

From the Underworld

Saga Chapter 1

Having rid them of a fearsome enemy, you are told by the people of the plains that the fiend arrived shortly before and immediately went on a murderous rampage. Survivors from its attacks report that it was searching for something it called "the Goblet of the Pit". Your attempts at finding out more about this object bears no fruit, as people either have not heard of it, or else are afraid to speak of it.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Enemy

Plains

Item

2-28

Beyond Good and Evil

Saga Chapter 1

Having finished your initiation to magic, you seek out a remote mountain sanctuary to meditate and awaken your arcane potential. The creeping Gloom weighs heavily on your mind, delaying your progress. As you finally feel your mind merge with the Veil itself, you hear a prophetic voice from beyond: "If Good alone is not powerful enough to conquer Evil, it must seek the aid of those who renounce those very concepts".

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Quest

Mountain

Spell

2-28

Gaze into the Abyss

Saga Chapter 1

When you finally reach a safe resting place after crossing the badlands, you find that others have already taken refuge there. They tell of a shadow that has fallen over their homeland. Animals and birds have fled the region, shrouding the land in eerie silence; even the formerly lush vegetation is decaying, and forest and open land alike are rapidly becoming covered in sickly brackens and fungi.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Place

Badlands

Title

2-28

Amor Fati

Saga Chapter 1

In a clearing between ancient oaks you notice the traces of rituals you do not recognise from your training. A local claims that it is a witches' sabbath that has taken place there, and that you should be wary of meddling with their activities. Though he seems sincere, you are not quite convinced, as you do not sense any lingering evil at the location.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Stranger

Forest

Ally

2-28

From the Underworld

Saga Chapter 2

In the wilderness beyond the plains you meet a stranger with a keen interest in wondrous and enchanted items. Overcoming an initial reservation by presenting an extraordinary item you carry, you learn that the Goblet is a legendary artefact rumored to be created in the Underworld, having the power to bind and render impotent any mortal enemy.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Badlands

Stranger

Item

2-28

Beyond Good and Evil

Saga Chapter 2

Using your newfound powers to cleanse the lands of evil enemies makes you a source of nourishment for the carrion-eating ravens. One of them has acquired the power of speech, and implores you to seek the Phoenix, which will amplify your arcane might and thus provide more for his kin to feast upon.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Forest

Enemy

Spell

2-28

Gaze into the Abyss

Saga Chapter 2

As your accomplishments have proven your worth to the refugees, they open up to you and bring you even darker tidings. They tell of undead abominations that now roam the dark places in their homeland; but in hushed voices they claim that even more unbearable is the dread feeling of constantly being watched by a piercing gaze.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Plains

Quest

Title

2-28

Amor Fati

Saga Chapter 2

Seeking clues in places both sacred and profane, and befriending wise people, you at last find somebody with deeper knowledge. There exists a secretive sisterhood performing rituals few have even heard of, but they are not witches. As they tend to appear only in times of great peril and upheaval, their appearance now makes the spread of the Gloom seem even more ominous.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Mountain

Place

Ally

2-28

From the Underworld

Saga Chapter 3

With the spreading Gloom you could soon be in dire need of such an artefact yourself, but do not know where to start searching for it. Upon saving a group of holy men and women from another ravaging enemy, you find that one of them has detailed knowledge of the Gobbler. It was brought to the land of the living ages ago by one of the few ever to have reached the Underworld and returned, and has since been used for both good and evil.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Enemy

Quest

*Pious



Beyond Good and Evil

Saga Chapter 3

Seeking the Phoenix is not a straightforward task, as one tantalising clue leads to another, until you end up with a mercenary, indebted to you. Like the raven, he cares little for the good and evil which motivates your struggle, but insists that he is honourbound to aid you. He says he can lead you to a fabled mystic who among many wonders carries a Phoenix as he travels the realm on his flying carpet.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Quest

Place

*Martial



Gaze into the Abyss

Saga Chapter 3

Realising that the refugees cannot assist you further in identifying the nameless horror that has driven them from their homes, you must seek assistance elsewhere. In strange places, strange people can be found, and at last you find what you seek: a seer who is able to peer into the area from afar and reveal the source of this evil.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Place

Stranger

*Arcane



Amor Fati

Saga Chapter 3

By winning the confidence of strangers and by forcibly interrogating enemies you manage to find out even more. The rituals are to the one power that even the Gods fear: that of the Fates. Be they priestesses or some form of incarnation of the Fates themselves, the sisters of Wyrd are not easily approached. A person with knowledge of secret places and hidden paths would be of great help.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Stranger

Enemy

*Shadow



From the Underworld

Saga Chapter 4

The last to have possessed the Gobbler was a mighty Warlord, embalmed and entombed in a sealed burial chamber deep beneath the Grand Plains, and along with him his weapons and surely also this powerful artefact. With connections to the priesthood, your newfound ally can help you inside the entrance, but once within; who knows what you will encounter?

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Dungeon *

Ally

Demon



(*) A Plot card may also be used if playing without the encounters pack

Beyond Good and Evil

Saga Chapter 4

Bartering with the mystic for the legendary Phoenix will test your wits to the utmost. Understanding his convoluted philosophy will be equally important, if not more, than recognising what you bring that may be of value to him or how you may be of assistance in his endeavours.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Assist

Item

Neutral *



(*) A Plot card may also be used if playing without the encounters pack

Gaze into the Abyss

Saga Chapter 4

Aided by the powers of the seer, you find out that a necromancer has taken abode in an ancient abandoned keep. He is not corporeal, but a mere spectre, bound by black magic to a crystal ball hidden in its dreary halls. To drive him out you must get past the undead guardians of the keep, and lift the curse from the artefact that binds him to the place.

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Abode

Spell

Undead *



(*) A Plot card may also be used if playing without the encounters pack

Amor Fati

Saga Chapter 4

Unrelenting in your search and having established a reputation as a bringer of justice, you are rewarded by an invitation to meet the sisters. Many have desired to wield the power of the Fates to their own benefit, but none are known to have succeeded in this. Is it possible that they might look favourably on somebody about to confront the evil of the Ancient?

To Complete

Spend 5 Gold and 1 Regale Action

Keyword Required

Noble

Title

Seek *



(*) A Plot card may also be used if playing without the encounters pack



Wyrð Sister

Pious • Totem • Ally

(Hero): Fate yields 3 successes instead of 1. Ignore the limit of six for this Totem asset.

Amor Fati

12

2+ 2+



Crystal Ball

Shadow • Totem • Title

(Hero): Ignore 1 hit each battle round. Ignore the limit of six for this Totem asset.

Gaze into the Abyss

12

2+ 2+



Phoenix

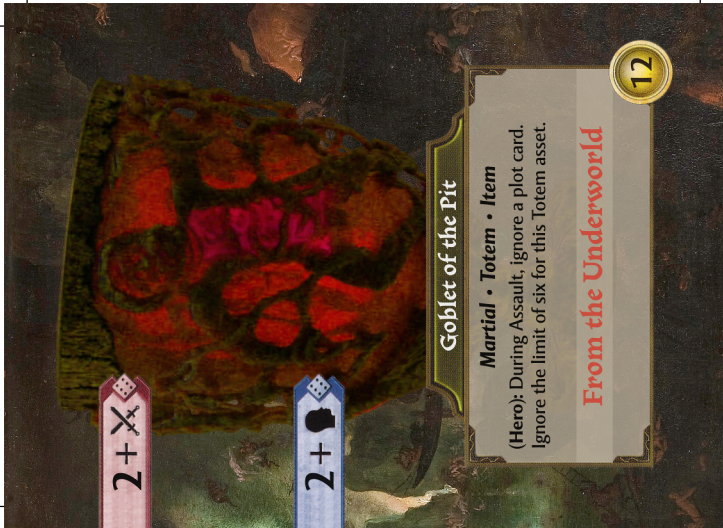
Arcane • Totem • Spell

(Hero): Treat "sacrifice" as "veil". Ignore the limit of six for this Totem asset.

Beyond Good and Evil

12

2+ 2+



Goblet of the Pit

Martial • Totem • Item

(Hero): During Assault, ignore a plot card. Ignore the limit of six for this Totem asset.

From the Underworld

12

2+ 2+



Magic Circle

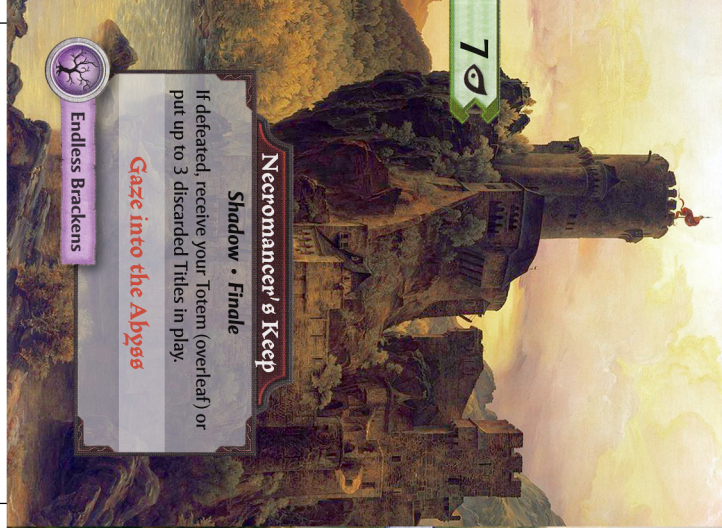
Pious • Finale

If defeated, receive your Totem (overleaf) or put up to 3 discarded Allies in play.

Amor Fati

7

Blessed Grove



Necromancer's Keep

Shadow • Finale

If defeated, receive your Totem (overleaf) or put up to 3 discarded Titles in play.

Gaze into the Abyss

7

Endless Brackens



Mythic

Arcane • Finale

If defeated, receive your Totem (overleaf) or put up to 3 discarded Spells in play.

Beyond Good and Evil

7

Rolling Hills



Entering the Crypt

Martial • Finale

If defeated, receive your Totem (overleaf) or put up to 3 discarded Items in play.

From the Underworld

7

Grand Plains