requires them to be so.

Raiding is the pinnacle of end game content and has a slightly different rule set than running regular dungeons as outlined below.

Heroes in Raids:

In a Raid Dungeon, you may bring 9-10 heroes with an activation queue of 5 activating per hero phase following all the normal rules for activating Heroes.

Each of the heroes may bring two sets of equipment with them that they can switch out in between raid wings.

Raid Dungeon Set-up:

All raids will contain how to set up the adventure in their individual sections. However, they will have consistent terms.

Raid Wing: Each raid will contain a predetermined number of wings, each wing will have a set number of tiles and set spawn points based on the Raid's instructions. These are treated as normal dungeons for all intents and purposes, however will have modifications listed in it's appropriate section.

Princess Coins: In a raid, your base coins is the same as 5-6 Hero dungeon. However, this limit can be exceeded by items and crafted coins up to a maximum of 10 princess coins.

Boss Wing: All raids will contain a single boss wing. Each boss wing will either be a full wing similar to a raid wing, or will be a Boss specific board. This wing is typically reserved for the ultimate fight of each raid and will be laid out in the boss's rules of how to set it up.

Boss Loot:

Each raid will have a dedicated Boss loot chart. In addition to the treasure and loot decks normally brought into the dungeon, you will gain items from the Boss Loot chart at the end of each Raid Wing and Boss wing.

Boss tactics and rules:

The end game raiding, while still very similar to your regular arcade experience runs a bit different. Raid Bosses will have typically have an entire page of rules for how the fight will work and stats of the boss/bosses.

The Boss cards are not used in raised, rather their abilities and stats are listed in the appropriate raid, as most are made stronger for this part of the game. In addition, Heroes being on different tiles does not affect a Raid Boss's target based on wrath. For the purposes of wrath, tiles do not matter, they will pursue their

Let's Raid:

When your group is set to raid, deployment works a bit different. When you deploy at the start of a raid wing, or boss tile, the first five heroes that will activate will be placed after the remaining heroes are placed. The "remainders" are placed first as far from the spawning point, adjacent to, or on the start button icon as normal. However, due to the number of heroes if they can not be placed adjacent to, they can be placed adjacent to a friendly hero as close as possible to the start button. Then the Heroes intended to activate first will be placed in front of the heroes placed, of course, as close to the start button as possible.

Before starting a raid wing, you may use your raid specific items, whether crafted or purchased. Once a raid wing is cleared, you will want to take note of it and save the status of all heroes in the raid. This is your current save point. This is specifically designed so you can take multiple play sessions to clear a raid at your leisure. You do not need to defeat all wings and bosses in a single play through. That would take all day, if not longer.

Save Point Sheet:

For your Save sheet, it is recommended you record the following information:

Wings completed
Heroes brought by which players
Equipment and items for each hero
Current Health and Potions
Active Buffs
Guild Banners Active

When you continue the Raid, it should have the same heroes and players. If you wish to change your heroes or group, you must exit the Raid and start anew.

Designer's Note: One of the things that my play group does, we use the WOSDEC play trays as dedicated storage for our guilds. These are available online. They are not necessary, but certainly an option, as we just stack them up and put them on the side so the status of all of our Heroes doesn't need to be written down. We simply put the trays back out when it is time to play again. Again, you do not NEED this to play, but I will say it certainly makes things easier.

Raid Flow and Breaking it up

Your heroes active in the Raid may not return to town until the Raid is completed or abandoned. However, sometimes, if you fail a boss fight or something similar, you may want to take a break.

With the save points provided between each wing, you can journey with other heroes in your guild to do other dungeons and events to have a break from the more difficult things in this adventure.

These Raids will, once again, challenge you. You may fail, but the whole raid does not reset! You go back to the start of the Boss fight when you try again, or the start of the Raid wing you are currently on. All progress is not lost. Keep that in mind when you have a bad run. All hope is not lost!

Any elixirs or items that you had used at the start of the wing or boss fight remain unless you choose to replace them with another.

How to Start:

In the following entries, the raids are laid out in order of play:

Tier 1: The Elemental Temple or Jorogumo
Tier 2: The Mistmourn Ziggurat
Tier 3: The Plague Throne

In each raid's dedicated chapter, it will give you the story continuation first to read aloud to the group.

The next section will give the Tier rated armor sets that will be available for you to obtain through the trade in of Raid Armor Tokens dropped by bosses in the Raid. You can trade the tokens in at your guild housing for any of the items listed. They are broken down by stat/role focus.

After the armor sets, you will now be given the Boss Raid/Loot chart for when you defeat the boss, and the set up of the raid. You are now ready to enter the final chapters of The Plague Throne.

Raid Armor Sets:

To acquire the gear, when in town, simply visit your guild blacksmith and choose the equivalent tier level item per raid token as follows:

Raid Tier 1 token = Raid Tier 1 Item

Raid Tier 2 token + Raid Tier 1 item from the same slot = Raid Tier 2 Item

Raid Tier 3 Token + Raid Tier 2 item from the same slot = Raid Tier 3 item

Each set is organized into a Hero role, such as Tanking, Ranged DEX, etc. When all four pieces are adorned from the same set, Ruby, Citrine, Sapphire and Emerald, the set bonus is in effect.

When you are mixing raid items from different tiers, but still have four pieces of the set, you get the lowest tier bonus for having all four pieces equipped until you have all four pieces of the same tier.

For example, if you have a tier 1 Ruby slot, tier 1 Citrine slot, Tier 2 Emerald slot, Tier 3 sapphire slot. You will get the armorset bonus for having four from the same set equipped, but only receive the Tier 1 bonus as that is the lowest tiered item you have equipped.

THE ELEMENTAL TEMPLE OF JOROGUMO



Before beginning Raid Wing 1:

As your group of heroes moves through the mist and fog of the woods in Glauerdoom Moor, you reach a village, it's crops all withered and dead. The houses in the village clearly abandoned for many years. You see spider webs all over the ground, stringing from house to house, and in the middle of the village stands a ghostly figure. An older man, bald except for the hair on the sides of his head with a long white beard, and pristine purple and white kimono. Seeing you he floats over and gives you a polite bow. Noticing the key to the tower that looms just beyond the village he frowns. "So you have come to defeat my daughters?" he asks in a sad tone. "I knew this day would come, but I had hoped there was another way."

You look at him, confused, "Your daughters?" you ask of the man.

"Of course, they weren't always so," he pauses, thinking of the right word, "Arachnid?" he says almost as a question. "Their mother and I fell in love in this very village, she was beautiful beyond compare. Naturally we were wed and had three daughters, triplets mind you. The first to arrive was Joragera, followed by Belia, and then Melita." Smiling as he pictured the memory of holding his baby girls. "The children though, as beautiful as they were to hold, were not going to make it, all of them too small," he continued recalling the days. "Their mother would leave the village, never to be seen or heard from again. I had assumed she left in shame, that perhaps she failed as a mother. But I would come to find out she traveled into the woods to barter a deal with the Dark Consul. That if he saved them, she would serve him for all eternity. As a mother who loved her children, she sacrificed everything for them." Motioning for you all to follow him as he continued the story and headed in the direction of the tower. "The girls health would make a sudden turn around. Once small, frail and weak, they flourished. So much so they each became a master of two of the schools of the ninjas here. It truly was an incredible thing to watch, but as they trained and studied the arts of their schools, they began to change. Belia started to become...a little unhinged, slightly maniacal. She would become obsessed with poisons and elixirs, so much so she burned her eyes, rendering her blind. Yet, she could still act as though her vision was never lost. Melita became one with the shadows, so much so her skin darkened like them, turning a dark bluish grey. I'm not sure what happened, but one day she started covering one side of her face with her hair. I could see one side of her mouth had become scarred, marred, and fanged. Then over time, she wore a mask and I

wondered if she had made a deal with an Oni." Reaching the edge of the village he began down the path between the trees, "But Joragera...Her changes were not obvious to the eye. She had become quiet, stoic. She commanded with simple motions, and her sisters always obeyed. The eldest of them by mere moments, but she looks over them like she was born years prior. The sisters were inseparable, a bond and love unbreakable. One night I heard Joragera speak for the first time in years. She spoke but one word, Okāsan. The following morning the girls were gone with nothing but a note left behind from Melita that I was not a bad father, that they had to go, and the three of them loved me very much." Pausing he looked down at the stone walkway moving through the path of dead cherry blossoms. "I had raised those girls for nineteen years on my own. Fed them, clothed them, kept a roof over their heads. I loved them, I still do despite what they have become. I know they are somewhere in there." He looked at you all and continued, "I would see them again, a year later, and my heart would lift. But then I saw what they had become, what their mother had become. The four of them entered the village, their new spiderlike bodies giving them speed, and deadly grace. Leaping from house to house, webbing up the villagers in unbreakable cocoons. I was forced to draw my sword against them...with tears in their eyes and my own, we battled. But their mother had grown heartless, cold. She snuck up on me and slayed me in the middle of the village."

Finally, you reach the door to the tower, "What happened to all the villagers?" you ask.

Looking at you with hesitation, "They were all pulled into this tower, none of them leaving. All six schools of martial arts, from fire elements to wind elements, they were all dragged inside of here, screaming for days, then...silence. The doors were sealed shut, that was until The Lady of Plagues emerged. Now the key fragments had opened the door and split once more. You have found those fragments once more and brought them here and this is where our journey ends." Smiling at the lot of you. "I take leave of you now. Good luck and if you can save them...save them. I believe what they have become is truly because of their Mother and the Dark Consul." With that he gives you a courteous bow and vanishes into the air.

Slowly, the group walks forward and puts the key in the door. The mechanisms of the magical lock slowly, and begrudgingly whirl to life, knocking dust, rust, and cobwebs loose. With a great slow yawn, the door opens, it's large steel hinges creaking so loud it

it could wake the dead.

What lays before you surprises you, purple and white marble tiles litter the grand entryway, golden accents on the walls and pillars. The torches on the walls and columns ignite with life, illuminating the entire area as though it were day light. Spirits of the villagers move through the area, talking, laughing, seemingly not noticing the adventurers. Looking around, you see thick spider webs in corners, cocooned figures in the rafters. Small baby spiders crawling along the supports high up in the air. “What is this place?” One of you whispers outloud.

You begin to move through the area and explore, finding old notes, training diagrams for the different ninja clans. Eventually you reach a great stairway, leading up, ornate stone walls leading up the stairs with you. When you reach the top, one of the villagers looks at you, their eyes glowing green, their face becoming sullen. They disappear into the floor, then one by one, quickly, the rest begin to disappear into the floor. What remains are enemies, clad in their clan’s colors and armors. Readyng your weapons and spells, you look in shock as you realize, none of these enemies are alive, they are ressurected ninjas, infused with the powers of The Lady of Plagues.

A howl comes through from a structure beyond as flickering blue flames and wolves made of blue fire emerge from the shadows. “She didn’t just capture the people, she captured the wildlife in here too.” Your armored tank mutters.

“Then we put them to rest as well, they do not deserve this fate, we shall free them,” came the guilty tone of one of the spell casters. As you all nod in agreement, you ready yourselves for what is to come. You resign to the fact that the only way to save the souls of these villagers and the wildlife is to ascend the tower and defeat the spider sisters.



Tier 1 Tanking Set

Armor/Wrath Focus

When all four pieces of the Tier 1 Raid Set are equipped, the Citrine Burst ability is upgraded as below:

When making a defense roll, if you roll a Citrine Burst and the save is successful, immediately Heal 1 to the wearer and gain a Wrath token. Immediately gain 1 Backlash token up to a maximum of 1.

This hero may now spend a Backlash token on any successful defense roll for the remainder of the Consul phase to cause an automatic point of damage to the attacking enemy.

Raid Bosses and Raid Wing Bosses may not be slain by Backlash. If the use of a backlash token would slay the Raid or Raid wing boss, it can be used to Heal a single wound on anyone in the party instead.

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TANKING SET



TIER 1



DEFENDER'S SHOULDER PLATES

 STR
 ARM

TIER 1
TANKING
SET



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THE DEFENDER'S WALL

 ARM

When rolling an ARM based defense roll, if you roll a Citrine Burst, gain **Backlash (1)** for the rest of the Consul Turn.

Backlash (X): Place a single token on this hero. This hero may never have more than (X) tokens. On a successful defense roll, remove a token and cause a single wound to the attacker.



TIER 1
TANKING
SET

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TIER 1
TANKING
SET



TABARD OF SOLEMN VOWS
+1 ARM

Sturdy: A model with sturdy never suffers more than a single wound from a single action, such as Critical Hits or Massive Damage.

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DEFENDING BLADE OF CRYSTALIA
+2 STR
+1 ARM



TIER 1
TANKING
SET

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Tier 1 Melee Dex Set
Close Combat/Dex Focus

When all four pieces of the Tier 1 Raid Set are equipped, the Citrine Burst ability is upgraded as below:

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, apply a status of your choosing from the options on the Shadowdance Dagger Card. That status effect is applied to all enemies within Wave 3 of the target. If there are no other enemies within Wave 3, apply a second status effect of your choosing to the attack.

If the target is slain and no enemies are within Wave 3 of the target, this hero may immediately move four squares.

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MELEE DEX SET



TIER 1



VEIL OF MASQUERADES

+1 DEX
+1 ARM

TIER 1
MELEE DEX
SET



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CLOAK OF THE SHADOWBORN

+1 DEX
+1 STR

TIER 1
MELEE DEX
SET



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TIER 1
MELEE DEX
SET

TOOLS OF THE TRADE

+1 ARM

1 Sneak Attack:  Teleport (3), Sneak attack does not need line of sight. If this hero teleports adjacent to an enemy, its next attack gains Massive Damage.



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SHADOWDANCE DAGGER

+1 DEX

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, apply one status effects of your choosing:



TIER 1
MELEE DEX
SET



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Tier 1 Ranged Dex Set

Ranged Damager/Dex Focus

When all four pieces of the Tier 1 Raid Set are equipped, the Citrine Burst ability is upgraded as below:

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, that attack is automatically a crit regardless of stars rolled. You may then immediately make an additional basic Ranged attack with this hero at another enemy in range, or the same enemy if no other targets are in range. This additional attack is rolled for as normal.

If the original target is slain and no other enemies are in range, an additional attack may not be made.

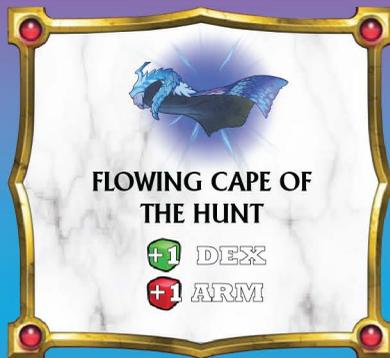
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RANGED DEX SET



TIER 1



TIER 1
RANGED DEX
SET

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TIER 1
RANGED DEX
SET



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TIER 1
RANGED DEX
SET



BOOTS OF STEADY AIM

+1 ARM

Aim: When this Hero makes an attack, if it did not move before this attack, it may reroll a single dice of the attack roll.

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SKYHUNTER'S BOW

+1 DEX



TIER 1
RANGED DEX
SET

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Tier 1 Will Caster Set

Ranged Damager/Will Focus

When all four pieces of the Tier 1 Raid Set are equipped, the Citrine Burst ability is upgraded as below:

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, that attack becomes Burst 2 and causes either Ice, Poison or Fire. The player chooses which effect is applied. In addition, the damage from this attack generates no wrath.

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WILL CASTER SET



TIER 1



BATLEMAGE ARMOR

+1 WILL
+1 ARM

TIER 1
WILL CASTER
SET



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CLOAK OF THE DARK CASTER

+1 WILL

TIER 1
WILL CASTER
SET




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TIER 1
WILL CASTER
SET



FETISH OF THE LOST

+1 ARM

Curse: Whenever an attack from this hero scores a Crit, it automatically applies  to all targets hit.

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DARK CASTER'S REAPING SCYTHE

+1 WILL

TIER 1
WILL CASTER
SET



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Tier 1 Will Support Set

Ranged Support/Healer/Will Focus

When all four pieces of the Tier 1 Raid Set are equipped, the Citrine Burst ability is upgraded as below:

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, place a crystal token on this Hero, up to a maximum of 3 until the end of this Hero's following activation.

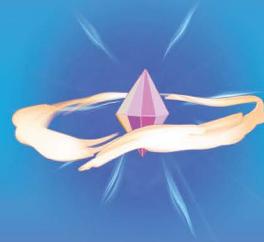
When using an augment ability that has the word Heal or Remedy, reduce the cost of that action by 1 for each token spent.

In addition, each crystal spent this way cause the ability to affect all friendly Heroes within Burst X of the target. X being equal to the number of tokens spent in this manner.

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WILL SUPPORT SET



TIER 1



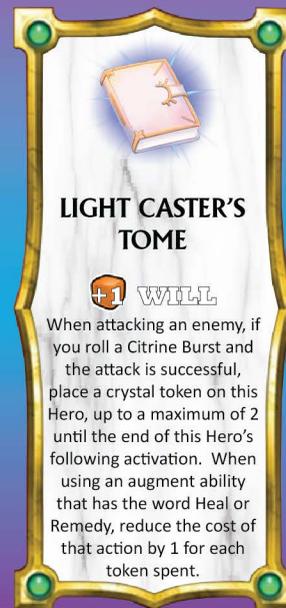
CRYSTALLINE HALO

+1 WILL
+1 ARM

TIER 1
WILL SUPPORT
SET



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LIGHT CASTER'S TOME

+1 WILL

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, place a crystal token on this Hero, up to a maximum of 2 until the end of this Hero's following activation. When using an augment ability that has the word Heal or Remedy, reduce the cost of that action by 1 for each token spent.



TIER 1
WILL SUPPORT
SET

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TIER 1
WILL SUPPORT
SET



CLOAK OF THE WILLFUL
+1 ARM

Echo Heal: Whenever this hero uses an ability that heals a friendly hero, this hero may choose a different hero within 2 squares of its original target to heal for half of the original amount, rounded up.

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**LIGHT CASTER'S
BATON OF HOPE**
+1 WILL



TIER 1
WILL SUPPORT
SET

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Tier 1 Strength Set
Melee Damager/ Strength Focus

When all four pieces of the Tier 1 Raid Set are equipped, the Citrine Burst ability is upgraded as below:

When attacking an enemy with a basic Melee attack, if you roll a Citrine Burst and the attack is successful, the attack becomes Sweep 1.

If the attack is targeting an enemy with a base size that is 2x2 or larger, the hero may instead choose to immediately move up to two squares and make an additional basic Melee attack.

Attacks generated by this ability cannot generate additional attacks in the same manner.

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STRENGTH SET



TIER 1



MASK OF JUDGEMENT

+1 STR
+1 ARM

TIER 1
STRENGTH
SET



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TABARD OF THE WARRIOR

+1 STR
+1 DEX

TIER 1
STRENGTH
SET



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GAUNTLETS OF BATTLE

+1 ARM

Aura of Battle: All heroes within Aura 1 gain +1 to all attack rolls, including this hero.

TIER 1
STRENGTH
SET



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CRUSADER'S AXE OF FURY

+1 STR

TIER 1
STRENGTH
SET



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Raid layout:

3 Raid wings, 4 tiles each
3 Boss fights, single Tiles
1 Raid Boss Fight, Elemental Temple Spider Sisters
Battle Tiles (*free for download through the Plague
Throne Website in the free assets.*)

Boss Loot Chart:

When defeating a Wing Boss roll a Red Dice for The group

When defeating a Raid Boss Roll a Green Dice for the raid group. This loot is split amongst the group however the group decides.

Blank – 10 Crystals of Each Color
Potion – 20 Crystals of Each Color
One Star – 20 Primers of each color
Two Stars – 20 Essence of the Associated type
Three Stars – 2x Tier 1 Raid Set Token
Four Stars – 3x Tier 1 Raid Set Token
Potion /Heart – 5 Tier 1 Raid Set Token

All bosses set up in the fight, in addition to the above rewards drop the following:

10x Crystals of Each Color to all Heroes
1x Tier 1 Raid Set Token (Dropped per boss model.
So if the boss fight had 2 models, 2 tokens would be dropped.)

Raid Wing 1:

Set-up: 4 Dungeon Tiles

Tile Set(s): Dragonback Peaks, The Forgotten King

Configuration:

Tile 1: Any Forgotten King Tile

Tile 2: Any Forgotten King Tile

Tile 3: Any Dragonback Peak Mine Tile

Tile 4: Any Dragonback Peak Mine Tile

Raid Wing Boss Fight Tile:

Dragonback Peaks Tile with grated bottom, the burning elemental symbols in each corner.

Spawn Points:

Tile 1: Salt Pillar

Tile 2: Tanchyo Madoushi

Tile 3: Egg Clutch

Tile 4: Taro Madoushi

Mini Bosses:

Mini Boss 1: Glimmerwing

Mini Boss 2: Rockgut

Raid Wing Boss:

Tora Oni & Tanchyo Oni

Raid Wing Monster Bonuses:

All Core Level Bonuses as laid out in the “Going on an adventure” section are in effect, in addition:

Minions: +1 Heart

Elites: +1 Heart, +1 STR

Mini-Bosses: +2 Hearts +1 STR

Raid Wing Plot:

When an arcade plot would be drawn, use the following Raid Wing Plot instead:

The Fires Spread:

Place a Green dice on the Potion/Heart side up next to the first tile, a Red Dice, Potion Side up next to the second tile, and a blue dice, heart side up next to the third tile.

Each turn after this plot is spawned, starting with the green dice first, at the end of each hero turn,

you will rotate the dice currently closest to the start button so it shows the next lowest number of stars. In this specific Plot, you will start with the green dice, rotating it from the Heart/Potion symbol down the the 4 stars showing. At the end of the next hero phase, you will lower it down to 3 stars and so on. At the end of the hero phase in which the dice turned to 1 star, remove the dice and that tile is considered to be burning. Any model on that tile takes 1 point of damage, and any model ending their activation on that tile.



At the end of the following hero Turn, you will turn the Red Dice to three stars, and repeat as similar to the Green dice until the second tile is considered to be burning.



When the second tile is burning, you will turn the blue tile to 2 stars, and repeat as similar to the Green and Red Dice previously until the third tile is burning.



The fourth tile will not burn.

Defeating the Wing:

If the Mighty Monster Raid Chart reaches the “Spawn the Dungeon Boss” command, all heroes suffer 2 wounds and must clear the remaining enemies and spawn points before moving on.

If the four spawn points are cleared prior to the “Spawn Dungeon Boss” command, all of the tiles stop burning. The heroes must clear all enemies to move on to the next stage of the Raid wing, no dungeon boss actually spawns. Once all enemies are defeated, all Heroes heal 2.

Dungeon Boss Set up:

Set up the necessary tile and place each oni as far into a corner as possible. Then deploy your heroes one at a time in an open door, continuing clockwise until all heroes have been placed. This places 2-3 heroes per doorway not including pets.

Use two different colors for threat. Each Oni should have its own threat color.

Designer’s Note: A Token sheet will be available for download via the WOSDEC/Plague Throne site. Until then my group has used regular wrath for one, and just crystal tokens of any color for the other.

Use the Oni Profiles on the following page for their stats.

When an Oni reaches 10 health or less, it’s basic attacks gain:

Desperate Epic Fight: When performing an epic fight command, the damage value for this attack becomes 3 instead of 2.



Raid Wing Boss Tactics:

Tora Oni and Tanchyo Oni will not use the Boss Challenge deck and follow the commands below instead:

1. Move - Fight
2. Move - Fight - Heal 1
3. Move - Epic Fight -  **ARM** until next Consul turn
4. Unique - Fight
5. Regroup
6. Move - Fight - Unique
7.  **STR** until next Consul Turn - Fight
8. Heal 1 - Epic Fight - Move
9. Move - Fight
10. Unique - Fight - Regroup



Tora Oni RAID WING BOSS FIRE WALKER, ENSLAVED ONI, REAPING BLADES,



-  **Kitana Swipe:** Sweep 2
-  **Earthshatter:** Wave 4, all Heroes in range must roll their **DEX**. If three or fewer stars are rolled, that hero is -1 for the next turn. This is not considered a status effect and can not be removed through Remedy, Heal, etc.

Fire Walker: This model gains  when moving towards an enemy suffering fire.

Enslaved Oni: This model cannot be compelled.

Reaping Blades: If this enemy slays a hero, it will heal 3, then immediately make another basic attack at a Hero in range following the normal rules for determining target.

Tanchyo Oni RAID WING BOSS BIRD OF PREY, ENSLAVED ONI, WIND CLAWS, FLY



-  **Kitana Swipe:** Sweep 2
-  **Wind Flay:** Wave 4, all Heroes in range must roll their **STR**. If three or fewer stars are rolled, that hero suffers .

Bird of Prey: When this model attacks a Hero suffering , it's attacks gain massive damage.

Enslaved Oni: This model cannot be compelled.

Wind Claws: If this model's Kitana Swipe damages two or more Heroes, all Heroes that were hit suffer Push 1. This model will then advance 1 square forward.

Raid Wing 2:

Set-up: 4 Dungeon Tiles

Tile Set(s): Von Drakk, Dungeons of Crystalia

Configuration:

Tile 1: Any Von Drakk Outdoor Tile

Tile 2: Any Von Drakk Indoor Tile

Tile 3: Any Dungeons of Crystalia Tile

Tile 4: Any Dungeons of Crystalia Tile

Raid Wing Boss Fight Tile:

Dungeons of Crystalia Tile with Large glowing Blue Glyph in the center of the tile.

Spawn Points:

Tile 1: Pumpkin Patch

Tile 2: Ijin Madoushi

Tile 3: Bandit Knight

Tile 4: Yamazaru Madoushi

Mini Bosses:

Mini Boss 1: Shadow Mode Candy

Mini Boss 2: Crystal Weaver

Raid Wing Boss:

Iron Golem

Raid Wing Monster Bonuses:

All Core Level Bonuses as laid out in the “Going on an adventure” section are in effect, in addition:

Minions: +1 Heart

Elites Gain: +2 Hearts

Mini-Bosses gain: +2 Hearts, +1 Action

Raid Wing Plot

When an arcade plot would be drawn, use the following Raid Wing Plot instead:

The Shadows Spoil The Earth:

Spawn any 8 creeps adjacent to the spawn point square in the fourth tile.

These creeps do not follow the move command.

Until all creeps are destroyed, the last spawn point can not be damaged.

In addition, all difficult terrain square give the following benefits and boons respectively.

All difficult terrain squares give any enemy models beginning their activation on it the Tough rule. This is applied before any status effects or damage are taken during their activation.

Any Heroes moving onto, through, or ending their activation on a difficult terrain squaresuffer **Ghostly Shadows**.

Ghostly Shadows: While suffering the shadow effect, the hero may pass through walls as though they were not there, however, all attack results are halved, rounding up.

When all creeps are destroyed, this Arcade Plot is resolved normally.

Defeating the Wing:

If the Mighty Monster Raid Chart reaches the “Spawn the Dungeon Boss” command, all heroes suffer 2 wounds and must clear the remaining enemies and spawn points before moving on.

If the four spawn points are cleared prior to the “Spawn Dungeon Boss” command, all enemies are removed from play, and heroes immediately Heal 2, Remedy 2.



Raid Wing Boss Tactics:

The Iron golem starts to stir, looking to protect it's masters. The Iron Golem will not use the Boss Challenge deck and follow the commands below instead:

1. Move - Fight

2. Move - Fight - Heal 1

3. Move - Epic Fight -  **ARM** until next Consul turn

4. Unique - Fight

5. Regroup to center of tile - Vent Shadows

6. Move - Fight - Unique

7.  **STR** until next Consul Turn - Fight - Whirlwind

8. Heal 1 - Epic Fight - Move

9. Move - Fight

10. Unique - Fight - Regroup

SHADOW INFUSED GOLEM RAID WING BOSS STURDY, LANCING GREAT SWORD, GUARDIAN GOLEM



 **Shield Slam:** Sweep 3, +1  STR, if Shield Slam damages a hero and that hero has a buffing token on it, such as a shield, or extra abilities, 1 of those tokens is removed in addition to the damage taken.

 **Vent Shadows:** Wave 3, , 

 **Whirlwind:** Wave 3, Massive Damage.

Sturdy: A model with Sturdy never suffers more than a single wound from a single action, such as Critical Hits or Massive Damage

Lancing Great Sword: This model's basic attacks are Lance 3.

Guardian Golem: The first time the Shadow Infused Golem is defeated, that Hero's activation immediately ends. Roll  and heal a wound for every  rolled. If no hearts are rolled, the golem is defeated as normal. After healing, the next Hero activation may begin, if no Heroes are left to activate, play moves to the next Consul Turn.

The Shadow Infused Golem suffers the cumulative effects based on it's hearts remaining as laid out below:

 →  :No penalties

 →  :Sturdy is lost

 →  :Lancing Great Sword is Lost

 →  :Can no longer perform Vent Shadows

Raid Wing 3:

Set-up: 4 Dungeon Tiles

Tile Set(s): Devil's Island

Configuration:

Tile 1: Any Devil's Island Outdoor Tile

Tile 2: Any Devil's Island Outdoor Tile

Tile 3: Any Devil's Island Indoor Tile

Tile 4: Any Devil's Island Indoor Tile

Raid Wing Boss Fight Tile:

Devil's Island Tile with the 4 jail cells.

Spawn Points:

Tile 1: Ika Madoushi

Tile 2: Rock Pile

Tile 3: Kitsune Madoushi

Tile 4: Rock Pile

Mini Bosses:

Mini Boss 1: Captain R

Mini Boss 2: Chaos Kitty

Raid Wing Boss:

Testudo Tower

Raid Wing Monster Bonuses:

All Core Level Bonuses as laid out in the "Going on an adventure" section are in effect, in addition:

Minions: +1 Heart

Elites: +1 Strength +1 Armor

Mini-Bosses: +2 Hearts +1 STR

Raid Wing Plot

When an arcade plot would be drawn, use the following Raid Wing Plot instead:

The Dormant Shell Awakens:

Place 2 turtle shells or tokens adjacent to each remaining treasure chest in the Raid Wing. When you open a treasure chest, each time a boo booty is drawn, instead replace the two adjacent turtle shells with either 2 Bombardiers or 2 Roller turtle miniature. These will operate as their own Elite gang.

When all treasure chests are opened, or all turtle shells are removed, this plot is considered defeated.

Defeating the Wing

If the Mighty Monster Raid Chart reaches the "Spawn the Dungeon Boss" command, all heroes suffer 2 wounds and must clear the remaining enemies and spawn points before moving on.

If the four spawn points are cleared prior to the "Spawn Dungeon Boss" command, all of the tiles stop burning. The heroes must clear all enemies to move on to the next stage of the Raid wing, no dungeon boss actually spawns. Once all enemies are defeated, all Heroes Heal 2, Remedy, and gain a Princess Coin.



Raid Wing Boss Tactics:

Place the Testudo tower model in the center of the tile. Testudo tower will not use the Boss Challenge deck and follow the commands below instead:

1. Move - Fight
2. Move - Fight - Heal 1
3. Move - Epic Fight -  **ARM** until next Consul turn
4. Unique - Fight
5. Regroup to center of tile - Take Aim Turtles!
6. Move - Fight - Unique
7.  **STR** until next Consul Turn - Fight - Bombing Charge
8. Heal 1 - Epic Fight - Move
9. Move - Fight
10. Regroup to center of tile- Unique

Shadow Tower suffers the cumulative effects based on it's hearts remaining as laid out below:

-  →  :No penalties
-  →  :Tough is lost, -1 Mobile Artillery attacks
-  →  :Spiked Shell is lost, -1 Mobile Artillery attacks
-  →  :Bulldozer is lost, -1 Mobile Artillery attack

SHADOW TOWER RAID WING BOSS TOUGH, MOBILE ARTILLERY, BULLDOZER, SPIKED SHELL



 **Bombing Charge:** Lance 6, Charge, , after Shadow Tower is placed from the charge, it triggers the **Mobile Artillery** keyword.

 **Take Aim Turtles!** , at the start of the hero turn, count how many heroes are within 2 squares of Shadow Tower. If at the end of the hero phase, there are less Heroes within 2 squares of Shadow tower than at the start, it immediately activates the Mobile Artillery keyword.

Tough: During its upkeep, a model with Tough removes a single wound token.

Mobile Artillery: This model makes a free ancillary attack targeting 4 Heroes with the lowest wrath within 4 squares, working its way up in wrath. Each hero must roll their **DEX**, and use the chart below:

- 0-2 Stars: 1 Wound, 
- 3-4 Stars: 
- 5+ Stars: No effect

Bulldozer: A model with Bulldozer may move through enemy models, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.

Spiked Shell: Shadow Tower has the keyword Backlash (5).

Backlash (5): If a model targeted by an offensive action possesses Backlash and wins the defense roll, the model making the offense roll suffers one wound. This model may do this up to 5 times per Consul phase.

Raid Boss Fight:

Set-up: The Daughters of Jorogumo Fight Tiles
(Available to download for free on the
WOSDEC/Plague Throne Website)

Joragera will be set up in the center of the upper tile in
the center of the blue arcane power circle.

Melita will be set up in the purple arcane power circle
on the left.

Belia will be set up in the green arcane power circle on
the right.

You will have three sets of wrath for this boss fight.

20x **Red** Colored Wrath for Joragera
20x **Purple** Colored Wrath for Melita
20x **Green** Colored Wrath for Belia

(Tokens are available to download for free on the
WOSDEC/Plague Throne Website)

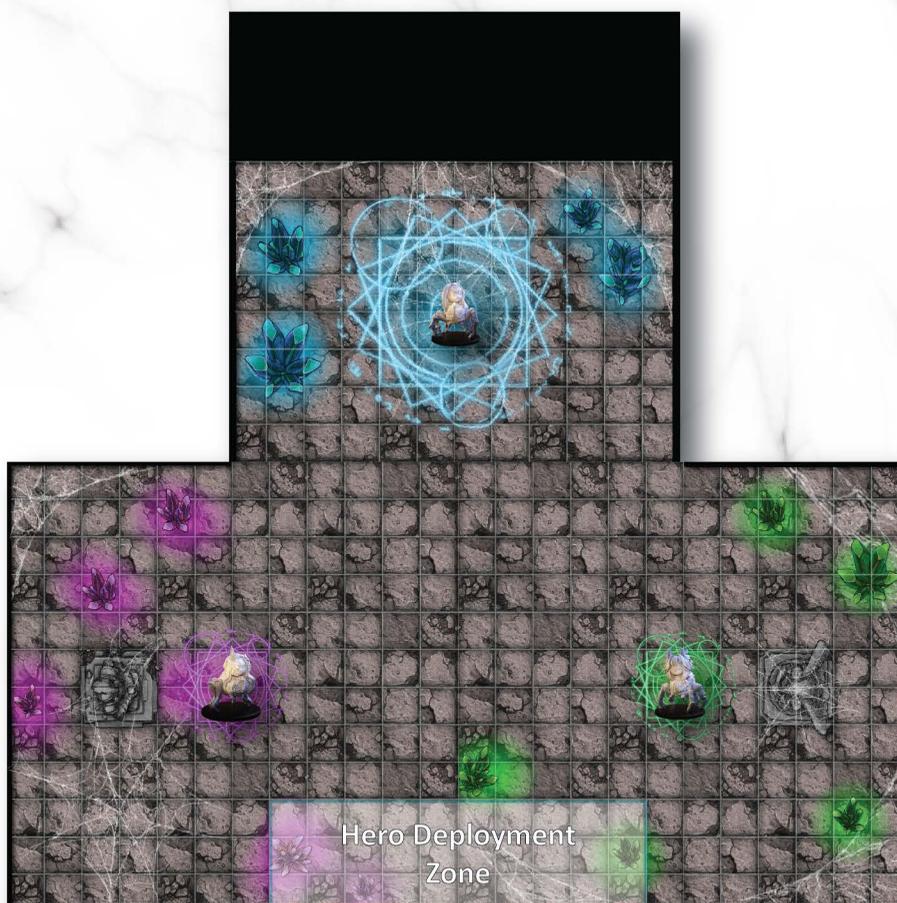
Tile Set(s): The Elemental Temple of Jorogumo

This is not a typical lay out of tiles. If you do
not wish to use these tiles, or do not have a way to
print them. You can use any tiles you own, however,
set them up in the pattern as drawn below and ignore
any walls/doors in the center of the lay out so it is wide
open like you see below.

Heroes are deployed in the starting zone laid
out below. They can be deployed anywhere in that
zone and do not need to have a starting token placed.

When a Hero is slain during this battle, they
may not be ressurected adjacent to another hero, they
are returned to play back in the deployment zone as
illustrated below.

This fight has two main phases in it, so read
the directions completely before you begin the battle.



Raid Wing Boss Tactics:

Once all three Daughters of Jorogumo are placed and all Heroes are placed, the battle begins.. The Spider Sisters will not use the Boss Challenge deck and follow the commands below instead:

1. Move - Fight

2. Move - Fight - Regroup to Spawn Circles

3. Move - Epic Fight -  STR until next Consul turn

4. Unique - Fight

5. Regroup to Spawn Circles - Heal 2

6. Move - Fight - Unique

7.  ARM until next Consul Turn - Fight

8. Remedy - Epic Fight - Move

9. Move - Fight

10. Unique - Fight - Regroup To Spawn Circles

JORAGERA

When Eldest Daughter is no longer in effect:
TRAINED ASSASSIN, IJIN-TORA MASTER

 **Dark Feast:**  6, Targets tge two highest wrath targets in range, Massive Damage, 

 **Drink In The Fear:**  3, Remedy

Designer's Note:

Just in case it is unclear, when The Eldest Daughter aura is dropped from Melita and Belia being defeated, Joragera will lose Dark Web Shot, Drink In The Shadows, and Sturdy. Those abilities are replaced by Dark Feast and Drink In The Fear. Once the aura drops and you enter the second phase of the fight, it becomes a fairly straight forward encounter.

-Drew

JORAGERA

RAID BOSS
ELDEST DAUGHTER, TRAINED
ASSASSIN, IJIN-TORA MASTER

Eldest Daughter: Aura 3, as long as **Belia** and **Melita** are in play, no play can enter or move through a square affected by this aura. Additionally, Joragera will not move from her starting point until her two sisters are defeated. This includes Compel, Push, etc. While this aura is active, Joragera has the following abilities.

 **Shadow Web Shot:**  24,  Hookshot, Massive Damage

 **Drink In The Shadows:**  , Before rolling the defensive roll against Joragera's next attack, her target randomly selects a piece of equipment. The Hero loses the benefits of that equipment for this attack, including Raid Set bonuses.

Sturdy: A model with Sturdy never suffers more than a single wound from a single action, such as Critical Hits or Massive Damage.

Eldest Daughter: Until this aura drops, her target will be the Hero with the most Red Wrath. Defensive rolls against attacks made by Joragera while this aura is active must be made using **DEX** or **WILL**. Ties in threat will be decided normally, if no one has any threat, she will target the closest hero model in range.

Once the aura is dropped, Joragera will engage the party as normal. Defensive rolls are made as normal and threat is generated as normal.

Trained Assassin: This model gains 3 stars for a successful hit, and critical hits gain massive damage.

Ijin-Tora Master:  



BELIA
RAID BOSS
PESTILENT WEB, GREEN WITH
ENVY, TRAINED ASSASSIN,
TANCHYO-IKA MASTER



The Pestilent Web: Aura 3, Any hero model that enters or ends its activation in this aura gains 1 green threat token. Any hero that exits this aura immediately loses all Green Threat Tokens

Green With Envy: This model's **STR** is increased by 1 for every green threat token on it's target.



Trained Assassin: This model gains 3 stars on for a successful hit, and her critical hits gain massive damage.

Threat Target: This model will always target the most green threat. If no models have green threat, it will target the closest hero model.

Tanchyo-Ika Master:

Poison Blossoms: Wave 3, Heroes in range have healing affects on them reduced by 1, to a minimum of 1 until the start of the next Consul Turn.

Poison Spore Wave: Wave 3, **STR**,

MELITA
RAID BOSS
MISTRESS OF SHADOWS, THE MASK
HUNGERS, TRAINED ASSASSIN,
YUREI-KITSUNE MASTER



Mistress of Shadows: Aura 3, Any hero model that enters or ends its activation in this aura gains 1 Purple threat token. Any hero that exits this aura immediately loses all Purple Threat Tokens

The Mask Hungers: This model's **STR** is increased by 1 for every Purple threat token on its target.



Trained Assassin: This model gains 3 stars for a successful hit, and her critical hits gain massive damage.

Threat Target: This model will always target the most Purple threat. If no models have Purple threat, it will target the closest hero model.

Yurei-Kitsune Master:

Fanged Strike: Improved Critical, If Fanged Strike damages a hero, Melita heals 1 for each damage dealt.

Remove The Mask: Lance 6, Compel 3, **STR**,

After defeating the Daughters of Jorogumo, read the following:

Belia and Melita lay on the ground unconscious, Joragera collapsed coughs, her eyes barely able to open. “How is this possible? How are you able to do defeat us, the masters of the six schools?”

You kneel down in front of her and with stern eyes answer her, “We are heroes, we are here to save Crystalia from The Lady of Plagues. It is what drives us, and makes us strong. With you three defeated, Celeste will not be able to be reinforce her stronghold.” You raise your weapon, ready to defeat them once and for all when you hear the shout from behind you.

“NO! PLEASE! STAY YOUR HANDS!” You turn to see the old man’s spirit floating over. “I told you, all hope is not lost,” he says kneeling down next to Joragera and taking her face in his hands, he rests his forehead on hers. “Please, I beg of you. Spare them. There is still good in them. I can feel it, I can sense it more than ever in their weakened state.”

“Otōsan...” she whispers gently.

“Yes my daughter, I am here.” Looking at the lot of you he stands up once more and heads to the center of the room. “Please, give me a moment, I believe I can help them.” You stand cautiously, weapons drawn. The old man begins to float in the middle of the room, his arms out stretched. A pulse of light appearing in his chest. Then a second, and then a third. They begin to slowly spin around and light begins to pour out from his spirit. Looking at his daughter’s, defeated, unconscious, he smiles wide, “I have loved you all since the first day I held you, to the night you disappeared, and beyond. Let that love be used one last time.” With that the three orbs burst from his spirit the whole room filling with little lights that begin to slowly fall like snow, each pulse of light hitting each of the sisters. Their bodies begin to glow, pulsing, until they are blindingly bright.

When the light fades, the three sisters lay there, their spiderlike features gone. They are human once more. You stare in disbelief and on the air you hear, “There is still good in them, give them a chance...” As the three start to stir, they stand up, kimonos tattered in places, but bare human feet touch the ground. Belia her eyes still covered by the blindfold, Melita still bluish grey in skin tone, Joragera’s ears still pointed, but they are all very much human once more.

“Otōsan,” Belia whispers, a tear falling from her blindfold.

“Otōsan,” Melita whispers, dropping her kunai as she stares at the lot of you in shock and appreciation.

“Otōsan,” Joragera says, rising to her feet, “Otōsan has rid us of the affliction mother thrust onto us, we are human once more...” she says quietly. Looking at the group of you, battered, beaten, Joragera bows slowly, followed by her sisters. “We thank you Heroes. Without you, we would be trapped in those husks for all time. Now, free, we can restore the old schools once more, begin to heal this land.” Standing up straight, they all look at you with gratitude. “When you seek to attack the Plague Throne. Us, and any of the old Ninja Clans that we can muster will be by your side. Thank you Heroes. We have much work to do, and much to make up for.



Congratulations!!!

You have defeated the Elemental Temple of Jorogumo.

You can run this raid countless times to equip your heroes with powerful raid gear and farm other items.

You may now progress to the Mistmourn Ziggurat.



THE MISTMOURN ZIGHEEST



Before beginning Raid Wing 1:

The sounds of troll feet on stone echoed through the silent area of the Mistmourn Ziggurat. The winds were beginning to pick up, the skies darkening with grey clouds, lightning beginning to crackle through them. Zul'Zarak, the troll king, his face stern, determined, the image of his Queen being dragged from him, trying to grab onto the stone steps as she was absorbed by the glowing spirit. It only strengthened his resolve, pushed him harder to get to a place where he can get the help he needs to defeat the spirit of the Mistmourn Elements. It raged, it seethed, it's anger causing the very nature of the Isles to rage against everything. Celeste, Celeste had found a way to corrupt it, beyond his ability to calm it and return it to its crystalline home, the massive crystal where it slept. She found a way to turn it against them.

The rain began to fall and his foot splashed in the newly forming puddles. In the distance, he saw the massive birdlike creature that helped the Heroes return to their homes after they helped him and the Troll Queen. The vines of the forest began to slither alive and chase him. "Just a bit furtha," he whispered to himself, pushing himself on. The vines began to shoot out, trying to stop him. Ducking under some, leaping over others, he leaped over a fallen tree as the vines smashed into it. Reaching the creature he saw the vines were holding it down. "I need you to get the Heroes from before, I need them to come back!" He shouts at the creature that stares at him, fear in its eyes as another vine wraps around its neck. Stopping, he slams his staff into the ground, the skull on the top of it floating in the air. A nova of lightning and fire erupting from it, burning the vines off the creature and all the vegetation in a twenty foot circle. "GO MY FRIEND, GO!" he shouted as the vines began to regrow and come back. The creature spread its massive wings and took to the air against the storm. Turning to face the vines, his face dropped in shock, and acceptance. The whole jungle was alive with anger and corruption, and it was going to take him...

In Cogswald, the Heroes and citizens all talk of the defeat of the Daughter's of Jorogumo. Brandishing new weapons and armor, some Heroes finally walking out of the apothecary's building. A loud clap of thunder sends them all looking to the west. They see a torrent of energy, like a vortex, going up to a darkened sky over the Mistmourn Isles. "That can't be good," says the bartender looking out the window as the shutters start to blow back and forth, banging on the windows. Moving quickly the citizens, workers, guild housing representatives, all began to shut down the shutters on the windows in town,

bracing them against the winds that began to blow harder and harder. Rain began to fall, then massive hail, "GET INSIDE! TAKE COVER!" called one of the Heroes in the town square, using his shield as an umbrella against the hail, escorting people to safety. Thunder and lightning began to erupt above the town. One of the magic user Heroes sat in her guild house, staring out the small opening the shutters didn't cover. Watching the rain start to roll, watching the plate armor and shield clad warrior help everyone inside.

Standing up she turned to head outside and help, maybe a magical shield, curing the wounded. She wasn't sure what she was going to do, just that she needed to help. As she opened the door to the guild house and stepped through, she was no longer in the town, she was in an ancient temple of some kind. The light was low, given to her by the glow of crystals. Turning quickly to head back, the door was now gone. Moving quietly, she stuck to the shadows, trying to gauge where she was. She found a stone room in the labyrinth of hallways, she peeked through the stone archway, seeing a male and female troll, on their knees, their bodies covered in painted runes and sweat. They knelt before her, before Celeste. She spoke to them with dark command. "Empower the spirit, and unleash it on the world. Have it destroy everything. The more who fall, the more who will rise to join my army." He voice was dark, twisted, almost as if a second darker voice was speaking along side hers. "Slay the Heroes, and lend me your power. We will transform this world into a place of balance once more, the Dark Consul will be my slave, and everyone will be safe from its will." Her head shot up, looking at the doorway, "We have a spy..." she hissed. The Troll King and Queen stood, their eyes pulsing with green energy, the runes on their bodies starting to glow green. "Get rid of her, and start the rituals, make sure no one hears from her." She barks at them before her visage begins to fade.

The magic user, stared, shocked, "I need to get out of here," she says, turning and running. The two trolls hot on her heels. She ran frantically, throwing bolts of magical light at them to slow them down. Tears began to roll down her cheeks as they continued to catch up to her, closing her eyes, she began screaming and let out a hemisphere of golden light that knocked them back a bit. When she opened her eyes, the sound of rain on the roof was met with an "OOPH!" as the armored warrior fell to the ground in the Guild House.

"Where...Where am I?" she whispered as she reached out to touch something and confirm she was no longer in the dungeon.

The warrior began to stand, "You're here in

Cogswald, in our Guild House. Thankfully not out there, the hail is the size of Giri,” He chuckled a bit at his own joke as he stood up.

“We have to get to the Mistmourn Ziggurat, immediately,” she blurted out.

He looked at her, concerned, confused, but he could see the desperation in her eyes, there was a sense of urgency. “Well, we will gather more people and head there then, alot seems to be going on there. But, we can’t make it in any ship in this weather.” She stared out the small window on the door towards the nexus of energy in the distance.

“I saw Celeste, and the Troll King and Queen. She has done something to the spirit of the Mistmourn Elements, and taken control of the them. We have to stop whatever she is doing, or this world will be in grave danger,” she says calmly. “Storm or not, we have to try.” Staring at her for a moment, his eyes narrowed. Nodding subtly, he began to move.

“I’ll gather the others, we’ll figure it out and get going.” As the warrior began to get other Heroes, they heard a loud roaring sound from outside, followed by two loud thuds. Running to see what it was, they saw the bird like creature that brought them back from the Isles of the Mistmourn previously, the elements not affecting the bird like creature. Looking at the magic user he smiled, “Maybe we don’t need a ship.” Lifting his shield he ran out to great the creature.

A few hours later, stocked with supplies and fresh equipment, the Heroes gathered around a table, a map in the center. The warrior speaking, “The creature seems like it wants to take us to the Ziggurat. According to whatever vision she had,” he said gesturing to the magic user, “We are already behind the clock. So we’ll have the creature directly drop us into the Ziggurat and help the King and Queen. We can’t let Celeste unleash the power of that spirit.” The group gave nods and agreement.

Moving out the group climbed atop the creature, as they did, like an invisible shield, the elements no longer had an effect on them, hail bounced away, the rain didn’t reach them, and the winds were calm. The creature spread it’s wings and pushed off the ground, soaring high into the air with the Heroes atop of it. Turning, it began it’s flight back to the Mistmourn Ziggurat, only this time, not alone...



Tier 2 Tanking Set

Armor/Wrath Focus

When all four pieces of the Tier 2 Raid Set are equipped, the Citrine Burst ability is upgraded as below:

When making a defense roll, if you roll a Citrine Burst and the save is successful, immediately Heal 1, Remedy 1, to the wearer and gain a Wrath token. Immediately gain 1 Backlash token up to a maximum of 2.

This hero may now spend a Backlash token on any successful defense roll for the remainder of the Consul phase to cause an automatic point of damage to the attacking enemy.

Raid Bosses and Raid Wing Bosses may not be slain by Backlash. If the use of a backlash token would slay the Raid or Raid wing boss, it can be used to Heal a single wound on anyone in the party instead.

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TANKING SET



TIER 2

DEFENDER'S SHOULDER PLATES

+2 STR
+1 ARM

TIER 2
TANKING
SET



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THE DEFENDER'S WALL

+1 ARM

When rolling an ARM based defense roll, if you roll a Citrine Burst, gain **Backlash (2)** for the rest of the Consul Turn.

Backlash (X): Place a single token on this hero. This hero may never have more than (X) tokens. On a successful defense roll, remove a token and cause a single wound to the attacker.



TIER 2
TANKING
SET

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TIER 2
TANKING
SET



TABARD OF SOLEMN VOWS
+1 ARM

Sturdy: A model with sturdy never suffers more than a single wound from a single action, such as Critical Hits or Massive Damage.

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DEFENDING BLADE OF CRYSTALIA
+2 STR
+1 ARM
+1 WILL



TIER 2
TANKING
SET

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Tier 2 Melee Dex Set
Close Combat/Dex Focus

When all four pieces of the Tier 2 Raid Set are equipped, the Citrine Burst ability is upgraded as below:

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, apply a status of your choosing from the options on the Citrine item card. That status effect is applied to all enemies within Wave 3 of the target. If there are no other enemies within Wave 3, apply a second status effect from the options on the Citrine item card of your choosing to the attack.

If the target is slain and no enemies are within Wave 3 of the target, this hero may immediately move four squares.

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MELEE DEX SET



TIER 2



VEIL OF MASQUERADES

+1 DEX
+2 DEX
+1 ARM

TIER 2
MELEE DEX
SET



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CLOAK OF THE SHADOWBORN

+1 DEX
+1 WILL
+1 ARM

TIER 2
MELEE DEX
SET



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TOOLS OF THE TRADE

+1 ARM

Sneak Attack:  Teleport (6), Sneak Attack does not need line of sight. If this hero teleports adjacent to an enemy, its next attack action gains Massive Damage.

TIER 2
MELEE DEX
SET



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SHADOWDANCE DAGGER

+1 DEX

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, apply one status effects of your choosing:



TIER 2
MELEE DEX
SET



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Tier 2 Ranged Dex Set

Ranged Damager/Dex Focus

When all four pieces of the Tier 2 Raid Set are equipped, the Citrine Burst ability is upgraded as below:

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, that attack is automatically a crit regardless of stars rolled and becomes Burst 1. You may then immediately make an additional basic Ranged attack with this hero at another enemy in range, or the same enemy if no other targets are in range. This additional attack is rolled for as normal.

If the original target is slain and no other enemies are in range, an additional attack may not be made.

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RANGED DEX SET



TIER 2

FLOWING CAPE OF THE HUNT

+1 DEX

+2 DEX

+1 ARM

TIER 2
RANGED DEX
SET



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HUNTER'S BAND-O-QUIVER

+2 DEX

+1 WILL

+1 ARM

TIER 2
RANGED DEX
SET



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TIER 2
RANGED DEX
SET



BOOTS OF STEADY AIM

+2 ARM

Aim: When this Hero makes an attack, if it did not move before this attack, it may reroll a single dice of the attack roll.

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SKYHUNTER'S BOW

+1 DEX

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, that attack is automatically a crit regardless of stars rolled and becomes **Burst 1**.



TIER 2
RANGED DEX
SET

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Tier 2 Will Caster Set

Ranged Damager/Will Focus

When all four pieces of the Tier 2 Raid Set are equipped, the Citrine Burst ability is upgraded as below:

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, that attack becomes Burst 2 and causes either Ice, Poison, Bane, Hex, Slow, Immobile or Fire. The player chooses which effect is applied. In addition, the damage from this attack generates no wrath.

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WILL CASTER SET



TIER 2



BATTLEMAGE ARMOR

+1 WILL
+1 WILL
+1 ARM

TIER 2
WILL CASTER
SET



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CLOAK OF THE DARK CASTER

+1 WILL
+1 DEX



TIER 2
WILL CASTER
SET



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TIER 2
WILL CASTER
SET



FETISH OF THE LOST

+1 ARM
+1 WILL

Curse: Whenever an attack from this hero scores a Crit, it automatically applies  to all targets hit.

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DARK CASTER'S REAPING SCYTHE

+1 WILL

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, that attack becomes Burst 2.

TIER 2
WILL CASTER
SET



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Tier 2 Will Support Set

Ranged Support/Healer/Will Focus

When all four pieces of the Tier 2 Raid Set are equipped, the Citrine Burst ability is upgraded as below:

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, place a crystal token on this Hero, up to a maximum of 4 until the end of this Hero's following activation.

When using an augment ability that has the word Heal or Remedy, reduce the cost of that action by 1 for each token spent.

In addition, each crystal spent this way cause the ability to affect all friendly Heroes within Burst X of the target. X being equal to the number of tokens spent in this manner.

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WILL SUPPORT SET



TIER 2



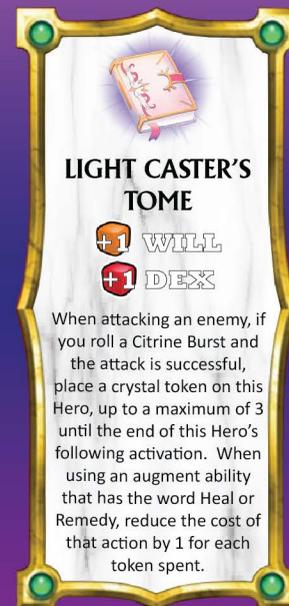
CRYSTALLINE HALO

+2 WILL
+1 ARM

TIER 2
WILL SUPPORT
SET



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LIGHT CASTER'S
TOME

+1 WILL
+1 DEX

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, place a crystal token on this Hero, up to a maximum of 3 until the end of this Hero's following activation. When using an augment ability that has the word Heal or Remedy, reduce the cost of that action by 1 for each token spent.



TIER 2
WILL SUPPORT
SET

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TIER 2
WILL SUPPORT
SET



CLOAK OF THE WILLFUL
+2 ARM

Echo Heal: Whenever this Hero uses an ability that heals a friendly Hero, this Hero may choose a different Hero within 3 squares of its original target to heal for half of the original amount, rounded up.

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**LIGHT CASTER'S
BATON OF HOPE**

+1 WILL
+1 ARM



TIER 2
WILL SUPPORT
SET

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Tier 2 Strength Set
Melee Damager/ Strength Focus

When all four pieces of the Tier 2 Raid Set are equipped, the Citrine Burst ability is upgraded as below:

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, the attack becomes Sweep 2.

If the attack is targeting an enemy with a base size that is 2x2 or larger, the hero may instead choose to immediately move up to two squares and make an additional basic Melee attack.

This burst ability can only happen once per this Hero's activation.

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STRENGTH SET



TIER 2



MASK OF JUDGEMENT

+1 STR
+1 ARM

TIER 2
STRENGTH
SET



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TABARD OF THE WARRIOR

+2 STR
+1 DEX
+1 ARM

TIER 2
STRENGTH
SET



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GAUNTLETS OF BATTLE

+1 ARM
+1 DEX

Aura of Battle: All heroes within Aura 1 gain +1 to all attack rolls, including this hero.

TIER 2
STRENGTH
SET



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CRUSADER'S AXE OF FURY

+1 STR

When attacking an enemy, if you roll a Citrine Burst and the attack is successful, the attack becomes Sweep 2.

TIER 2
STRENGTH
SET



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Raid Layout:

4 Raid wings, 4 tiles each
4 Boss fights, incorporated into the 4 tile wings.
1 Raid Boss Fight, 24x24 Ziggurat fight tile (*Free for download through the Plague Throne Website in the free assets.*)

Boss Loot Chart:

When defeating a Wing Boss, roll two Red Dice for the raid group, collect both associated results.

When defeating a Raid Boss, Roll a Green Dice green dice for each defeated model for the raid group (in this raid, it would be two total, each granting its own individual rewards. (*1 for the Troll King, 1 for the Troll Queen.*))

Blank - 20 Crystals of Each Color
Potion - 40 Crystals of Each Color
One Star – 30 Primers of Each Color
Two Stars – 30 Essence of the Associated type
Three Stars - 2x Tier 2 Raid Set Token
Four Stars – 3x Tier 2 Raid Set Token
Potion/Heart – 5 Tier 2 Raid Set Token

All bosses set up in the fight, in addition to the above rewards drop the following:

10x Crystals of each color to all Heroes
1x Tier 2 Raid set Token (Dropped per boss model. So if the boss fight had two models at the start of it, it would drop 2 tokens. However, do note in the final boss fight of this raid, the King and Queen will fuse and become the Spirit of the Elements, this does not give a third token, it is still only two, 1 for the King, 1 for the queen.)

Raid Wing 1:

Set-up: 4 Dungeon Tiles

Tile Set(s): Jungle Tiles (*Free for download through the Plague Throne Website in the free assets.*)

Configuration:

Tile 1: Pitfall Jungle Tile
Tile 2: Overgrowth Jungle Tile
Tile 3: Temple Columns Jungle Tile
Tile 4: Water Altar Jungle Tile

Spawn Points:

Tile 1: Tribal Stone
Tile 2: Salt Pillar
Tile 3: Fungal Growth
Tile 4: Bramble Knight

Mini Bosses:

Mini Boss 1: Salt
Mini Boss 2: Furious Fungomancer

Raid Wing Boss:

Goro

Raid Wing Monster Bonuses:

All Core Level Bonuses as laid out in the “Going on an adventure” section are in effect, in addition:

Minions: +1 Heart
Elites: +2 Hearts, +1 STR
Mini-Bosses: +2 Hearts, +2 STR

Raid Wing Plot:

When an arcade plot would be drawn, use the following Raid Wing Plot instead:

The Jungle is Alive, The Water Hungers:

Take two crystal tokens and place one on a Hero of the player's choosing, and then the other on a different Hero. Those Heroes gain the following ability:

Null Zone: Aura 2. While this model and friendly models are within range, they are not affected by The Jungle is Alive, The Water Hungers.

In the first 3 tiles, all heroes not in range of a Hero with Null Zone, suffer the Poison and Slow affect at the start of their activation as well as suffer 1 wound.

In the last tile, all heroes not affected by the Crystal's aura ability, suffer the Ice and Bane affect at the start of their activation as well as suffering 1 damage.

This Raid plot is defeated when all spawning points are destroyed.

Defeating the Wing

If the Mighty Monster Raid Chart reaches the "Spawn the Dungeon Boss" command, all heroes suffer 2 wounds and .

If the four Spawn Points are cleared prior to the "Spawn Dungeon Boss" command, the plot immediately resolves and the dungeon boss spawns but as listed below.

Dungeon Boss Set up:

Goro will set up in the first tile and will gain a cumulative bonus of +1 Strength, +1 Armor, +5 Hearts for every new tile he enters.

Designer's Note: It is important your group doesn't get caught up in trying to fight all the gangs after the last spawn point is destroyed. Slay as much as you can so you don't get held up in the last tile so you can run and meet Goro halfway.

Raid Wing Boss Tactics:

Place Goro in the first tile on the start token, Goro will not use the Boss Challenge deck and follow the commands below instead:

1. Move - Fight

2. Move - Fight - Spawn 2 Giri

3. Move - Epic Fight -  **ARM** until next Consul turn

4. Unique - Fight

5. Regroup to center of tile - Spawn 6 Giri

6. Move - Fight - Unique

7.  **STR** until next Consul Turn - Fight - Spawn 4 Giri

8. Heal 1 - Epic Fight - Move

9. Move - Fight - Unique

10. Regroup to center of tile- Unique -Spawn 2 Giri

GORO, THE ELEMENTAL WIND

RAID WING BOSS
FLY, FEED ME, BULKY CHARGE,



Rabid Devour: +1 STR, if Rabid Devour inflicts a wound, remove a wound token from Goro, The Elemental wind.

Nettle Nova: Wave 4, Push 3,

Giri Kabob: Wave 3, Goro will remove all Giri in range and Heal 2 for each Giri removed by this ability.

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Feed Me: Once per activation a model with Feed Me may remove one friendly model within melee range from play to remove one wound or status effect token.

Bulky charge: If this model moved this turn, its first attack gains Push 3. After the Push has been resolved, this model is placed adjacent to the target, displacing all other models to allow it to fit.

Giri: For this boss fight, giri have the stat profile to the right instead of what is on their card normally. Additionally, Giri do not use the ability: **New Crop**.

When giri spawn, they spawn as though Goro, The Elemental Wind is their spawning point. If you do not have any Giri available when the Spawn (X) Giri command is given, remove (X) Giri from the board, starting with the furthest from Goro, and working your way closer until all Giri have been placed per the command. If you have Giri in your pool, but not the required amount. Place only up to what you have available.



Raid Wing 2:

Set-up: 4(5) Dungeon Tiles

Tile Set(s): The Forgotten King

Configuration:

Tile 1: Any Forgotten King Tile

Tile 2: Any Forgotten King Tile

Tile 3: Any Forgotten King Tile

Tile 4: Any Forgotten King Tile

Tile 5: Any Forgotten King Tile

Spawn Points:

Tile 1: Cursed Hollow

Tile 2: Nether Clutch

Tile 3: Cursed Knight

Tile 4: Cursed Hollow

Tile 5: The Forgotten King (Center of Tile)

Mini Bosses:

Mini Boss 1: Crystal Weaver

Mini Boss 2: Shinigami

Raid Wing Boss:

The Forgotten King

Raid Wing Monster Bonuses:

All Core Level Bonuses as laid out in the “Going on an adventure” section.

Minions: +1 Heart

Elites: +3 Hearts +1 Strength

Mini-Bosses: +3 Hearts +2 Strength

Raid Wing Plot

When an arcade plot would be drawn, use the following Raid Wing Plot instead:

“The Cursed & The Forgotten:”

Every even numbered turn, the Forgotten King will perform the following action:

King's Rage: Lance 48,
King's Rage ignores all walls and obstacles.

This plot remains in effect until all spawning points are defeated. If the “Spawn Dungeon Boss” command happens prior to defeating all four spawn points, The Forgotten King will perform this action

The Forgotten King will perform this action every consul phase until all spawning points are defeated.

Defeating the Wing:

The 5th tile may not be entered until all spawning points are defeated due to powerful shadow magics. (see below for details)

If the four spawn points are cleared prior to the "Spawn Dungeon Boss" command, up to three heroes may immediately be removed from the board and set up adjacent to a Dungeon Exit in the fifth tile.

Dungeon Boss Set up:

The Forgotten King will already be on the board. Once all four spawning points are removed, the plot is defeated and he will begin to act normally. He will no longer use the ability King's Rage.

Raid Wing Boss Tactics:

The Forgotten King will already be on the fifth tile, he will follow the standard boss commands and use the Boss Challenge Deck.

Move - Fight - Challenge

This Boss fight has three phases to it as outlined below:

The Forgotten King Phase 1:

The Forgotten King fights using his profile on the right until he is defeated, when he is defeated, the boss challenge deck is removed and reshuffled. Before removing him from the board, place 2 Okoshrooms adjacent to, or as close as possible to The Forgotten King, displacing any hero models as necessary. Then remove The Forgotten King from the board.

The Forgotten King Phase 2:

The Okoshrooms will activate using the below command pattern using their profile provided on the right.

1. Move - Fight

2. Move - Fight - Regroup to center of tile

3. Move - Epic Fight -  ARM until next Consul turn

4. Unique - Fight

5. Regroup to center of tile

6. Move - Fight - Unique

7.  STR until next Consul Turn - Fight

8. Fight - Move

9. Move - Fight - Unique

10. Regroup to center of tile- Unique

Once the Okoshrooms are defeated, replace The Forgotten King in the center of the tile and proceed to Phase 3.

The Forgotten King Phase 3:

Follow the same rules and profile as Phase 1.

**THE FORGOTTEN KING, THE
ELEMENTAL EARTH**
RAID WING BOSS
PICKY, LASH OUT, EARTHEN



Strangling Vines: Burst 2,

Vine Whip: Lance 6, Compel 3,

Invoke Memory: Wave 6,
STR vs WILL,

Picky: For both phases that The Forgotten King is active, his target will change as follows, remaining his target until another target is chosen in this manner:

1st Turn: Hero with most Wrath

5th Turn: Hero with second most Wrath

10th Turn: Hero with the least Wrath
After the 10th turn consul phase is completed, return back to Turn 1.

Challenge cards may still alter The Forgotten Kings Target as normal, but return back to his main target on the next turn based on the chart above.

Lash Out: When this model is critically hit, it will use **Vine Whip** in the direction of the target that caused the critical wound. If the target is not in range or lance pattern, it will instead target the closest model with the highest wrath in range and lance pattern.

Earthen: When The Forgotten King is on a square that causes difficult terrain or poison, he gains ARM. This effect remains on The Forgotten King until he is no longer on a square that causes difficult terrain.



FORGOTTEN OKOSHROOM 1
RAID WING BOSS
EX-SPORE-SION, FUN-GUYS,
OH SHIITAKE!

Shadowed Shiitake Strike:
Wave 2, if both Okoshrooms are within 3 squares of each other, this attack gains STR and Massive Damage

Ex-Spore-Sion: If there are three or more Hero models adjacent to Forgotten Okoshroom, at the start of it's next activation, it will perform:

Mushroom Mash: Wave 1, Push 3

Fun-Guys: While Both Forgotten Okoshrooms are in play, they gain:

Oh SHIITAKE!: This model takes 2 damage instead of 1 when suffering the status effect.

This Forgotten Okoshroom will use Standard Wrath tokens.



FORGOTTEN OKOSHROOM 2
RAID WING BOSS
EX-SPORE-SION, FUN-GUYS,
OH SHIITAKE!

Shadowed Shiitake Strike:
Wave 2, if both Okoshrooms are within 3 squares of each other, this attack gains STR and Massive Damage

Ex-Spore-Sion: If there are three or more Hero models adjacent to Forgotten Okoshroom, at the start of it's next activation, it will perform:

Mushroom Mash: Wave 1, Push 3

Fun-Guys: While Both Forgotten Okoshrooms are in play, they gain:

Oh SHIITAKE!: This model takes 2 damage instead of 1 when suffering the status effect.

This Forgotten Okoshroom will use Green Wrath Tokens.



Raid Wing 3:

Set-up: 4 Dungeon Tiles

Tile Set(s): Dragonback Peaks

Configuration:

Tile 1: Any Mine Side Dragonback Peaks tile

Tile 2: Any Mine Side Dragonback Peaks tile

Tile 3: Any Mine Side Dragonback Peaks tile

Tile 4: Any Lava Side Dragonback Peaks tile

Spawn Points:

Tile 1: Claw Shrine

Tile 2: Rock Pile

Tile 3: Rock Pile

Tile 4: Claw Shrine

Mini Bosses:

Mini Boss 1: Rockgut

Mini Boss 2: Rex

Dungeon Boss:

Roxxor

Raid Wing Monster Bonuses:

All Core Level Bonuses as laid out in the “Going on an adventure” section.

Minions: +1 Heart

Elites: +1 Action

Mini-Bosses: +2 Hearts +1 Action

Raid Wing Plot:

When an arcade plot would be drawn, use the following Raid Wing Plot instead:

The Very Ground Quakes With Rage:

Starting with the second tile, place 2 tokens next to each spawn point, a player may spend an action point when adjacent to a crystal to destroy it. This plot is successfully defeated when all crystals are destroyed.

At the start of a Hero’s activation, they must make a check based on the following chart, any number of stars rolled on the dice roll is a success. If no stars are rolled, the hero suffers slow until the start of their next activation. Heroes with the FLY ability automatically pass this test.

5-6 Tokens Remain: 2 Blue Dice

3-4 Tokens Remain: 1 Red Dice

1-2 Tokens Remain: 1 Green Dice

Defeating the Wing:

If the Mighty Monster Raid Chart reaches the “Spawn the Dungeon Boss” command, all heroes suffer 2 wounds and suffer 🔥.

If the four spawn points are cleared prior to the “Spawn Dungeon Boss” command, Roxxor will spawn as normal and all heroes immediately heal 2 wounds.

Dungeon Boss Set up:

Roxxor sets up in his Rockin-Roxxor form, he will stay in this form until he is lowered to 30 or less hearts. Once he reaches 30 or less hearts, he will enter his Ragin-Roxxor form, following those rules as outlined.

Raid Wing Boss Tactics:

Roxxor and his minions will follow the commands as laid out below.

1. Move - Fight

2. Move - Fight - Regroup to center of tile

3. Move - Epic Fight - 🎲 ARM until next Consul turn

4. Unique - Fight

5. Regroup to center of tile

6. Move - Fight - Unique

7. 🎲 STR until next Consul Turn - Fight

8. Fight - Move

9. Move - Fight - Unique

10. Regroup to center of tile- Unique

LORD ROXXOR,
THE ELEMENTAL FIRE
RAID WING BOSS
LORD OF FIRE, SUMMONER



Cave in: Burst 3

Volcano: Wave 3

Molten Steel: Burst 2,

Lord of Fire: Roxxor Heals 2 at the start of his activation any time he is on a square with the Lava/Fire effect.

Summoner: As Roxxor loses hearts, he will summon a single model with their respective profile's on the right.

When Roxxor is reduced to 50 hearts or less, he will summon a Blaze Beetle. This enemy will use purple Wrath tokens

When Roxxor is reduced to 30 hearts, he will summon a Burning Gel. This enemy will use Green Wrath tokens.



BLAZE BEETLE
RAID WING BOSS
FLY, BURROW, BACKLASH,

Epic Furnace Vent: Cross 6,

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Burrow: A model with Burrow may move through walls, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.

Backlash: If a model targeted by an offensive action possesses Backlash and wins the defense roll, the model making the offense roll suffers one wound.



BLAZING GEL
RAID WING BOSS
BACKLASH

Super Splort: Burst 3

Backlash: If a model targeted by an offensive action possesses Backlash and wins the defense roll, the model making the offense roll suffers one wound.



Raid Wing 4:

Set-up: 4 Dungeon Tiles

Tile Set(s): Devil's Island

Configuration:

Tile 1: Any Outdoor Devil's Island tile

Tile 2: Any Outdoor Devil's Island tile

Tile 3: Any Interior Devil's Island tile

Tile 4: Any Interior Devil's Island tile

Spawn Points:

Tile 1: Corrupted Harvest

Tile 2: Clan Urei

Tile 3: Pumpkin Patch

Tile 4: Cold Eggs

Mini Bosses:

Mini Boss 1: Death Spectre

Mini Boss 2: Scarecrow

Dungeon Boss:

The Thresher

Raid Wing Monster Bonuses:

All Core Level Bonuses as laid out in the "Going on an adventure" section.

Minions: +1 Heart

Elites: +1 Str

Mini-Bosses: +3 Hearts

Raid Wing Plot:

When an arcade plot would be drawn, use the following Raid Wing Plot instead:

The Mistmourn Isles Reclaim Themselves:

Place a green dice on the first tile, second tile, and third tile. Set them all to the heart/potion side of the dice. At the start of each consul phase, starting with the first tile, turn the consul down one star. So the first tile will turn to 4 stars, then 3 stars, then 2 stars, then 1 star.

When the dice turns to one star, the tile begins to collapse. At the start of the next consul phase, remove the green dice, remove all enemies and heroes from the tile, and turn the next tile's green dice down to 4 stars remaining.

At the start of the next hero phase, all Heroes that were removed return at the (formally) connecting doorway and deploy like it was the start of the dungeon. In addition, all heroes removed in this way suffer two damage and suffer .

This process will continue until there is only a single tile left, or the spawn points on the first, second and third tiles are destroyed by the heroes. The plot is considered successfully cleared and resolved as a normal plot would be, however, if any of the spawn points are eliminated due to this plot, then players do not roll for treasure when it is resolved.

Defeating the Wing:

If the Mighty Monster Raid Chart reaches the "Spawn the Dungeon Boss" command, all heroes suffer 2 wounds and must clear the remaining enemies and spawn points before moving on.

If the four spawn points are cleared prior to the "Spawn Dungeon Boss" command, The Thresher will spawn as normal and all heroes immediately heal 2 wounds and remove all negative status effects.

Dungeon Boss Set up:

The Thresher will set up as normal with 2 Harvest Goons or Harvest Sacks adjacent to him.

Raid Wing Boss Tactics:

The Forgotten King will already be on the fifth tile, he will follow the commands below and use the Boss Challenge Deck.

Move - Fight - Challenge

**THE THRESHER,
THE ELEMENTAL SHADOW
RAID WING BOSS
FLAMMABLE, REAP THE WEAK,
MADE OF STRAW, HAUNTED**

Reap: Sweep 3

Cut Of Burlap: Summon 2 Burlap Baddies and place each next to different Dungeon Exits. They do not activate until the next Raid Boss turn.

Reap The Weak: If the Reap ability targets a model with , it gains massive damage.

Made of Straw: This model is immune to critical strikes, but can still suffer effects such as Massive Damage.

Haunted: If this model suffers more than 1 damage by an offensive action, the Hero that was the source of the damage immediately is Pushed 3, and suffers .



**BURLAP BADDIES
RAID BOSS SERVANTS**

Burlap Boomers: The Harvest Goons or Harvest Sacks represent the Burlap Baddies. They will target the closest hero with the lowest wrath. If a Burlap Baddie starts or ends its activation adjacent to a hero, or is reduced to 0 hearts, it performs the Burlap Boom command as described below.

Burlap Boom: Wave 3, , ,



Raid Boss Fight:

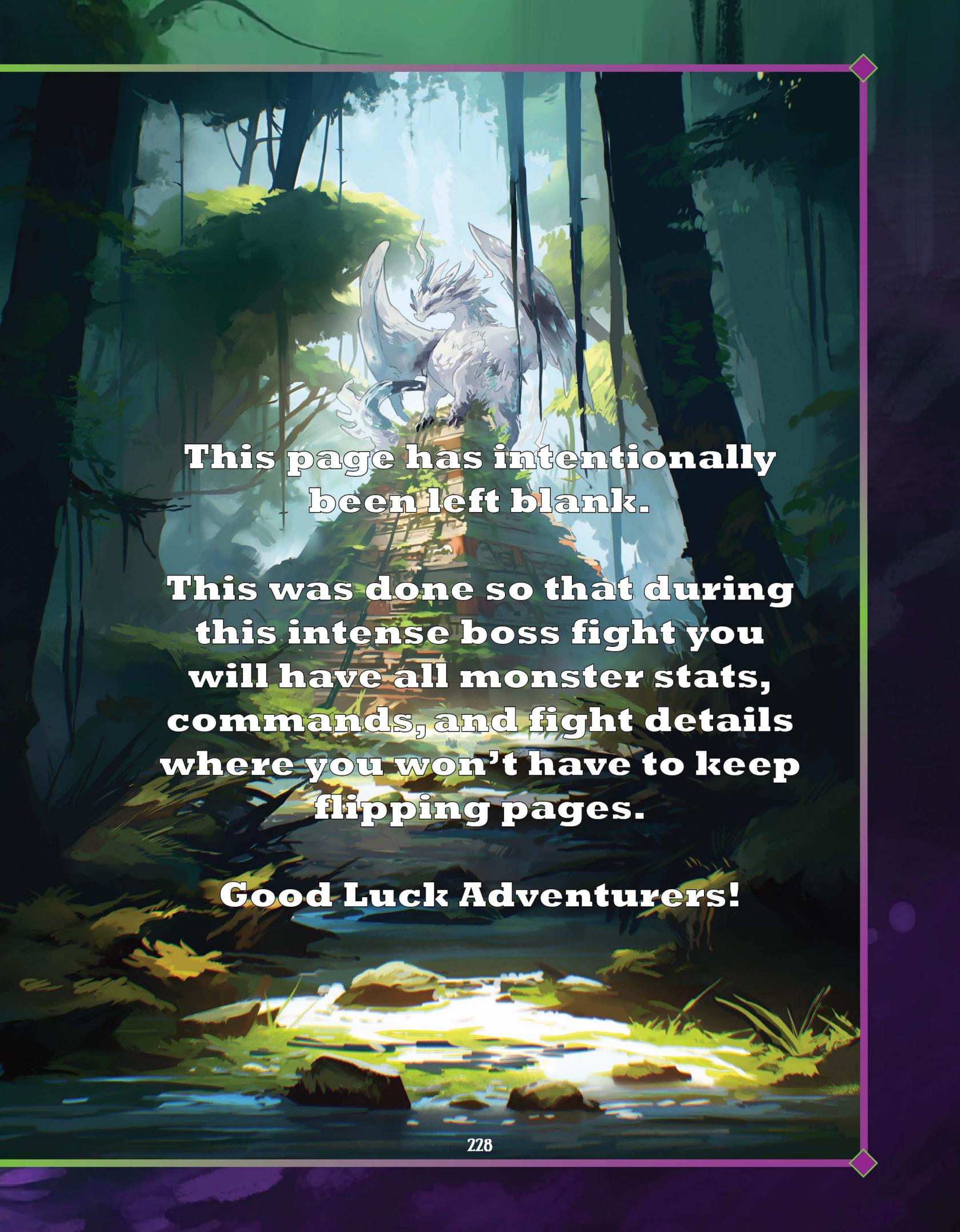
Set-up: Mistmourn Ziggurat, 24x24 tile (Available to download for free on the WOSDEC/Plague Throne Website)

Zul'Zarak and Xat'Acoya will be set up in the center of the tile as laid out below:

Tile Set(s): The Mistmourn Ziggurat

Heroes will deploy as normal, being placed by the open door ways highlighted below. Once 8 Heroes have been placed, (2 in each deployment zone) the 9th and 10th heroes can then be placed in any deployment zone of their choosing. They may not pick the same zone as each other.



A white dragon with large, feathered wings is perched on a wooden staircase that leads up a hill in a lush, green forest. The scene is illuminated by sunlight filtering through the trees, creating a dappled light effect on the ground and foliage. The dragon is looking towards the viewer with a slight smile.

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been left blank.**

**This was done so that during
this intense boss fight you
will have all monster stats,
commands, and fight details
where you won't have to keep
flipping pages.**

Good Luck Adventurers!

Raid Boss Tactics:

Once the Troll Queen and King have been placed, they will not use the Boss Challenge deck. They will follow the commands as laid out below:

1. Move - Fight
2. Move - Fight - Unique
3. Move - Epic Fight -  STR until next Consul turn
4. Unique - Fight
5. Regroup to center of tile - Heal 2
6. Move - Fight - Unique
7.  ARM until next Consul Turn - Fight
8. Remedy - Epic Fight - Move
9. Move - Fight
10. Unique - Fight - Regroup to center of tile

Raid Wing Boss Tactics Continued:

Troll King, Zul'Zarak will use Standard Wrath
Troll Queen, Xat'Acoya will use Purple Wrath
Hoarfang will use Green Wrath

During the fight, once either the Troll King or Troll Queen is reduced to 30 hit points, remove the Troll King and Queen from the board and place the Hoarfang model in the middle of the tile. Remove all of the wrath from the Heroes and distribute the new 20 regular wrath associated with Hoarfang between four characters of your choosing, distributed as you wish. Each of those characters must take at least two wrath tokens.

Once Hoarfang is defeated, return the Troll King and Queen back to their original starting locations in the condition they left the board in. Health and status effects remain unchanged. Split their wrath amongst four Heroes of your choosing however you wish, each of these Heroes must take at least four wrath tokens from one of the Troll Royalty. Do this for both sets of wrath.

When they are reduced to zero hit points, replace them with Hoarfang once more in the middle. Once Hoarfang is defeated this time, the battle is won.

TROLL QUEEN



XAT'ACOYA

RAID BOSS

QUEEN OF THE MISTMOURN,
STURDY, ELEMENTAL FURY,
FOREVER BY YOUR SIDE MY KING

 **Furious Pummel:** Troll Queen Xat'Acoya makes a standard attack. If this attack hits, she immediately makes another attack at  STR on a random target in range.

 **Mistmourn Roar:** Wave 3, 

 **Bounding Leap:** Pounce, Wave 2

Queen of The Mistmourn: Any time a status effect is removed from this model, instead of discarding it, place that status on a random hero.

Sturdy: A model with sturdy never suffers more than a single wound from a single action, such as Critical Hits or Massive Damage.

Elemental Fury: When this model is suffering a status effect (*ie. Bane, Fire, etc*) it's attacks gain that property.

Forever By Your Side My King:

Aura 6, while within this aura, the Troll King gains  STR,  ARM

6 4
STR
ARM
5
RNG
3
55
V

**TROLL KING
ZUL'ZARAK**

RAID BOSS
KING OF THE MISTMOURN,
CONDUIT, TOUGH, FOREVER
BY YOUR SIDE MY QUEEN



6 4
STR 6
ARM 5
RNG 6
55

- Ancients Enraged:** Wave 3, +2 Range on offensive actions.
- Protective Torrent:** Backlash (3)
- Elemental Rain:** Burst 3, Hookshot



King of The Mistmourn: At the start of the consul phase, this model's attacks will gain a random element for the turn, see below:

- Bane
- Cold
- Fire
- Poison
- Hex

Hookshot: Actions with Hookshot do not require line of sight to target a model. Range must still be counted around walls and structures.

Tough: During its upkeep, a model with Tough removes a single wound token.

Forever By Your Side My Queen: Aura 6, while within this aura, the Troll Queen gains +4 STR, +4 ARM

SPIRIT OF ELEMENTS
RAID BOSS
OUR SPIRITS COMBINED,
ELEMENTAL FURY, WIND BUFFET,
STRAFFING RUN



10 5
STR 6
ARM 5
RNG 7
30
FIRST SPAWN

Elemental Breath: Cone 6, +1 STR, if this attack successfully damages a hero, it suffers a random effect as determined below:

- Bane
- Cold
- Fire
- Poison
- Hex

Elemental Purge: Wave 4, Disarm: Until the start of the next consul phase, a target suffering Disarm loses the benefits of items in the Citrine equipment slot. While Disarm is affecting a target, it loses the Raid set bonuses in addition to the Citrine located item. (To represent this, simply turn the card face down while in effect.)

6 4
STR 5
ARM 5
RNG 7
30
SECOND SPAWN

Our Spirits Combined: This model gains the crystal affinity of both Zul'Zarak, the Troll King and Xat'Acoya the Troll Queen.

Elemental Fury: When this model is suffering a status effect (ie. Bane, Fire, etc) it's attacks gain that property.

Wind Buffet: If this model passes over Hero, the hero make a defensive roll against a STR hit. If failed, that Hero suffers a wound and 1.

Straffing Run: Whenever the Regroup command is given, instead of returning to the center tile, Spirit of Elements will instead fly straight forward 5, and then straight back 5. This will cause a single Wind Buffet effect on any Heroes Spirit of Elements passed over and returning it to the same spot.

This Enemy is represented by using the Hoarfang model or equivalent.

After defeating the Spirit of Elements:

The Ethereal dragon lay on the ground panting, its one yellow eye and one blue eye staring at the group. It starts to rise and the already tired and battered group take in a deep breath and ready themselves. But it collapses once more and its head rolls to the side. Cautiously the group moves closer, watching for it to move. Its body begins to shimmer with bright white sparkles of light. Pulsing slowly at first, then more rapidly, slowly rising up to the darkened sky and entering the vortex of energy. The dragon fades from sight with a single large bright light shooting up into the clouds above, through the vortex, sending bright white lightning through the storm. Then, with a great nova of light bursting from the center of the vortex, sent the clouds retreating and the vortex shattering like broken glass.

As the area returned to its normal sunny state, you see two figures slowly descending from the sky, their feathers and adornments all glowing bright. With soft grace, two sets of troll feet found purchase on the floor of the exposed Ziggurat, Zul'Zarak and Xat'Acoya stand before you, restored, and with large smiles upon their faces. "The Mistmourn are forever in ya debt." Says Zul'Zarak as he walks towards the group.

"A debt we plan on repayin," chimed in Xat'Acoya as she began to walk towards the group. "We know you plan on fightin' that Plague sorcerer, the Mistmourn will be there for ya."

Zul'Zarak smirked as he lands a large hand on the shoulder of one of the party members, "We're gonna be there for sure, you just let us know when you're thinking of going and we'll rally everyone and every creature we can find." Thanking them, you look at the isles already returning to the bright vibrant jungle it once was. You head over to the creature that brought you there, it let's out a noise of pure joy as it sees you and lowers itself down so you can all fly back to Cogswæld.

Congratulations!!!

You have defeated the Mistmourn Ziggurat. You can run this raid countless times to equip your heroes with powerful raid gear and farm other items. You may now progress to The Plague Throne.

Good Luck Heroes!



the Plague Drifters™



Before beginning Raid Wing 1:

“This is the end,” came the dark voice of Celeste in the throne room of the Plague Keep. “For us, or for them” she said while gently stroking the fur of Mr. Buttons, who lay next to the throne she sat upon. The muffled sound of explosions could be heard through the throne room, the sounds of battle far below.

Out on the battlefield, the leader of the Order of Light pointed out from atop the frozen rocky hill, “Keep firing! We have the numbers, we have our faith in the light, Crystalia will be free of this blight once and for all!” The troops marched forward in line, their massive shields in front, their spears readied behind them as they walked towards the massive gathering of undead and cultists. On the left flank, Belia commanded the artillery of the ninja clans, loading them with different concoctions that were bringing the undead to their knees. Her doofy smile reflecting her pleasure in it’s success. Moving down the center with multiple clans was Joragera in the lead, her razored fans flying out, taking down undead enemy after undead enemy. Melita though, she stood by the Paladin general, watching the battle, waiting, planning.

Celeste stood up from the throne slowly, leaving her axe leaning against the side of the throne. Each plated armor footstep echoing in the massive chamber, her tattered cape blowing behind her, she moved towards the balcony of the throne room. Looking down at the battle, she watched as undead archers loosed arrows, the necropulps sent payloads of poisoned gas towards the living. Swarms of Skullbats flew into the fray, lifting soldiers from the battlefield before dropping them amongst the undead to be defeated. Yet, it seemed it wasn’t enough, her forces were being pushed back. Mr. Buttons let out a low growl from behind her. “Yes my friend, I agree, I think it’s time I showed my face in this battle.” Turning and heading back towards to get the axe from next to the Throne, she smirked at him, “I will of course need my loyal steed,” she said with a playful tone. Mr. Buttons pushed himself up from the floor, his hulking frame towering hers, his eyes lightning up with joy. Grabbing the axe Celeste stared at it for a moment, the face of an evil creature flashed in its blade. “Let us enter the fray once more.” Turning she began to sprint towards the balcony. Mr. Buttons let out a massive roar the echoed out over the battle and began to charge the balcony too. As he caught Celeste he lowered his head and used it to toss her up onto his back, rusted and blighted chains grew from her free hand and attached to the armor of Mr. Buttons as he leapt from the balcony.

“She’s coming,” whispered Melita in a low shadowy voice to the Paladin General. “I believe my sisters need me now,” she said before backing away into a shadow and disappearing completely. The General turned to say something to her, but she was already gone.

“How unsettling,” he whispered to himself, “KEEP FIRING, WE’VE DRAWN HER OUT! ADVANCE AS ONE!” he began shouting towards the forces of the living.

Mr. Buttons continued to fall down the side of the keep, landing on the roof of a bartizan, and pushing off, landing on the angled wall of the keep, his claws digging into the cold obsidian stone as he kept pace charging down. As he reached the bottom of the keep’s walls, he dug down deep, and pushed off with all his might, shards of obsidian exploding out from where his claws held on. Celeste’s eyes exploded into a bright green glow and she began to scream a primal, raw, soul shattering scream as they landed, the plague winds pouring off of her like it was liquid smoke. The living in the area began to grab their throats struggling to breathe before disappearing into the aura of plague. When the cloud subsided, the living now stood by her, their eyes glowing green. “Let us turn the tide Mr. Buttons,” she said dismounting the great bear. Turning her head to face him, she smiled, “Go play,” she said as she moved towards the living forces, axe in both hands. Mr. Buttons smirked and leapt out into the fray, tossing soldiers aside in droves, biting and clawing his way through the battle, leading undead behind him. Celeste charged forward, her axe swinging in great sweeping arcs, shooting bolts of plague energy at her enemies. The tide was starting to turn, and it was turning quickly.

Joragera seeing Celeste engaging the Ninja Clans stowed one of her fans and drew her purple bladed Katana. She moved quickly through the undead, slicing as she went. As she finally got close, she leapt into the air throwing the fan at Celeste, who turned and blocked it, then raised her axe to meet Joragera’s katana. As the two blades collided the shadows formed a cloud near Celeste and two Kunai went up into the exposed arm pit of her armor. Celeste screamed with rage and pain as Melita withdrew them, fading back into the shadows. “Your tricks are no match for the power of PLAGUES!” she said as the ground erupted with green energy, and rattlebone hands came up all around her just grabbing at the nothingness above them in a wide circle. Eventually one pair finding purchase on Melita’s foot, causing her tumble. Celeste swung her axe wide, Joragera getting struck in the sweep and Melita being knocked so hard, she slammed into a rock, leaving a crater, her body stuck in the rock, going limp, the mask slid off and fell to the ground.

Belia seeing her two sisters go down, a once always doofy smile, became serious, a mask of determination. Slamming her hands in a downward position, the winds lifted her above the battle and she began to maneuver her fingers in an intricate pattern. A flower of light formed in the air. Shouting with vengeful gusto, she slammed her hand into the center of the flower, and thousands of razor sharp petals shot at Celeste. Trying to throw up a guard against them, they were too fast, moved all around in random directions, they began to slice her and her armor all over, injuring her over and over again. Celeste dropped to one knee, a greenish black liquid slowly started to emerge from the wounds and her mouth. Pushing herself back up, Belia prepared to strike again, but from the battle below, Mr. Buttons leapt up, capturing the daughter of Jorogumo in his massive jaw and dragging her down. After he finished his attack on Belia, he moved to Celeste, arrows and a couple of spears sticking out of his body. She grabbed her side where the Kunai had struck her and did her best to climb up ontop of the bear. "Back to the keep Mr. Buttons, we need to heal, the tide has turned enough that my generals and followers should be able to eliminate the rest of the rabble." Letting out a grunt of approval, the forces of the undead parted, letting them head back towards the keep. As she made it back to the walls of the keep she paused, the sound of drums from over the hill came, a steady beat, tribal. The hulking Mismourn Trolls had arrived. Animals from the Isles and around the Ziggurat joining them. Leading them all, Zul'Zarak and Xat'Acoya. Walking up next to the Paladin General, Zul'Zarak spoke.

"Lead them into the fray my love, I will aide our allies." The General, stunned to hear the words despite the Heroes letting him know of their new allegiance, stared for a moment.

"And we are honored to fight by your side great Troll King and Queen," said the General with a salute. Xat'Acoya slammed her fists together, her hands and forearms igniting in a blue glowing flame. Her eyes began to glow a matching blue.

"Let's show this Plague Lady what real control of the elements is," Xat'Acoya said laughing as she began to lead the Mismourn down into the fray. Zul'Zarak watched for a moment, his smile and confidence in his wife never wavering, but the concern in his eyes was unmaskable. He saw the countless legions, the massive undead abominations.

Quietly, he spoke that only he and the general heard, "That's a big ocean of battle out there. I will call on the elements to protect you my love." Slamming his staff into the ground he began to chant and move his hands around the decorated skull atop the staff. A small pulse of rainbow colors pushed out from the skull, then back in. Then another,

larger pulse echoed out, forming a dome of swirling colored lights, it pulsed back in and out multiple times. With a final push and clap of his hands, the dome of light spread over the land and then faded away. The general stared, waiting, watching.

Out in the maelstrom of battle, a greyish blue skinned hand picked up the half oni mask and slid it back on. Melita, normally a stoic and emotionally unreadable person had a confident smirk upon her face. Two fans burst out, sending rattlebones crumbling to the ground as they spun in a circle around Joragera. Standing she caught the fans. "Are you alright sisters!?" she called out.

A giggle, turned into a belly laugh as vines erupted from the ground and dragged the undead under the earth, echoed around the space, "I believe my flowers are blooming, wouldn't you say?" said Belia in response. The fallen Paladins, the injured warriors, the ninjas that once lay on the ground all began to rise once more, grabbing their weapons.

In the distance Celeste stared with anger, rage filling her eyes. "Get us inside Buttons, we must prepare for an assault of the Plague Keep."

Off the coast of Frostybyte reach, a large ship moved at full speed, pulling into the ice and breaking it apart. Once the ship slowed to a stop, it began lowering a ramp down to the snow covered landscape. Emerging from the ship were the Heroes of Cogsweld. Looking across the frozen reach, they took a deep breath and began to head for the keep. The ship's captain nodding at them, "Good luck, she shouldn't see ya coming from here with that distraction going out front." Waving at him, you march on. Now, close to the keep, you hear the sound of something moving, the snow shifting, and from the snow burst the undead.

"She may not be watching, be she's not stupid. Should have known there would be something waiting for us." Drawing your weapons, the mages taking off their snow covered mittens, you prepared for the push into the keep.



Tier 3 Tanking Set

Armor/Wrath Focus

When all four pieces of the Tier 3 Raid Set are equipped, the Amethyst Burst ability is upgraded as below:

- When making a defense roll, if you roll an Amethyst Burst and the save is successful, immediately Heal 2, Remedy, to the wearer and gain a Wrath token. Immediately gain 1 Backlash token up to a maximum of 4.

This hero may now spend a Backlash token on any successful defense roll for the remainder of the Consul phase to cause an automatic point of damage to the attacking enemy.

Raid Bosses and Raid Wing Bosses may not be slain by Backlash. If the use of a backlash token would slay the Raid or Raid wing boss, it can be used to Heal a single wound on anyone in the party instead.

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TANKING SET



TIER 3



DEFENDER'S SHOULDER PLATES

+1 STR
+1 ARM

TIER 3
TANKING
SET



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THE DEFENDER'S WALL

+1 ARM

When rolling an ARM based defense roll, if you roll an Amethyst Burst, gain **Backlash (3)** for the rest of the Consul Turn.

Backlash (X): Place a single token on this hero. This hero may never have more than (X) tokens. On a successful defense roll, remove a token and cause a single wound to the attacker.

TIER 3
TANKING
SET



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TIER 3
TANKING
SET



TABARD OF SOLEMN VOWS

+1 ARM

+1 WILL

Sturdy: A model with sturdy never suffers more than a single wound from a single action, such as Critical Hits or Massive Damage.

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DEFENDING BLADE OF CRYSTALIA

+1 ARM

+2 STR

+1 WILL



TIER 3
TANKING
SET

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Tier 3 Melee Dex Set

Close Combat/Dex Focus

When all four pieces of the Tier 3 Raid Set are equipped, the Amethyst Burst ability is upgraded as below:

When attacking an enemy, if you roll an Amethyst Burst and the attack is successful, apply a status of your choosing from the options on the Citrine item card. That status effect is applied to all enemies within Wave 4 of the target. If there are no other enemies within Wave 4, apply a second status effect from the options on the Citrine item card of your choosing to the attack.

If the target is slain and no enemies are within Wave 4 of the target, this hero may immediately move four squares.

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MELEE DEX SET



TIER 3



VEIL OF MASQUERADES

+1 DEX
+4 DEX
+1 ARM

TIER 3
MELEE DEX
SET



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CLOAK OF THE SHADOWBORN

+1 DEX
+1 WILL
+1 ARM

TIER 3
MELEE DEX
SET



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TIER 3
MELEE DEX
SET



TOOLS OF THE TRADE

+2 ARM

Sneak Attack:  Teleport, Sneak Attack does not need line of sight. If this hero teleports adjacent to an enemy, its next attack action gains Massive Damage.

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SHADOWDANCE DAGGER

+1 DEX

When attacking an enemy, if you roll a Amethyst Burst and the attack is successful, apply one status effects of your choosing:



TIER 3
MELEE DEX
SET



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Tier 3 Ranged Dex Set

Ranged Damager/Dex Focus

When all four pieces of the Tier 3 Raid Set are equipped, the Amethyst Burst ability is upgraded as below:

When attacking an enemy, if you roll an Amethyst Burst and the attack is successful, that attack is automatically a crit regardless of stars rolled and becomes Burst 2. You may then immediately make an additional basic Ranged attack with this hero at another enemy in range, or the same enemy if no other targets are in range. This additional attack is rolled for as normal.

If the original target is slain and no other enemies are in range, an additional attack may not be made.

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RANGED DEX SET



TIER 3



FLOWING CAPE OF THE HUNT

+1 DEX

+4 DEX

+1 ARM

TIER 3
RANGED DEX
SET



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HUNTER'S BAND-O-QUIVER

+1 DEX

+1 WILL

+1 ARM



TIER 3
RANGED DEX
SET

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TIER 3
RANGED DEX
SET



BOOTS OF STEADY AIM

+2 ARM

Eagle Eye: When this Hero makes an attack, it may reroll a single dice of the attack roll.

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SKYHUNTER'S BOW

+1 DEX

When attacking an enemy, if you roll an Amethyst Burst and the attack is successful, that attack is automatically a crit regardless of stars rolled and becomes **Burst 2**.



TIER 3
RANGED DEX
SET

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Tier 3 Will Caster Set

Ranged Damager/Will Focus

When all four pieces of the Tier 3 Raid Set are equipped, the Amethyst Burst ability is upgraded as below:

When attacking an enemy, if you roll an Amethyst Burst and the attack is successful, that attack becomes Burst 3 and causes either Ice, Poison, Bane, Hex, Slow, Immobile or Fire. The player chooses which effect is applied. In addition, the damage from this attack generates no wrath.

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WILL CASTER SET



TIER 3



BATLEMAGE ARMOR

+4 WILL
+2 WILL
+1 ARM

TIER 3
WILL CASTER
SET



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CLOAK OF THE DARK CASTER

+1 WILL
+1 DEX
+1 STR



TIER 3
WILL CASTER
SET



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FETISH OF THE LOST

+1 ARM
+1 WILL

Curse: Whenever an attack from this hero scores a Crit, it automatically applies  to all targets hit.

TIER 3
WILL CASTER
SET



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DARK CASTER'S REAPING SCYTHE

+1 WILL

When attacking an enemy, if you roll an Amethyst Burst and the attack is successful, that attack becomes Burst 3.

TIER 3
WILL CASTER
SET



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Tier 3 Will Support Set

Ranged Support/Healer/Will Focus

When all four pieces of the Tier 3 Raid Set are equipped, the Amethyst Burst ability is upgraded as below:

When attacking an enemy, if you roll an Amethyst Burst and the attack is successful, place a crystal token on this Hero, up to a maximum of 5 until the end of this Hero's following activation.

When using an augment ability that has the word Heal or Remedy, reduce the cost of that action by 1 for each token spent.

In addition, each crystal spent this way cause the ability to affect all friendly Heroes within Burst X of the target. X being equal to the number of tokens spent in this manner.

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WILL SUPPORT SET



TIER 3



CRYSTALLINE HALO



TIER 3
WILL SUPPORT
SET



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LIGHT CASTER'S TOME



When attacking an enemy, if you roll an Amethyst Burst and the attack is successful, place a crystal token on this Hero, up to a maximum of 4 until the end of this Hero's following activation. When using an augment ability that has the word Heal or Remedy, reduce the cost of that action by 1 for each token spent.



TIER 3
WILL SUPPORT
SET

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TIER 3
WILL SUPPORT
SET



CLOAK OF THE WILLFUL
+2 ARM

Echo Heal: Whenever this Hero uses an ability that heals a friendly Hero, this Hero may choose a different Hero within 3 squares of its original target to heal the same amount as the original target.

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**LIGHT CASTER'S
BATON OF HOPE**

+1 WILL
+4 WILL
+1 ARM



TIER 3
WILL SUPPORT
SET

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Tier 3 Strength Set
Melee Damager/ Strength Focus

When all four pieces of the Tier 3 Raid Set are equipped, the Amethyst Burst ability is upgraded as below:

When attacking an enemy, if you roll an Amethyst Burst and the attack is successful, the attack becomes Sweep 3 and Massive Damage.

If the attack is targeting an enemy with a base size that is 2x2 or larger, the hero may instead choose to immediately move up to two squares and make an additional basic Melee attack.

This burst ability can only happen once per this Hero's activation.

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STRENGTH SET



TIER 3



MASK OF JUDGEMENT

+1 STR
+1 STR
+1 ARM

TIER 3
STRENGTH
SET



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TABARD OF THE WARRIOR

+1 STR
+1 DEX
+1 ARM

TIER 3
STRENGTH
SET



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GAUNTLETS OF BATTLE

+1 ARM
+1 DEX

Aura of Battle: All heroes within Aura 2 gain +1 to all attack rolls, including this hero.

TIER 3
STRENGTH
SET



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CRUSADER'S AXE OF FURY

+1 STR

When attacking an enemy, if you roll an Amethyst Burst and the attack is successful, the attack becomes Sweep 3.

TIER 3
STRENGTH
SET



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Raid layout:

3 Raid wings, 5 tiles each
3 Boss fights, incorporated into the 5 tile wing.
2 Raid Boss Fight, Dragon's Lair and Plague Throne Tiles (*Free for download through the Plague Throne Website in the free assets.*)

Boss Loot Chart:

When defeating a Wing Boss, roll two Red Dice for the raid group, collect both associated results.

When defeating a Raid Boss, Roll a Green Dice for each defeated model for the raid group (in this raid, it would be two total, each granting its own individual rewards. (*1 for the Troll King, 1 for the Troll Queen.*))

Blank – 30 Crystals of Each Color
Potion – 50 Crystals of Each Color
One Star – 40 Primers of each color
Two Stars – 40 Essence of the Associated type
Three Stars – 2x Tier 3 Raid Set Token
Four Stars – 3x Tier 3 Raid Set Token
Potion /Heart – 5x Tier 3 Raid Set Token

All bosses set up in the fight, in addition to the above rewards drop the following:

10x Crystals of each color to all Heroes
1x Tier 3 Raid set Token (Dropped per boss model. So if the boss fight had two models at the start of it, it would drop 2 tokens.)

Raid Wing 1:

Set-up: 5 Dungeon Tiles

Tile Set(s): Plague Throne Snow Tiles (*Free for download through the Plague Throne Website in the free assets.*)

Configuration:

Tile 1: Outdoor Snow tile with Mine
Tile 2: Outdoor Snow tile with Mmagic Circle
Tile 3: Outdoor Snow tile with Dragon Bones
Tile 4: Snow Tile with Frozen Fountain
Tile 5: Indoor Snow tile with Green Magic Circle.

Spawn Points:

Tile 1: Frozen Warrens
Tile 2: Cursed Barrow
Tile 3: Howler Stone
Tile 4: Frozen Warrens
Tile 5: Spawn of Servitude

Mini Bosses:

Mini Boss 1: Ser Snapjaw
Mini Boss 2: Mistmourn Warg
Mini Boss 3: Succubus Vandella

Raid Wing Boss:

Elrik the Lich King (Red Wrath)
Krampus (Green Wrath)

Raid Wing Monster Bonuses:

All Core Level Bonuses as laid out in the “Going on an adventure” section are in effect, in addition:

Minions: +1 Heart
Elites: +2 Hearts, +2 STR
Mini-Bosses: +3 Hearts, +2 STR

Raid Wing Plot:

When an arcade plot would be drawn, use the following Raid Wing Plot instead:

Frozen is the way, the cold will steal your breath:

When this plot comes into play, the players may place a single red die with the three stars showing in each tile. The red dice has the following ability:

Camp Fire: Aura 4 Models inside of this aura do not have to take the **Frozen is The Way** test. At the start of each hero phase reduce the red dice by 1 star. When the dice runs out, the fire has simmered out.

A hero may perform the following action when adjacent to the campfire:

① **Add Kindling:** Stoke the flames: Reset the red dice to show three stars and the aura is immediately restored.

At the start of each hero's activation, they must make a defensive roll using a stat of their choice. If the hero rolls 6 stars or higher, they are unaffected. If the hero fails the roll, they suffer the **Ice** effect.

Defeating the Wing

If the Mighty Monster Raid Chart reaches the "Spawn the Dungeon Boss" command, all heroes suffer 3 wounds and must clear the remaining enemies and spawn points before moving on.

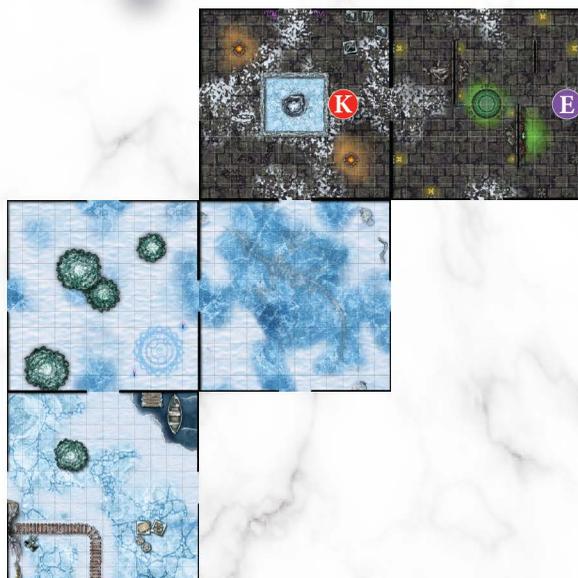
If the five spawn points are cleared prior to the "Spawn Dungeon Boss" command, the plot immediately resolves, every hero heals 3 and the Dungeon Boss spawns.

Dungeon Boss Set up:

Set up the two bosses as laid out below,

Elrik: **E**

Krampus: **K**



Raid Wing Boss Tactics:

Elrik and Krampus will fight using the following command chart. If the two of them are within 3 squares of eachother, they gain **Tough (3)**

1. Move - Fight

2. Move - Fight - Unique

3. Move - Epic Fight - **ARM** until next Consul turn

4. Unique - Fight

5. Regroup to center of tile - Blizzard Winds

6. Move - Fight - Unique

7. **STR** until next Consul Turn - Fight - Heal 3

8. Unique - Epic Fight - Move

9. Move - Fight - Unique

10. Regroup to center of tile- Unique

ELRIK THE LICH KING
RAID WING BOSS
UNDEAD, DEATH LORD, BLACK
PARADE, BLIZZARD WINDS



- Ghoul Blade:** Wave 3, ,
- Frozen Heart:**
- Death Drain:** Wave 3, Elrik The Lich King Heals 1 for each wound inflicted by Death Drain

Black Parade: When a model with Black Parade enters play, the Consul spawns two Curse Ravens adjacent to the spawning point icon in the 5th tile and two adjacent to the spawning point icon in the 4th tile (four Curse Ravens total).

Death Lord: All other Undead models in play gain **STR**.

Blizzard Winds: When this command is given, Elrik gains Stealth until the start of the next Consul Turn.

While within 3 squares of Krampus, Elrik the Lich King gains **Tough (3)**.

Tough (X): During its upkeep, a model with Tough (X) removes a number of wound tokens equal to (X) value.



KRAMPUS
RAID WING BOSS
YOU'VE BEEN NAUGHTY,
NOM NOM NOM!, BLIZZARD
WINDS

- Make Mischief:** The closest Naughtie immediately moves three spaces towards the closest other Hero and makes a basic offensive action against it, if able.

Grabbing Stick: Pull 4

Into The Bag: ,

Nom Nom Nom!: After a model with Nom Nom Nom! destroys a Naughtie, the model with Nom Nom Nom! heals 2. If one or more Naughties are in play, a model with Nom Nom Nom! will ignore all non-Naughtie Heroes when determining the targets for a command, unless the only targets in range of an attack are non-Naughtie Heroes.

Shapeshift X: This model may Shapeshift into the model listed. Shapeshift rules are detailed in the rulebook.

You've Been Naughty: After an enemy model rolls a critical success against a model with You've Been Naughty, the enemy model Shapeshifts into a Naughtie (regardless of the number of wounds dealt by the critical). The controller of the model that is shapeshifting selects one Naughtie shapeshift card that is not already being used by a Hero. If all Naughtie shapeshift cards are in play, this ability has no effect. Heroes on Kringle's Nice List may not be shapeshifted in this way.

Blizzard Winds: When this command is given, Elrik gains Stealth until the start of the next Consul Turn.

While within 3 squares of Elrik the Lich King, Krampus gains **Tough (3)**.

Tough (X): During its upkeep, a model with Tough (X) removes a number of wound tokens equal to (X) value.



Raid Wing 2:

Set-up: 5 Dungeon Tiles

Tile Set(s): Von Drakk Manor

Configuration:

Tile 1: Any Outdoor Von Drakk Tile

Tile 2: Any Outdoor Von Drakk Tile

Tile 3: Any Indoor Von Drakk Tile

Tile 4: Any Indoor Von Drakk Tile

Tile 5: Any Indoor Von Drakk Tile

Spawn Points:

Tile 1: Plague Stone

Tile 2: Plague Thrower

Tile 3: Corrupted Sapphire

Tile 4: Corrupted Artillery

Tile 5: Spawn of Servitude

Mini Bosses:

Mini Boss 1: Corrupted Paladin

Mini Boss 2: Corrupted Priest

Mini Boss 3: Chained Knight

Dungeon Bosses:

Araphael (Normal Wrath Color)

Beatrix The Witch Queen (Purple Wrath Color)

Raid Wing Monster Bonuses:

All Core Level Bonuses as laid out in the “Going on an adventure” section.

Minions: +1 Heart

Elites: +1 STR +1 Action

Mini-Bosses: +2 Hearts +1 Action

Raid Wing Plot:

When an arcade plot would be drawn, use the following Raid Wing Plot instead:

Shadow Magic and Perfection:

When this plot is put into play, Place two crystals tokens adjacent to each remaining spawn point. A player may spend an Interact action to destroy a crystal while adjacent to it.

While this plot is in play, any Hero suffering a negative status effect does not remove that effect at the end of their activation as normal. Negative status effects can only be removed through healing, items

and remedies.

When the last crystal is destroyed, this plot is successfully defeated and effects return to working as normal.

Defeating the Wing:

If the Mighty Monster Raid Chart reaches the “Spawn the Dungeon Boss” command, all heroes suffer 3 wounds and must clear the remaining enemies and/or spawn points before the Boss can spawn.

If the five spawn points are cleared prior to the “Spawn Dungeon Boss” command, the plot immediately resolves, every hero heals 3 and the Dungeon Boss spawns.

Dungeon Boss Set up:

Araphael sets up next to a dungeon exit in the last tile of the Raid Wing, while Beatrix The Witch Queen sets up next to a dungeon exit in the 4th dungeon tile of the Raid Wing.



Raid Wing Boss Tactics:

Jorogumo and Onryo will fight using the following command chart. If the two of them are within 3 squares of each other, they gain Massive Damage:

1. Move - Fight
2. Move - Fight - Unique
3. Move - Epic Fight -  **ARM** until next Consul turn
4. Unique - Fight
5. Regroup - Heal 2
6. Move - Fight - Unique
7.  **STR** until next Consul Turn - Fight - Heal 2
8. Unique - Epic Fight - Move
9. Move - Fight - Unique
10. Regroup - Unique

JOROGUMO

RAID WING BOSS

ARACHNE, WEBS, , 

 **Silk Noose:** , Pull 6.

This offensive action targets the Hero with the least wrath in range and line of sight.

 **Spin Web:** Wave 1, This offensive action gains Massive Damage against models suffering .

 **Feed on Essence:** Hela 1 for each model suffering  within three squares and line of sight.

Webs: All squares within two squares of a model with Webs are difficult terrain.

Arachne: A model with Arachne may move over and stop their movement on top of structure and statue squares as though they were open spaces.



ONRYO

RAID WING BOSS

UNDEAD, GHOST, GHOSTMANCER
IMMUNE TO STATUS EFFECTS

 **Unfortunate Accident:** Target model makes a single basic attack using its highest attribute (including treasure) against itself

 **Vursed Vision:** Wave 3, , 

 **Final Day:**  **STR**, Massive Damage

Ghost: A model with Ghost ignores walls for the purposes of line of sight and movement

Ghostmancer: Whenever a model with Ghostmance inflicts a wound, place a ghost model adjacent to the wounded model.



Raid Wing 3:

Set-up: 5 Dungeon Tiles

Tile Set(s): Von Drakk

Configuration:

Tile 1: Any Outdoor Von Drakk Tile

Tile 2: Any Outdoor Von Drakk Tile

Tile 3: Any Indoor Von Drakk Tile

Tile 4: Any Indoor Von Drakk Tile

Tile 5: Any Indoor Von Drakk Tile

Spawn Points:

Tile 1: Plague Stone

Tile 2: Plague Thrower

Tile 3: Corrupted Sapphire

Tile 4: Corrupted Artillery

Tile 5: Sewer Pipe

Mini Bosses:

Mini Boss 1: Corrupted Paladin

Mini Boss 2: Corrupted Priest

Mini Boss 3: Chained Knight

Dungeon Bosses:

Araphel (Normal Wrath Color)

Beatrix The Witch Queen (Purple Wrath Color)

Raid Wing Monster Bonuses:

All Core Level Bonuses as laid out in the “Going on an Adventure” section.

Minions: +1 Heart

Elites: +1 STR, +1 Action

Mini-Bosses: +2 Hearts, +1 Action

Raid Wing Plot:

When an arcade plot would be drawn, use the following Raid Wing Plot instead:

Shadow Magic and Perfection:

When this plot is put into play, place two crystals tokens adjacent to each remaining spawn point. A player may spend an interact action to destroy a crystal while adjacent to it.

While this plot is in play, any Hero suffering a negative status effect does not remove the effect at the end of their activation as normal. Negative status effects, such as Bane, Hex, etc, can only be removed through

healing, items and remedies.

When the last crystal is destroyed, this plot is successfully defeated and effects return to working as normal.

Defeating the Wing:

If the Mighty Monster Raid Chart reaches the “Spawn the Dungeon Boss” command, all heroes suffer 3 wounds and must clear the remaining enemies and/or spawn points before the boss can spawn.

If the five spawn points are cleared prior to the “Spawn Dungeon Boss” command, the plot immediately resolves, every hero heals 3 and the Dungeon Boss spawns.

Dungeon Boss Set up:

Araphel will set up in a dungeon exit in the 5th tile, and Beatrix will set up in a dungeon exit in the 4th tile. This will displace any other models if necessary.



Raid Wing Boss Tactics:

Araphel and Beatrix The Witch Queen, once set up, will follow the below chain of commands. They have the **Sisterly Bond** ability described below.

1. Move - Fight
2. Move - Fight - Unique
3. Move - Epic Fight -  **ARM** until next Consul turn
4. Unique - Fight
5. Regroup - Heal 2
6. Move - Fight - Unique
7.  **STR** until next Consul Turn - Fight - Heal 2
8. Unique - Epic Fight - Move
9. Move - Fight - Unique
10. Regroup - Unique

Sisterly Bond: Beatrix and Araphel can never have more than a 10 hit point difference. Any damage that would bring that difference greater than 10 is discarded.

Example: If Beatrix is at 35 hit points, and Araphel is at 26 hit points. Araphel is critically struck causing two damage. Araphel will suffer 1 damage, dropping her to 25 hit points, which puts her at the 10 hit point difference threshold, so the remaining damage is discarded.

DEMON QUEEN ARAPHEL RAID WING BOSS MY PRETTIES, SENSE WEAKNESS, SPREAD THE LOVE, DO IT FOR ME?



 **Blind Obedience:**  if this attack inflicts a wound, the target must immediately make one basic attack action for each status effect on it targeting the closest other hero.

 **Lovestruck:** Spawn two Spiteful Cherubs adjacent to Araphel

 **Go For The Eyes!:** All Spiteful Cherubs perform the Move Command.

Do It For Me?: See the back of the Arcade card for Demon Queen Araphel.

Sense Weakness: See the back of the Arcade card for Demon Queen Araphel.

Spread the Love: See the back of the Arcade card for Demon Queen Araphel.

My Pretties: See the back of the Arcade card for Demon Queen Araphel.

BEATRIX THE WITCH QUEEN RAID WING BOSS FLY, KITTY CLAW, GHOSTMANCER IMMUNE TO STATUS EFFECTS



 **Bubble & Boil:** Burst 3

 **Curses:** Wave 3, Each affected model's player closes their and picks on random status effect token.

 **Pumpkin Charge:** Lance 8, Push 1, 

Kitty Claws: Beatrix immediately makes one Basic Attack against any enemy model that moves into a square adjacent to Beatrix during its activation.

Ghostmancer: Whenever a model with Ghostmance inflicts a wound, place a ghost model adjacent to the wounded model.

Raid Boss Fight:

Set-up: Dragon's Lair, 12x24 tile (Available to download for free on the WOSDEC/Plague Throne Website)

Yathraxia will be set up in the center of the tile as laid out below:

Tile Set(s): The Plague Throne Dragon's Lair.

This fight has four phases based on Yathraxia's hit points remaining.



Raid Wing Boss Tactics:

Once all three daughters of Jorogumo are placed, and all heroes are placed. The battle can begin, they will follow the following command cycle:

1. Move - Fight

2. Move - Fight - Regroup to center

3. Move - Epic Fight -  STR until next Consul turn

4. Unique - Fight

5. Regroup to Center - Heal 2

6. Move - Fight - Unique

7.  ARM until next Consul Turn - Fight

8. Remedy - Epic Fight - Move

9. Move - Fight

10. Unique - Fight - Regroup to center - Unique



YATHRAXIA
RAID BOSS
TITANIC SIZE, FLY, THE QUEEN
OF NIGHTMARES, FEAR,



Tail Whip: Wave 2*, This attack originates from the back of Yathraxia. (See Below for Titanic Size rules)

Inescapable Jaws: STR, Massive Damage. If a hero is slain by this attack, this model heals the number of stars this attack succeeded by.

Locust Swarm: Wave 3,

Nightmare Shade: , Stealth

Titanic Size: A model with Titanic Size occupies 16 squares (100mm Base), and uses the rules for moving large based models. They may move through walls and treat structure squares as open squares. Any wall or structure square a model with Titanic Size move through is considered difficult terrain for the rest of the game; you may want to mark it with a crystal token as a reminder.

In addition for the purposes of raids, the front of Yathraxia's base, using her chest as a point of reference for front and center should always face her target. This will affect the direction of her tail whip attack. Her Wave 2* only affects her back half. So from the back 8 squares her base occupies will be the source of origin of the attack, the front 8 will not be affected by this attack.

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored.

The Queen of Nightmares: While stealthed, her Fear ability requires an additional star for success.

Fear: A Hero starting within two squares of Yathraxia must make a defense roll using the stat of their choosing, including equipment. That Hero must roll 5 Stars to pass the test. If the test is failed, the hero removes the dice with the highest roll on its first attack against Yathraxia. (If Yathraxia is stealthed, 6 Stars are required to pass this test)

YATHRAXIA HEALTH BASED TACTICS

→ : Battle as normal

→ : Yathraxia flies high into the sky and may only be targeted by attacks with a range of five squares or greater. In addition, Wrath may not be gained or removed during this phase, this includes transferring Wrath.

Place 6 Fire Flowers adjacent to Yathraxias and operate per their card below. While flying in the air, Yathraxia will perform the following command once per consul phase:

Plague Lightning: Unlimited Range, Massive Damage, Titanic Arc (Titanic Arc: after resolving an action with Arc, choose another model within 4 squares of the last model targeted and which has not already been targeted. Resolve this action again, subtracting 1 from the attacks **STR** (this is cumulative) against the new target, continue choosing new targets until Arc fails to inflict a wound, no dice remain, or there is no new target in range.

→ : Battle as normal

→ : **Inescapable Jaws** becomes a signature action and **Locust Swarm** becomes Wave 5

PLAGUE FLOWER
SUMMONED CREEP



More Jeeper than Creeper: Plague Flower can not be destroyed by items and abilities that instantly eliminate all creeps in a certain range or on the tile. Instead those abilities will cause 1 damage to any and all affected creeps.

(This model is represented by the Flower Flower Creeper model as mentioned above)

Raid Boss Fight:

Set-up: The Plague Throne, 12x24 tile(Available to download for free on the WOSDEC/Plague Throne Website)

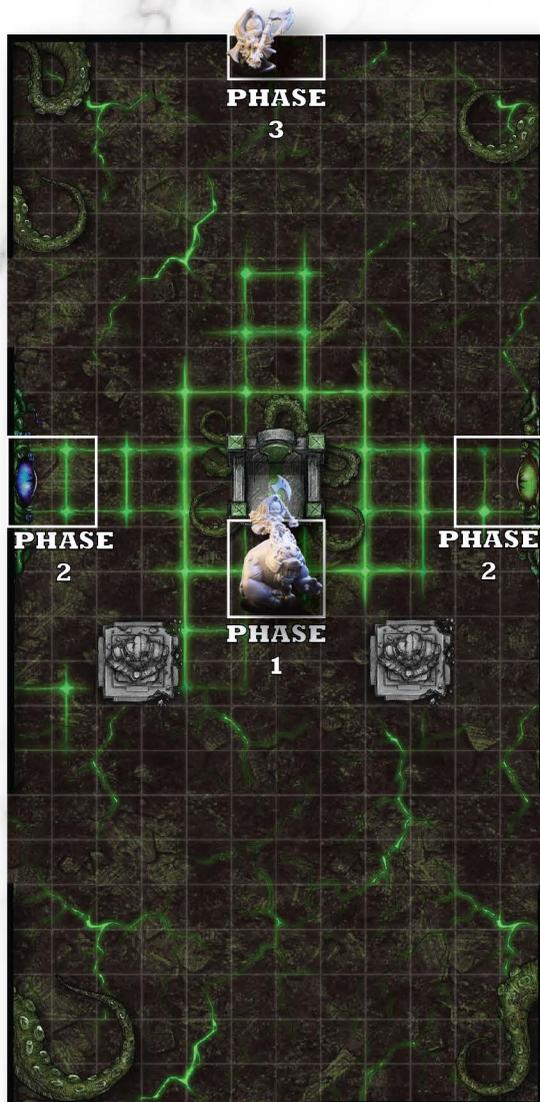
Tile Set(s): The Plague Throne, Throne Room

This fight has three phases, all of which will follow the command structure to the right, but different profiles for the fight will be provided in the following pages.

Phase 1: Celeste mounted on Mr. Buttons

Phase 2: Celeste and Mr. Buttons Separated (Celeste and Mr. Buttons are placed in front of the eyes, but its up to the players which one goes where.)

Phase 3: Celeste stands alone, the room is alive.



Raid Wing Boss Tactics:

Once Celeste and all Heroes have been placed, the battle can begin, Celeste will follow the following command cycle:

1. Move - Fight

2. Move - Fight - Plague Fury: Cross 6

3. Move - Epic Fight - STR until next Consul turn

4. Unique - Fight

5. Regroup to Starting Squares - Heal 2

6. Move - Fight - Unique

7. ARM until next Consul Turn - Fight

8. Remedy - Epic Fight - Move

9. Move - Fight - Move

10. Unique - Fight - Regroup to Starting Squares

CELESTE PHASE 1

RAID BOSS

LADY OF PLAGUES, MR. BUTTONS,
TOUGH, PLAGUE AURA,  

 **Cull The Living:** Sweep 4, 

 **Bone Nova:** Wave 6, STR vs
DEX, 

 **POUNCE! CLAW! BITE!:** Pounce,
after being placed from pounce,
Celeste makes three attacks with
Mr. Buttons at STR $\frac{5}{6}$. Each
attack causes a different effect.
They are applied as their associat-
ed attack number is successful.

Attack 1: The Pounce - 

Attack 2: The Claws - 

Attack 3: The Bite - 

This attack always targets the hero
with the least amount of wrath
that is in range.

Lady Of Plagues: Aura 3, while within this
aura, healing effects are reduced by 1, to a
minimum of 1, and the Poison status effect
does not get removed. Models with the
undead or skeletal keyword gain Tough while
in this aura.

Mr. Buttons: At the end of this model's
activation, it makes a single basic Melee attack
at STR $\frac{5}{6}$

Tough: During its upkeep, a model with Tough
removes a single wound token.

Plague Aura: Aura 6, If a Hero is slain while
within this aura, immediately replace the
Hero's model with an undead model from your
collection. This undead minion has the
following profiles



Raid Wing Boss Tactics:

For Phases 2 & 3, Celeste and Chompers will follow the below command cycle. Phase three begins when both Chompers and Celeste are defeated in Phase 2.

1. Move - Fight
2. Move - Fight - Plague Fury: Cross 6
3. Move - Epic Fight - STR until next Consul turn
4. Unique - Fight
5. Regroup to Starting Squares - Heal 2
6. Move - Fight - Unique
7. ARM until next Consul Turn - Fight
8. Remedy - Epic Fight - Move
9. Move - Fight - Move
10. Unique - Fight - Regroup to Starting Squares

Phase 2:

Wrath is removed from all Heroes, and play starts fresh from a new Hero Turn 1 once all enemies have been placed. Do not remove Heroes from the board between each phase.

Celeste: 20x Normal Wrath Tokens
Mr. Buttons: 20x Green Wrath Tokens

Phase 3:

Celeste's Wrath stays as it's currently distributed, and Mr.Buttons and his wrath are removed before moving on to the next phase. Place Celeste in the doorway as shown in the previous pages. Then you can begin phase 3.

CELESTE PHASE 2

RAID WING BOSS
LADY OF PLAGUES, MR.BUTTONS,
TOUGH, PLAGUE AURA,
BACKLASH (3),

Cull The Living: Sweep 3, Massive Damage,

Vent Shadows: Wave 6, Heal 3

Lady Of Plagues: Aura 3, While within this aura, healing effects are reduced by 1, to a minimum of 1, and the Poison status effect does not get removed. Models with the undead or skeletal keyword gain Tough while in this aura.

Mr. Buttons: While within 3 squares of Mr. Buttons, Celeste gains **Sturdy**.

Tough: During its upkeep, a model with Tough removes a single wound token.

Plague Aura: Aura 6, If a Hero is slain while within this aura, immediately replace the Hero's model with an undead model from your collection. This undead minion has the following profiles



Mr. BUTTONS PHASE 2
RAID WING BOSS, STUFFY
STURDY, RABID, 



 **Ferocious Roar:** Wave 4, STR vs WILL, 

 **Bear Necessities!:** Pounce, after being placed from pounce, Celeste makes three attacks with Mr. Buttons at STR 5. Each attack causes a different effect. They are applied as their associated attack number is successful.

- Attack 1:** The Pounce - 
- Attack 2:** The Claws - 
- Attack 3:** The Bite - 

This attack always targets the hero with the least amount of wrath that is in range.

Sturdy: A model with Sturdy never suffers more than a single wound from a single action, such as Critical Hits or Massive Damage

Stuffy: While within 3 squares of Celeste, Mr. Buttons gains 

Rabid: The first time Mr. Buttons is wounded and the dice result would have caused a Critical wound, he performs the following action immediately.

 **Retaliatory Roar:** Wave 4, STR vs WILL, 

This may only happen once per Consul Phase.

CELESTE, PHASE 3
RAID WING BOSS
LADY OF PLAGUES, TOUGH,
PLAGUE AURA, 



 **Cull The Living:** Cone 6, Massive Damage, 

 **Rust Wave:** Wave 2,  

Lady Of Plagues: Aura 3, While within this aura, healing effects are reduced by 1, to a minimum of 1, and the Poison status effect does not get removed. Models with the undead or skeletal keyword gain Tough while in this aura.

Tough: During its upkeep, a model with Tough removes a single wound token.

Plague Aura: Aura 6, If a Hero is slain while within this aura, immediately replace the Hero's model with an undead model from your collection. This undead minion has the following profiles



No Queen Rules Forever: When Celeste is reduced to 30 hit points or less, for the rest of the battle she gains the following:

+4 STR
 +4 ARM

After Defeating Celeste:

Celeste lay on her back, staring at the bear struggling to breathe, her own battles to not fall pulsing through her body. A voice echoed in her head, a deep, visceral voice, "How disappointing...I thought you had such potential." Celeste's eyes looked around, panicked. "You were never worthy of my powers it seems. Such a pity that this is where we are both defeated." Celeste, a tear rolling down her cheek, the tear falling to the floor as the tired defeated eyes of Mr. Buttons stared at her, looking for any sign of hope. She gently reached out rested her hand on his arm.

"You did good old friend, one more time, for me?" She whispered, stretching her fingers out, he began to glow and let out a small sorrowful noise and tired noise. When the glow faded, he was but a small stuffed bear once more in her hand. "You did good my little bear, my best buddy." She said clutching the toy to her chest.

"Pathetic," came the dark voice once more in her head. "I will find another to take up my axe and mantle, and your memory will be long gone." Rolling onto her stomach, she pushed herself up to her knees. She rested both hands on the axe, the Hero party readying to fight. Her head lifted and there, standing in front of the throne, she saw Sir Sigmund.

"Papa?" she whispered as she felt the plague powers begin to flow out of her and solely back into the axe.

"My child, my daughter, my Celeste," he spoke with a loving tone. "I knew it would be only a matter of time before you were free of this blight." Walking towards her, the party's eyes go wide in shock as the spirit becomes visible to everyone. "The evil in that axe thought you were the answer because of how strong you are Celeste. It didn't realize that your strength comes from more than just that axe and the powers that it grants. It comes from here," he says kneeling down before her and touching her breastplate where her heart was.

"But, I fell to corruption, I fell to it all because I was weak," she said to him starting to sob.

"No, you wanted to save your people, you needed to save your people. You fell to the corruption because you wanted to do good, that is where this Lord of Plagues underestimated you," he said reassuringly, a fatherly tone ever present in his voice. "My dear daughter, I beamed with pride as I watched you become the Lady Commander of my forces, a title

earned, not given. You were a power of righteousness against the Dark Consul, I could not be more proud as a father, as your commander, and a paladin." He took his hand rested it on her shoulder. "You are still that powerful Paladin, you are still that little girl that wanted to stay by my side all those years ago." As he spoke, more spirits began to fill the room, the group slowly backed away, watching as they all began to surround her in the great throne room. "You can prove me right, you can make this right."

Celeste unclipped her cape, slowly moving her hands to other straps, she undid her shoulder armor, it dropping to the floor with a powerful metal clang. "I don't know if I can Papa. I don't know if I am strong enough." Sliding off her gauntlets and bracers, she undid the straps on the side of the breastplate. The armor falling to the ground with a thud. Her sleeveless padded shirt was tattered and ripped in multiple places, whatever skin was showing was a palish grey, her fingernails, black. Standing she unstrapped her greaves and leg plates, letting them fall to the ground, thigh length shorts exposed her lower legs, pale, black veins running up her legs. She stood, using the axe as an aide. "I don't know if I have the strength..."

Sir Sigmund stood with her and placed a hand on her exposed shoulder. "Then we will give you our strength, you can do this my daughter, you can free us all." The spirits around her placed their hands on her back and shoulders, the spirits behind them placing their hands forward onto the spirits before them, and so on, creating a web of souls lending their aide to her.

Her eyes, once glowing green blinked, and began to glow a bright glowing gold. Bringing the axe up in her hands, her strong arms flexing with it's weight. Raising it above her head, she gritted her teeth and began to pull. "NO STOP IT, YOU FOOL! YOU'LL KILL US BOTH!" came the dark voice once more.

Celeste looked at Sir Sigmund, fear and determination in her eyes, he nodded gently. She began to huff and puff through gritted teeth, then her mouth opened as a scream ripped from her mouth, a dark scream echoed throughout the room as well. The glow of the golden light flowed through her arms, into her hands, and the axe, as she pulled it apart, shattering it into thousands of pieces. Her eyes closing as she collapsed to the ground. Sir Sigmund catching her head as he knelt down. She looks at Sir Sigmund, and reaches up and touches his face, "You're warm Papa," her body starting to shiver a bit. "It's cold in

here, it's so cold." Smiling down at her, the spirits in the room, one by one come up to her and touch her gently before fading, each touch leaving a small scar on her body of old wounds, some of the wounds opening like cut by a sharpened blade, but no blood fell. For these were old wounds. When the last spirit touched her she looked at Sir Sigmund, and with tears falling, "Did I do it Papa, did I make it right?" Smiling gently at her, he laid her head down on the marbled floor, the throne behind him starting to crumble.

"Aye my daughter, aye, ya did good Celeste. You did it," he said a single tear rolling down his cheek. "Goodbye my daughter, rest now." With that he lays his hand down on the center of her chest. "Rest now little one." He says quietly. As his spirit fades away he looks at the group and nods, "Thank you..."

You watch as Celeste's hair returns to the light brown color it once was, her skin color returning to the soft pinkish flesh tone, her eye returning to their normal green, no glow, no hue. Then, her eyes close one final time....





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Hero Card: _____

Name: _____

Player: _____



Level



EXP



Move



Actions

STR



ARM



WILL



DEX



Max Health:



Max Potions:



Crafting Speciality: _____

GUILD BANK CONTINUED

3	QTY: _____	5	QTY: _____
3	QTY: _____	5	QTY: _____
3	QTY: _____	5	QTY: _____
3	QTY: _____	5	QTY: _____
3	QTY: _____	5	QTY: _____
3	QTY: _____	5	QTY: _____
3	QTY: _____	5	QTY: _____
3	QTY: _____	5	QTY: _____
3	QTY: _____	5	QTY: _____
3	QTY: _____	5	QTY: _____



4	QTY: _____	6	QTY: _____
4	QTY: _____	6	QTY: _____
4	QTY: _____	6	QTY: _____
4	QTY: _____	6	QTY: _____
4	QTY: _____	6	QTY: _____
4	QTY: _____	6	QTY: _____
4	QTY: _____	6	QTY: _____
4	QTY: _____	6	QTY: _____
4	QTY: _____	6	QTY: _____
4	QTY: _____	6	QTY: _____

GUILD LEVELING COSTS

OPEN A GUILD CHARTER: 2 OF EACH CRYSTAL
LEVEL 1 - LEVEL 2: 3 OF EACH CRYSTAL
LEVEL 2 - LEVEL 3: 6 OF EACH CRYSTAL
LEVEL 3- LEVEL 4: 10 OF EACH CRYSTAL
LEVEL 4- LEVEL 5: 15 OF EACH CRYSTAL
LEVEL 5 - LEVEL 6: 20 OF EACH CRYSTAL &
CLEAR THE ELEMENTAL TEMPLE OF JOROGUMO

GUILD LEVEL UNLOCKS

LEVEL 1: 2 HEROES, 10 BANK SLOTS
LEVEL 2: 3 HEROES, 20 BANK SLOTS
LEVEL 3: 4 HEROES, 30 BANK SLOTS
LEVEL 4: 5 HEROES, 40 BANK SLOTS, QUEST GIVER
LEVEL 5: 6 HEROES, 50 SLOTS, BLACKSMITH
LEVEL 6: 10 HEROES, 60 BANK SLOTS,
CRYSTAL MINERS

...

**But yet, sometimes the end, is
just the beginning.**



The Cog Throne Will Rise...