

The Curse of TALON WRATHMORE



Five Heroes Against the Darkness

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Digital Reference Rulebook

This rulebook is designed to be used digitally during play. Players are encouraged to keep it open on a phone, tablet, or computer to avoid printing a large document. Only the Quick Start Guide and Basic PnP components are intended for printing.

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The Story of Stormvale

Long ago, on a lush and thriving island, a man named Talon Wrathmore seized power. He was not born, but unleashed—a star fell into the sea the night his mother screamed him into existence, and the sky itself recoiled. His eyes burned with blue fire before he drew his first breath. The priests called him cursed. The armies called him chosen. Talon called himself inevitable.

His rule twisted Stormvale. Fields blackened, rivers soured, and the once-living forest began to whisper his name in the wind. The more he conquered, the more the island itself seemed to bow beneath him. When steel and fear could no longer feed his hunger, Talon reached deeper—into the dark beneath the world, where something ancient and waiting answered. It gave him power. He gave it blood.

Stormvale's people rose against him at last. Seven orders of magic, three royal bloodlines, and the sacrifice of Makoa Stormward's ancestor bound him in chains. On the day of his execution, as his body fell upon the altar stone, the sky split with thunder and Talon's voice carried on the wind—a curse forged in the language of the deep:

“By the Deep that birthed me, by the Dark that crowned me, by the Fire that endures beneath all things
— I seal this curse upon you and all who dare tread my soil.

May your roots wither, your rivers sour, and your skies forget the light.

The sea shall carry my breath; the earth shall carry my name.

I bind my will to this island,

and upon every living soul who sets foot upon it,

I seal my wrath—endless, patient, and eternal.

You think me slain, but I am eternal.

When the fifth grave opens,

the Deep shall remember, and I shall rise.”

Terrified, the island's medicine man divided Talon's body into five pieces, burying each in secret places bound by sacred rites. Peace returned, and Wrathmore's name faded into legend.

But legends never sleep.

Now the beasts of the wild turn savage, the dead rise, and the moon bleeds red over Stormvale. In a vision of fire and mist, the current medicine man saw the truth—Talon's spirit stirs once more, clawing its way toward the living world.

To end the curse, five heroes must find the tyrant's remains and bring them together—not to raise him, but to trap his spirit in flesh and destroy him forever.

The curse has awakened.

The island trembles.

Stormvale waits for its saviors... or its grave.

Quick Start Guide

If You're New, Read This First

The Situation: Stormvale Island is cursed. Talon Wrathmore seeks to return in physical form to destroy the island.

Your Mission: Explore the island, find and return all **five body parts** of Talon to the altar, level up, and defeat him in a final battle.
Work together — if Talon rises before you're ready, doom follows.

How to Win or Lose:

Victory	Defeat
Talon is Defeated.	All heroes die or a body part is destroyed, lava/quicksand.

Game Flow: Game play moves in rounds. Each round has two phases:

1- Monster Phase

In this order:

- 1- Monsters on the board attack if they can.
- 2- Monsters then move toward the closest hero.
- 3- Monsters spawn at each active spawn point.
 - To begin the game, there is one spawn point - the **Wrathmore Mansion**. Each body part found is marked with a **Tombstone** and becomes another spawn point.

Note: *Monsters also spawn during the Hero Phase if a hero steps onto an unoccupied tile (exception the Cartographer).*

2- Hero Phase In clockwise order, each hero takes **3 actions**.

Actions you may take- choose any mix.

Action	Description
Move	Step onto an adjacent tile; may spawn monster.
Search	Draw a search card for the tile you're on.
Attack	Roll to fight a monster. 4+ hits, unless modified.
Trade	Give or receive items or body parts on the same tile.
Use item/Ability	Play a card/activate a skill or spell.
Place a Body Part	Place a found piece on the altar (<i>very important</i>).

****Note: You may not carry more than one body part.*

Leveling Up:

Monsters- Each time a body part **is found**, monster difficulty increases. Match the number of spawn points to the line on the back of the Monster Spawn Card.

Heroes- Each time a body part **is placed** on the altar:

- All heroes place 1 peg in their skill tree.
- Instantly receive access to any newly gained skills.

Exploring the Island:

Each time you step onto a new tile, check the following:

- If entering an unexplored tile, **auto-spawn** a monster (exception: Cartographer does not trigger auto-spawns).
- If a monster is present, you may choose to fight.
- If you Search, draw a Search Card for that terrain type.
- If the tile you search has a village, draw an Island History Card (optional).
- You may find specialty items such as health potions, traps, baits, etc. Follow the instructions on the card. For a full details, see the main manual.

Topography:

The island features three elevations:

- Lowland, Midland, and Highland
- Moving between equal heights, or 1- level height difference, is free.
- Moving between Lowland ↔ Highland creates a cliff — impassable except by:
 - 1- Cartographer, who may climb or descend freely.
 - 2- Spiders, which can also traverse cliffs.

Hero Abilities:

- **Medicine Man:** Starts with the ability to heal self/others 1 life per action.
- **Cartographer:** No monster auto-spawn; can climb and repel cliffs.
- **Archeologist:** Free search ability
- **Gladiator:** Starts game dealing double damage.
- **Ranger:** May attack enemies on adjacent tiles (range 1).

Combat Basics:

- Roll 1 die per attack.
- 4+ = Hit (unless modified)
- Deal damage equal to weapon or ability.
- You must kill a monster **during your turn** or it fully heals.

Final Boss Fight:

When the 5th body part is placed on the altar:

- Finish the current hero round.
- Talon rises upon the altar!
- Place the Necromancer on the mansion.
- All spawn points go dormant.
- The fight begins! (See Final Battle section in this manual.)

First Game Tips:

- Start on normal difficulty.
- Stay together.
- Use the rewards from village quests.
- Use the Cartographer and Archeologist to aid in exploration. Sixth Sense and Scavenge abilities help here.
- Beware the lava and quicksand. It's death if you run into them.
- Each player should bring something unique to the game. Teamwork is key.

Game Components

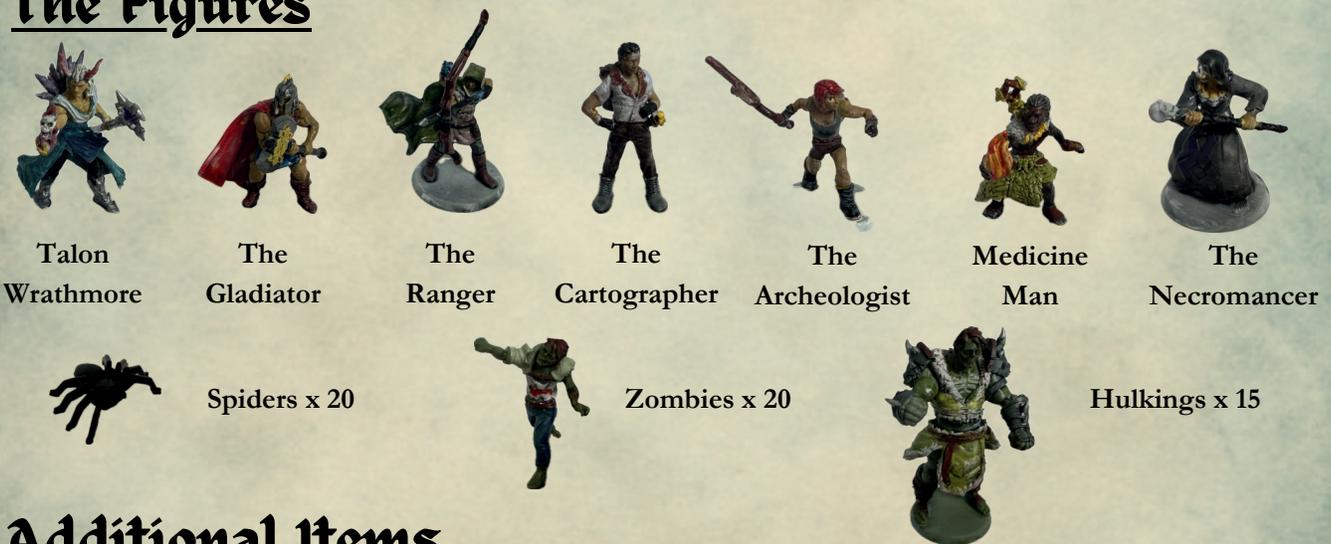
The Island

There are 61 Island tiles that make up the whole of the island.

- 11 Desert tiles
- 11 Forest tiles
- 11 Fens tiles
- 4 Quicksand tiles
- 11 Deadwood tiles
- 11 Mountain tiles
- 1 Altar tile
- 1 Wrathmore Mansion tile



The Figures



Additional Items

- 6 Trap tokens
- 8 Lava Flow tokens
- 1 Hidden Knowledge token
- 1 Curse token
- 55 Search Marker tokens
- 6 Sand tokens
- Sacred Spring token
- 4 Bait tokens
- 1 Eruption token
- 1 Sandstorm token
- 5 Dice
- 5 Grave Markers

Character Plates & Quick Reference Ability Cards



Each player has a Character Plate that keeps track of two things — your health and your progress through the Skill Tree.

As you level up, you'll use pegs to mark which abilities or spells you've unlocked.

Each skill branch builds on the one before it. You must unlock the earlier skills before you can choose the higher-level ones.

The Gladiator Character Plate, showing his personal skill tree that allows specialization in two general paths.

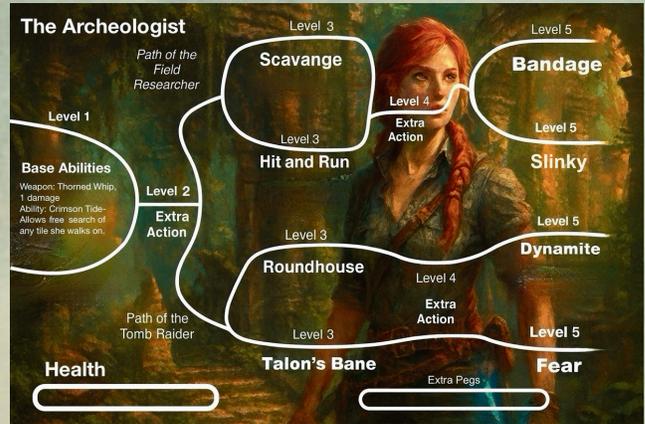
For example, the Archaeologist can't select Dynamite (a Level 5 ability) until the Level 4 skill Extra Action has already been unlocked.

Your choices shape how your hero develops and what your team is capable of later in the game.

The Archaeologist can follow two distinct paths: the Path of the Field Researcher or the Path of the Tomb Raider.

To reach the most powerful Level 5 abilities, a player must fully commit to one branch.

However, it's also possible to multi-class, selecting multiple Level 3 abilities from both paths to create a more versatile hero.



Using the Quick Reference Cards



Each player has a **Skills, Spells & Abilities** card. This card explains what your hero starts with, including their base abilities, and serves as a quick reference for the skills shown on your Character Plate.

Every hero has unique abilities that contribute to the team in different ways—use them together strategically. Teamwork is vital to survival!



Each player is given a Quick Reference Card that explains what all the base abilities are for each character.

On the back side is the Monster Ability Card. This is a quick way to verify what each monster can do. This is helpful as you play on harder levels and the monster stats change.

Monster Ability Card		
Normal	Nightmare	Hell
<i>Note: In Hell Mode players must draw 2 Monster Spawn Cards each time a spawn occurs.</i>		
Spiders: <i>Note: Spiders may climb or descend hills but it requires 2 actions.</i>		
• 1 Health	• 1 Health	• 1 Health
• 2 actions	• 2 actions	• 3 actions
• 1 Damage	• 1 Damage	• 1 Damage
Zombies:		
• 2 Health	• 2 Health	• 3 Health
• 1 actions	• 2 actions	• 2 actions
• 2 Damage	• 2 Damage	• 2 Damage
Hulkies:		
• 3 Health	• 4 Health	• 6 Health
• 2 actions	• 2 actions	• 2 actions
• 2 Damage	• 2 Damage	• 3 Damage
Necromancers:		
• 5 Health	• 6 Health	• 8 Health
• 2 actions	• 3 actions	• 3 actions
• 2 Damage	• 2 Damage	• 3 Damage
• 1 Zombie Spawn	• 1 Hulkie Spawn	• 2 Hulkie Spawns
Talon Warriors:		
• 50 Health	• 50 Health	• 50 Health
• 3 Movements	• 3 Movements	• 3 Movements
• 2 Attacks	• 2 Attacks	• 3 Attacks
• Rage to 3 Attacks	• Rage to 4 Attacks and 4 Movements	• Rage to 4 Attacks and 4 Movements

All unmodified attacks require a roll of 4 or better in order to hit. The player who is being attacked is the person who rolls for the monster.

Stormvale remembers the brave...and devours the foolish.

The Cards

There are: 50 **Monster Spawn**, 55 **Search** cards (11 for each land type), and 30 **Island History** cards

Monster Spawn Cards



*Monsters are dangerous.
Eliminate them, or they will
eventually overwhelm you.*

- Monster Spawn Cards determine how many and what types of monsters appear each round.
- At the start of the Monster Phase, draw one card for each **active spawn point**.
- On the back of each card, the numbered rows correspond to the number of current spawn points, which increases as more of Talon's body parts are found.
- The Wrathmore Mansion is the first Spawn point.
- If there are no more figures of a monster type and a spawn card calls for more, the nearest monster of that type takes two actions for each monster that would have spawned.

Back of the Monster Spawn Card

1	1 Zombie
2	1 Spider
3	1 Zombie
4	2 Zombies
5	3 Zombies
6	2 Hulkings

↪ *1-6 refers to the
number of spawn
points on the map.*

The Search Cards

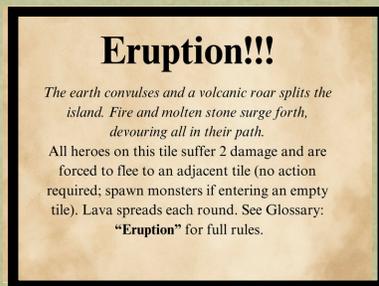
- There are five distinct land types on Stormvale Island, and each has its own Search Deck.
- When a player searches a tile, they draw one card from the deck that matches that terrain.
- Each land type has its own risks and rewards, offering unique loot and dangers.



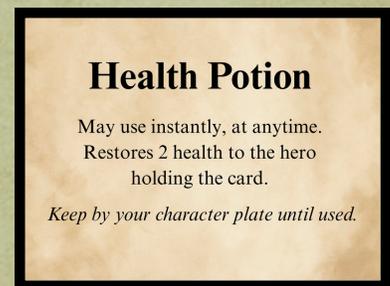
The back of the card reveals what has been discovered—sometimes treasure, sometimes danger.



The card will tell you what it does. The player will either hold onto the card, if there is an action associated, or discard it.



These cards reveal the island's shifting hazards and mysteries. Each one triggers a unique effect—read and resolve it immediately.



If the card can be played instantly at any time, it will tell you on the card.

The Island History Cards



There are additional quests and adventures you may take while searching Stormvale Island. Certain island tiles will have a village inscription. If the hero searches these tiles, they will draw, not only a search card for that tile, but also an Island History card as well. The back of that card will indicate what may happen next.



Island History cards are divided into 2 general categories:

Instant Reward Cards:

The Instant Rewards Card will tell a very short story and most often will reward the hero with loot that will aid in their quest to defeat Wrathmore.

Dolmar's Reach

High above the sea cliffs stood Dolmar's Reach, home to eagle tamers and sky-runners. The villagers fashioned gliders of bone and hide, claiming they could ride the winds of the Gods. Most thought them mad, until the skies turned black. During Wrathmore's purge, they took to the sky rather than surrender. Their village now lies in ruins, but a single glider remains.

Reward: Use the glider to jump over tiles or off a cliff. Allows travel up to 2 tiles away. Only 1 use.

Instant Reward

The type of card is identified in the upper righthand corner.

Quest Cards:

There are also Quest Cards that will involve at least one, or perhaps many steps to complete. These quests will most often lead to the greatest rewards. They may refer you to "The Lost Appendices," which you may find at the back of this manual.

Rules for following Quest Cards:

- If the entry calls for an **ACTION**, the player must use an action on their turn in order to accomplish the task.
- The Action **MUST** be completed before moving on to the next entry.
- The Player should hold on to the card until it is completely resolved.
- Each entry has written at the top where the prior entry exists, so that the players may go back and reread the text, if they choose or need.

Emberdeep

Quest

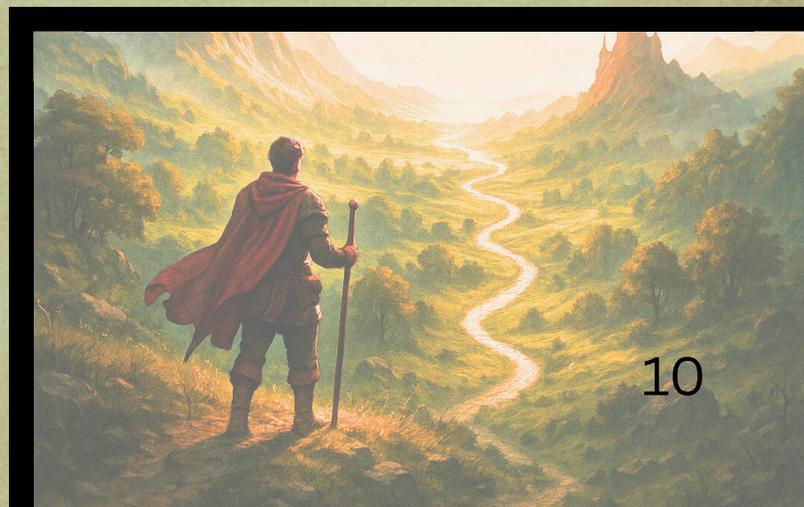
A child's doll, half melted, was found clutching a tiny iron key. Nobody knows what it once opened. A village Elder suggests laying it upon the island altar.

Action: Carry the scorched doll to the altar and spend 1 action. If completed, see **entry #4** in the Lost Appendices.

Reward: + 1 Glory Point

The Lost Appendices:

At the back of the manual is a section called "The Lost Appendices." This section will give the players the opportunity to learn about the history of Stormvale Island. If the story of a village is greater than what a card can hold, it will direct you to an entry within "The Lost Appendices." Some of these entries are short and some are long. Several of the longer quests will read like a "Choose Your Own Adventure" book. These quest will often give additional aid that may be very helpful in the fights to come.



Game Setup

Build the Island:

- Start by placing the white Altar tile in the center of the table.
- Select random tiles and surround the center altar tile. This is the first ring.
- Continue to place tiles around the island in a second ring, then a third and fourth ring
- The Wrathmore Mansion should be on the outside of the island, effectively the coast.



Four concentric rings, with the Wrathmore Mansion on the coast

Prepare the Card Decks:

- Shuffle and place the Monster Spawn deck to one side.
- Divide the Search cards into their respective types, Deadwood, Marsh, Desert, Mountain, and Forest. Shuffle each of the decks and set them in a row next to the Monster Spawn Cards.
- Shuffle and place the Island History Cards to the side.

The Arrange Character Plates:

- Each hero (and Talon) has a Character Plate. Place them around the table in clockwise order of play.
- Once play begins, the turn order cannot be changed. The monsters (Talon) always act first.
- Place a peg into Level 1 for each character.
- Place a peg at the top of the health bar for each character.
- Place a peg at the start point for Talon's health.
- Fill the Extra Pegs section.
- Place the Quick Reference and Skills Definition cards next to the plate..



Random elevations give each game a unique experience.

Sort the Tokens:

Place all tokens in small piles or trays within easy reach:

Search Tokens, Baits, Traps, Sandstorm, Eruption, Sacred Spring, Lava Flow, and Grave Markers, etc.

Set Up the Figures:

- Set the monsters into the black standee's and place to the side.
- Place Talon Wrathmore's miniature on his Character Plate — he waits for his return to the world of men.
- Place the five Hero figures on the White Altar Tile at the center of the island.
- You are now ready to begin your adventure!

The Overview

- | | | | |
|----------|--|----------|----------------------|
| A | The island tokens arranged | H | Monster Spawn Cards |
| B | The character plates | I | Island History Cards |
| C | Talon Wrathmore plate & mini figure | J | Island Search Cards |
| D | Quick Reference and Skills and Abilities Cards | K | Monsters |
| E | Island interaction tokens | L | Heroes |
| F | Search Tokens | M | Grave Markers |
| G | Dice | N | Miscellaneous Tokens |



Flow of Play

The Curse of Talon Wrathmore is played in a series of rounds. Each round has the same structure and consists of three sections:

- **Monster Phase**
- **Hero Phase**
- **Island Phase**

The Monster Phase:

During the monster phase, resolve the following in this order:

- 1- **Attack:** Monsters on a hero's tile attack first. Monsters with multiple actions may attack more than once.
- 2- **Move:** Monsters move toward the closest hero. If they reach a hero and still have actions left, they attack.
- 3- **Spawn:** Draw one Monster Spawn Card for each active spawn point and place the listed monsters on their corresponding spawn tiles.

Note: If a monster type is out of figures, the nearest monster of that type takes extra actions equal to the number that would have spawned.



Monsters each have a set number of actions. Refer to the Monster Actions section or your Quick Reference Card for details.

The Hero Phase:

During the Hero Phase, each player takes their turn, going in clockwise order around the table, starting with the player to the left of Talon. This ensures that Talon's position starts the round. Once set, the turn order never changes—this is important because it defines where each round begins and ends.

The players may use one action to perform each of the following:

- **Move:** Move from one tile to another; one action per movement.
- **Attack:** One action per attack
- **Search:** Draw a search card from the matching search deck.
- **Trade or place an item:** Exchange items with another hero on your tile, or place items such as baits or traps, or body parts.
- **Enact quest actions:** Some Island History cards require specific actions. If so, your actions may be used to advance the quest.

Note: Some abilities require 2 actions. In these cases the card will specify.

Island Phase:

Before the next round begins, resolve:

- **Lava Flow:** If an eruption has occurred, place a lava flow token.
- **Quest Actions:** Resolve any quest effects that trigger at the end of the round.
- **Spell Effects:** Remove or add any temporary spell effects that last only one round.

Core Gameplay Rules

Elevation:

Stormvale Island has three elevation levels:

- Lowland
- Medium
- Highland

Heroes and monsters may move:

- Low → Medium (allowed)
- Medium → Tall (allowed)
- Low → Tall (not allowed — this is a cliff)

Only the Cartographer and certain monsters (e.g., Spiders) may climb or descend cliffs.

Movement: Both heroes and monsters must spend one action to move from one tile to an adjacent tile unless a terrain effect or ability states otherwise.

-For exceptions see page -

Combat:

Combat occurs whenever a hero and one or more monsters share the same tile. Heroes and monsters follow the same universal attack rules, unless an ability says otherwise.

Basic Hero Attacks:

- Choose a target. Must be on same tile unless otherwise specified, ie the Ranger may shoot onto adjacent tiles.
- Roll the six sided die. A roll of 4 or higher hits unless other spells or abilities alter this.
- Apply damage effects. The amount of damage is equal to the weapon. Multiple attacks from the same hero stack for the duration of that turn.
- Monster elimination. If the hero does damage equal or greater than the health of the monster then it is removed from the board. If the hero does less than the total health of the monster it remains and will return to full health for the next attack.
- Higher Levels. Special abilities and spells will become available as the heroes progress. Follow the instructions on the skills card. The glossary has definitions on each spell and ability if the player is unsure.

Basic Monster Attacks:

- Monsters must be on the same tile as the hero and will attack as many times as he has actions remaining.
- If there are multiple heroes that the monster could attack, the players choose which one will be attacked.
- The player being attacked rolls for the monster.
- Four or higher must be rolled in order to hit (unless other skills or spells alter this).

Stacking Effects:

Throughout the game players will find or gain special abilities. These abilities cannot be stacked if they come from the same source. For example, the Stonehide Elixir effect raises a hero's armor and requires a monster to roll a 5 or higher in order to hit. But a player cannot drink 2 Stonehide elixir's to raise the armor to die roll of 6.

Talon's Body & Leveling Up:

Finding Talon's body parts is a key part of the game and will move both the monsters and the heroes forward.

Here are the key things to remember when you find one of his parts:

- Place a Grave Marker on the tile where the body part was found. This now becomes an additional spawn point.
- The Monster spawning level increases to the next level. See page 5 for details
- Once a body part is placed upon the altar ALL heroes level up.
- All level ups are immediate and the heroes gain the abilities for that same turn.

Death:

If a player loses all their health points, the figure is laid down and may not continue unless the Medicine Man performs a resurrection. In this case the player comes back to life with 1 health. Other players may loot the body and take whatever they deem necessary, takes one action.

***If the player falls into quicksand or lava they permanently die and there is no chance of resurrection.

Baits:

Baits can be one of the most powerful items in the game, if used properly. Here are a few rules for their use:

- Baits take an action to set.
- They may be set on the player's current tile or thrown onto an adjacent tile.
- The monster only recognizes the bait if they walk on an adjacent tile to the bait. If this happens and they have an additional action, they will go after the bait.
- Baits may be set on any tile, including quicksand as well as lava.
- Baits only last one round, after which they expire and must be removed from play.

Booby Traps:

If traps become available to players, here are a few rules for how to use them.

- It always takes one action in order to set the trap.
- Traps must be laid upon the tile on which the player currently stands...they may not be thrown onto adjacent tiles.
- In order for a monster to trip a trap **they must move onto the tile** where the trap is laid.
- The trap does 2 damage to only one monster. (Exception: The Cartographer may use the skill tree ability, "Pyrebind" in which case it causes an additional 2 damage to ALL on the tile.
- The player may choose which monster the trap hits.



Hazards: Quicksand, Lava, & Eruptions

Stormvale Island contains dangerous terrain features that can instantly change the course of the game.

Quicksand

- If a hero or monster steps onto a Quicksand tile, they die instantly.
- There is no resurrection from quicksand.
- If a body part is lost in quicksand, the game is lost.

Lava

- Lava tiles function the same as quicksand: stepping onto lava results in instant death.
- Lava created by eruptions spreads between rounds during the Island Phase (as noted on the Eruption card).
- Destroyed tiles are removed from the map. If the destroyed tile was unsearched, draw a replacement tile.

Eruptions

- When an Eruption card is revealed during a search, resolve it immediately.
- Eruptions create lava flow from the nearest active mountain tile(s).
- Any hero or monster standing on a tile that becomes lava is immediately killed.
- Hazards remain in play for the rest of the game.

Note: Bait may be placed on a dangerous tile. If a monster is on an adjacent tile it will use any actions it has to walk into the hazard after the bait and die instantly.

The Skill Tree

Each hero begins at Level 1 and may earn additional abilities as the game progresses.

How the Skill Tree Works

- Each hero has a unique skill tree printed on their Character Plate.
- When a body part of Talon is placed on the White Altar, all heroes level up.
- Leveling up gives each hero one new skill peg, which they place into any unlocked ability node.
- Some abilities require prerequisites from the previous level before they can be learned.
- Higher-level abilities grant powerful upgrades, but heroes may only gain five total upgrades during the campaign.

Choosing a Path

- Each hero's skill tree typically branches into two main paths, allowing players to specialize or hybridize.
- Strong teams coordinate their roles—heavy damage, control, survival, mobility—to succeed in the final battle with Talon Wrathmore.

Searching

Searching is one of the primary ways heroes gain items, spells, and interact with the island.

How to Search

- Spend one action to search the tile you are on.
- Draw a card from the Search Deck that matches the terrain type.
- Read and resolve the instructions on the back of the card.

Village Tiles

If you are on a Village Tile, you will draw an Island History Card as well as a Search card for that land type.

The Island History cards may:

- Initiate a quest
- Give an Instant Reward
- Reveal a past story of Stormvale Island

After drawing an Island History Card:

- Place a village token on the tile.
- Place the village token's corresponding color on the Island History card and set it by your character plate.
- Hold onto the Island History card until completed or used.
- Follow the entries in the Lost Appendices.

Carrying Items

- There is no limit to the number of items a hero may carry.
- Items remain on the hero's Character Plate until used or discarded.
- Body parts of Talon count as items for carrying purposes, but each hero may carry only one body part at a time.

Trading Items

- Heroes must be on the same tile to trade.
- Trading items costs one action.
- Both players must agree to the exchange.

Dropping Items

- Heroes may place items such as Baits, Traps, or Body Parts on their current tile using one action.
- Once placed, these items remain on the tile until used or retrieved.

Death & Item Loss

- If a hero dies, their items remain on the tile where they fell.
- Other heroes may pick them up by spending one action.
- If a hero dies in quicksand or lava, all items they carried—including body parts—are destroyed.
- *If a body part is destroyed, the heroes immediately lose the game.*

Rare, but Possible Movement and other Exceptions

- If a monster has no other way than to jump off a cliff, a die is rolled. If it rolls 4 or higher the monster is successful. otherwise the monster dies.
- If a monster walled off by cliffs, then it is stuck and will remain so for the duration of the game.
- If a player needs to jump off a cliff it will hurt them and cost 2 life points.
- If players are affected by a movement spell such as fear and they run into a cliff or the sea, then they simply stop.
- If the Monster Spawn deck runs out, reshuffle and reuse.

The Island

Stormvale Island is a dangerous place! Not just the cursed beings that roam, but the island itself is trying to rid itself of this plague. As a result, each land type has a special offering to give it's wanderers, some good...and some deadly! Read on for the SPECIAL ACTION that each land type may or may not give.

The Mountains:

Perhaps the most dangerous of all places to lurk. The players may search Mountain tiles that inadvertently sets of an "ERUPTION." Should this card be drawn, all creatures takes an immediate 2 damage and move to an adjacent tile. *Any village will be destroyed, along with its quests.* Additionally, the ERUPTION token is placed on that tile. At the end of each subsequent round, but before the monsters move, the lava will flow 1 land tile segment and the players will place a "Lava Flow" token on the tile onto which the lava flows. The lava must flow downhill if available. It **MAY** flow over Quicksand. If all tiles adjacent to the eruption are of the same height, the Medicine Man may say a prayer and guide the lava in a direction that behooves the players. However, the lava may NOT be guided toward the Wrathmore mansion, neither the sacred altar. The lava may not be allowed to flow onto the mansion tile due to the dark forces that keep it away. If the lava flow destroys a tile upon which a spawn point exists the spawn point is moved 1 tile toward the altar. The spawn points may NOT be destroyed. All other tiles consumed by lava are completely destroyed. If lava overflows an unsearched tile you MUST draw AND DISCARD the search card for that tile.

***** If the card is a body part of Talon Wrathmore then the game is LOST.**

The Desert

The desert lands have become prone to wicked SANDSTORMS. Should a player draw a "SANDSTORM" card, they will find themselves in the middle of a blinding storm that slows them (lose one action) and additionally it will bury all adjacent tiles with enough sand that the heroes will need to spend an action digging off the sand on any tile they intend to search.

The Marsh

The Marshlands of Stormvale are ancient wetlands where the ground never stops shifting and the air hangs heavy with mist. Locals claim the marsh remembers every footstep—hero or monster—and drags down those who do not tread lightly. Strange lights flicker between the reeds, and faint whispers rise from beneath the murk... remnants of souls twisted by Wrathmore's curse.

Gameplay Function

- Leaving a Marsh tile still costs 1 action, unless the "Bogged Down" search card is drawn.
- If one of the "Bogged Down" search cards are drawn the players set a Bogged Down token on the tile and for the rest of the game it will require 2 actions to leave this tile (applies to everyone).stated otherwise.

The Deadwood:

Sections of Stormvale Island have begun to die. Nothing grows here. The inhabitants, if they were lucky, have fled and a baron desolation has been left. Perhaps this is the spookiest section of the island because the locals talk of spirits and demons that live there. As you search these unholy places you may encounter a dreaded Banshee. The wail of the Banshee will be heard across the entire island and can cause even the strongest of warriors to cower in fear. Should the "BANSHEE WAIL" card be drawn, the players on that tile will take 1 physic damage. Additionally, all players across the island are affected. Any player that has yet to go for the round will loose 2 actions.

The Forest:

The forests of Stormvale are deep, overgrown, and vibrant with ancient magic. Sunlight filters through canopies older than the Wrathmore line itself, and the air hums with life untouched by the curse. Hidden among these groves lies the Sacred Spring, a holy refuge where the island's healing energies still flow freely.

Even with danger lurking across the island, the Forest remains the most bountiful region—supplying travelers with valuable herbs and the rare Stonehide Elixir, prized for its protective properties.

Gameplay Function

- Forest tiles use the Forest Search Deck, known for:
 - Stonehide Elixir (found more often here)
 - Sacred Spring, a unique Forest tile that provides healing.

The Wrathmore Mansion:

Once Talon Wrathmore's seat of power, the mansion now serves as the last physical link between his lingering spirit and the mortal world. Over the years, its corrupted foundation has become a conduit for dark forces, allowing a hidden Necromancer to draw power from the abyss and twist the island's creatures into horrors.

Gameplay Function

- **Spawn Point:** The Wrathmore Mansion is an active monster spawn point at the start of the game.
- When Talon is reanimated, the Necromancer appears here.
- From that point on, no more monsters spawn for the rest of the game.
- Heroes may move through the mansion normally.
- The mansion has no search deck.

Archaeologist Exception — “Talon's Bain”

If the Archaeologist learns the Talon's Bain skill, she may search the mansion and discover the Executioner's Sword:

- +2 damage to all monsters
- +1 additional damage vs. Talon Wrathmore

The White Altar

At the heart of Stormvale Island stands the White Altar, an ancient slab of stone veined with pale light. Legends say it was raised long before the Wrathmore bloodline came to power—crafted by the island's first guardians as a beacon of protection, a place where the veil between worlds thins just enough for hope to seep through.

When Talon Wrathmore unleashed his curse, the altar dimmed but did not die. Its light now flickers like a fading heartbeat, waiting for heroes brave enough to reignite it.

Gameplay Function

- The White Altar is the starting tile for all heroes.
- The White Altar counts as medium elevation.
- When Talon's body parts are found, they must be returned to the White Altar.
- The White Altar becomes the last spawn point when Wrathmore is brought back into this realm.

Throughout the game, the White Altar acts as a symbolic reminder of what the heroes are fighting for. As Talon's power grows and the island twists, the altar remains the last untouched fragment of the island's ancient purity. It is the one place where the curse has not fully taken hold—and if the heroes fall, it will be the last place to dim.

Sample of the First Couple Rounds

*** These next two pages are Important. If you read and understand them, you will understand 90% of how the game is played.

The game is divided into rounds of play. This section will walk you through the first several rounds. This should give you a good idea of how the game will continue. This is an example:

Round One:

In this example, the players have sat around the table in the following order:

- Ranger, Cartographer, Medicine Man, Gladiator, and Archeologist.

Additionally, the players have set Talon's spot just before the Ranger. The round will always start with the monsters/Wrathmore. So it would look something like this:

- Monsters Turn: No monsters start on the board, so the only thing for them to do is to spawn. The only spawn point at the start of the game is the Wrathmore Mansion. So the players draw a Monster Spawn card and read the line on the top of the card for level 1, then place the appropriate monsters on the mansion. Let's say the Monster Spawn card calls for a zombie, so the players retrieve a zombie mini-figure and place it on the Wrathmore Mansion.
- Players Turn:
- First is the Ranger. All heroes start with 3 actions. Actions can be used for movement, searches, attacks, etc. So for his first action, he moves onto an adjacent forest tile. Since there is nothing occupying this tile, it auto spawns a monster. The players draw a Monster Spawn card and read the Level 1 line which tells them a Spider has spawned. For his second action the Ranger decides to shoot the spider and rolls a single D-6 die. The roll must be 4 or higher in order to score a successful hit against the spider. We'll say he rolls a 4 and kills the spider. For his last action he chooses to search the tile and draws a Search Card from the Forest Search Card deck. The card reveals that nothing was found and this ends the Ranger's turn for this round. Also, the players place a Search Token on the tile to remind them that this tile has been searched. Tiles that have been searched will no longer spawn monsters when moved upon.
- The Cartographer is next. He decides to move onto an adjacent Desert tile. The Cartographer has the unique ability to not spawn monsters, so there is no need to draw a Monster Spawn card. His second action is to search the tile and draws a Desert Search card, which tells him he has found a Zombie. After placing a Search Token on the tile, he decides to fight. His machete does 1 damage and the Zombie has 2 life. His first roll is a 6 and causes the zombie 1 damage. His second attack rolls a 3, which is a miss. And he is out of actions. All monsters, except Wrathmore, will default back to full health unless they are killed.
- The Medicine Man decides to move to an adjacent Mountain tile. He must draw a spawn card and the card says there is nothing. So, for his second action he searches and discovers Talon's Heart. In place of a Search Token he places a Grave Marker. This will become an additional spawn point in future rounds. Also, the Monster Spawn cards will now yield level 2 spawns. With his last action he moves back to the altar and is finished.
- The Gladiator decides to step onto the tile with the Cartographer and try to kill the Zombie. The Gladiator is the only character that starts with the ability to cause 2 damage. He takes a swing and rolls a 5. This kills the Zombie and the miniature is removed. With his last action he moves deeper into the island onto a Scorched Earth tile. Because it is unoccupied he must draw a Monster Spawn card. The level 2 line reads that a Zombie has spawned.

- Last will be the Archeologist. She decides to go a different direction and moves onto a tile that hasn't been searched, a Deadwood tile. Two things happen- first her special ability is an auto search of any unsearched tiles she steps onto. The Barron Earth Search card gives her TRAP. (see the glossary for details) She places a Search Token on the tile. Second, she must draw a Monster Spawn Card for the unoccupied tile. The level two line says that 2 Spiders have spawned. She attacks one, rolls a 6 and kills it. With her last action she decides to move deeper into the island and steps onto another unoccupied tile, a Forest tile. Same 2 things happen- she auto searches and draws a Forest Search card, which ends up saying there was nothing there, then she draws another Monster spawn card and it says a Zombie spawned. Since this was her last action, she is done and that would end the first round.

Round Two:

- Monsters turn: First any monsters that can use their actions for attack, do so. There are two heroes that are in range of being attacked. First the Cartographer is attacked by the zombie on his tile. The Zombie must roll a 4 or higher in order to hit. A 2 is rolled and the zombie misses the Cartographer. The Archeologist will be attacked by the zombie on her tile. So the player rolls a 5 and the Zombie causes two damage to the Archeologist. (Zombies have only 1 action, but if it is used in attack it causes 2 damage.) Two life pegs must be removed, leaving her with only 3 life. There is 1 additional spider on the adjacent tile. Spiders have 2 actions, but cause only 1 damage. The spider will use one action to move onto the tile with the Archeologist, then will use its last action to attack. We'll say it roll a 6 and causes 1 damage to the Archeology, leaving her with 2 health.
- The Gladiator also has a zombie on his tile. The player for the Gladiator rolls a 1 and thus the zombie misses the Gladiator and is out of actions.
- There is still a zombie at the Old Wrathmore Mansion. It will move toward the closest hero. Since the zombie has only one action, it can only move one tile and is out of actions.
- After all the monsters on the board have used their actions, the last thing they do is spawn. There are now 2 spawn points, the mansion as well as the grave marker where Talon's Heart was found. The players draw a Monster Spawn card for each location, reading from line 2, or monster level 2. We'll say the mansion spawns nothing and the first grave marker spawns a Zombie.
- Player's Turn: Now the players go in proper order, starting with the Ranger. The ranger decides to shoot at the adjacent tile where the Zombie spawned. He has three actions and does 1 damage per hit. Let's say the Ranger rolls a 4, a 2 and a 3, essentially 1 hit and 2 misses. That would end the Ranger's turn and the zombie would live. Also, important to note that the zombie life returns to full health, or 2 health.
- Next the Cartographer decides to move to the next tile(1 action), search for his second action, and finds Talon's Legs, and moves back to the previous tile, as he is trying to get Talon's Legs onto the altar as quickly as possible.
- The Medicine Man uses his first action to place Talon's Heart onto the altar. Immediately, all players move to LEVEL TWO. It's important to note that the effects of the level up are immediate. so in this case, the Medicine Man places a peg into the only level 2 slot, which gives him an extra action- this will leave him with 3 actions left, due to the added action from leveling up. He uses those actions to move twice, once through a previously searched tile, (no spawning) then onto an unexplored tile, which spawns a spider. For his last action he decides to search and finds a Health Potion. (again, the GLOSSARY at the back of the manual is a great quick reference for items, spells, actions, etc.)

Gameplay continues to the Gladiator then lastly the Archeologist. The players continue to fan out into the depths of Stormvale Island. Hopefully, they find all the body parts and gain the chance to fight Talon in an epic last Boss Fight. For details on this, see the section: "Final Fight" on page 20

Victory or Defeat?

How to Win:

Victory is simple. You must destroy Talon Wrathmore. This may include the death of all the Heroes. They will be forever remembered as the saviors of Stormvale Island!! Their names will be carved into the stone of the holy altar!

How to Loose:

Beware, Wrathmore is incredibly powerful and will stop at nothing to invoke revenge upon all those who stand in his way! Should all the players die in their attempt to stop Talon Wrathmore and Talon still lives.....defeat and evil domination will follow! Additionally, if any of Talon's body parts are destroyed then the heroes will be left without means to bring about an end to his terror and will live the rest of their lives in shameful defeat.



The Final Fight!

Once the last of Talon's body parts are laid upon the altar, the round continues until the last hero finishes their turn. At this point Talon Wrathmore re-animates and Final Fight begins!

Turn order is:

1. Talon Wrathmore

Talon has 8 different attack and a roll of a single D8 die determines which he uses. Depending on what level of difficulty you're playing determines how many times he may attack.

2. The Necromancer

After Talon moves the Evil NECROMANCER emerges from the old Wrathmore mansion and joins his master in the last desperate fight against the heroes. The Necromancer has 5 to 8 life points and must be destroyed in a single players turn, else he returns to full health. He is fast! He has 2-3 moves an does 2-3 damage. While gone from the mansion he will Only spawn monsters on his tile, at the end of his turn. He loses the ability to activate spawn points all over the map and thus:

SPECIAL NOTE: At this point in the game all spawn points are frozen and monsters only spawn due to the Necromancer and Talon if he uses the Day of the Dead spell.

3. Remaining Zombies, Hulkings and Spiders

Lastly, what evil creatures remain, take their turn, using the same logic as they normally have during the regular game play.

4. The Heroes

At last, you get the chance to take down the Menace! Hopefully each hero is prepared to do what it take to defeat the Evil Lord and bring his reign of terror DOWN! The heroes will take their turns in the normal order in which they have thus far played the game. It is NOT allowed to mix this order up, or switch who goes first.





The Necromancer

Born under a dark moon and raised by the island witches, this vile creature has learned how to channel the energy of Talon into the beasts and corpses of the island. Inside the Wrathmore Mansion he has been creating these monsters and setting them loose on the island. Once his master returns he will immediately stop the reanimation and rush to his aid! He has a high level of life points, all of which must be dealt with on a single players turn, else he returns to full health for the next encounter.

***Note: Once all five body parts are on the altar ALL previous spawn point SHUT DOWN. The Necromancer comes out of the mansion and directly attacks rather than continue his spawning schemes!

See the Quick Reference Card for details on how he changes if the game is played on harder difficulty.



Talon Wrathmore

This is it! He is the Menace, the Beast of the Island, the Bane of existence! You MUST take him down! It will be no easy task. His reanimated body has 50 health points. He has 8 different attacks. For each of his attacks the players will roll a die and the number rolled will correspond to the attack he chooses.

Talon's Actions

- Talon will initially attack the nearest hero. If they are equal distance, he will attack in the following order: Gladiator, Ranger, Archeologist, Cartographer, Medicine Man.
- After the initial attack, Talon will prioritize whichever player has inflicted the most damage from the prior round, also known as agro. The one exception to this is if the Gladiator has used taunt during his turn.
- If Talon uses all his movement and can't reach his target, he will roll all remaining attacks for effect.



Talon's 8 Attacks: Determined by rolling an 8 sided die.

1—**Slash:** Auto-hit, Does 3 damage to all heroes on his tile.

2—**Terror:** All heroes must immediately run 2 tiles away from Talon. If you are on his tile you must roll a die to determine the direction. A 1 rolled, corresponds to the tile closest to the altar, then a 2 is the next clockwise and so on. The hero may not turn and must run directly away from Talon Wrathmore. If the hero runs off a cliff they will lose 3 life points. If the run takes a hero into lava or quicksand.... the hero dies and cannot be resurrected. If the hero runs into the ocean or cliff they just stop at that tile.

3—**Day of the Dead:** Talon summons a HULKING, which will attack as a normal HULKING when all other monsters attack. It has the same attributes of all other HULKINGS for that difficulty level.

4—**Cryptic Mist:** A fell mist comes off the ground and prevents all attacks from any tile other than the one upon which he stands. It also raises his armor class one point, requiring a 5 or a 6 be rolled in order to hit him. These effects last for the duration of that round.

5—**Spectral Impact:** A deadly strike that centers on the heart of the warrior...causing instant death. If the hero can make a saving throw of 5 or higher, they will successfully dodge this deadly attack. Totems as well as some character abilities allow for additional saving rolls against this deadly attack.

6—**Ice Breath:** Talon inhales the freezing air of the Underworld and unleashes a blast of frost across his tile and all adjacent tiles.

- All characters on his tile take 1 damage.
- Those on Talon's tile or any adjacent tile are Frozen.

Frozen: Each affected player rolls 1 die. The number rolled is the number of actions they lose on their next turn (roll 1 = lose 1 action, roll 2 = lose 2 actions, etc.).

7—**Basic Instinct:** Talon strips all players **on his tile** of anything other than their base skill set. Lasts 1 round.

8—**Thunderstruck:** The sky splits open, and lightning punishes the proud. All heroes on High tiles take 2 damage. Those on Medium tiles take 1 damage.

Talon is Immune to the following:

- Fear, Baits, Peculiar Odor
- Also, Talon is affected by Wall of Thorns, effectively reducing his movement by 2.

Gameplay Difficulty

There are 3 levels of difficulty, each affecting the Heroes as well as the Monsters. Below are several tables that explain how this works.

Also, you will notice that Talon's life points completely surround his character plate. Players should take life points from Talon starting at the top/beginning of the GREEN Band. Once the players remove half the hit points the band turns RED and Talon begins to RAGE!!!

Talon Wrathmore:

Normal	Nightmare	Hell
<ul style="list-style-type: none"> • 50 Health • 3 Movements • 2 Attacks • Rage to 3 Attacks 	<ul style="list-style-type: none"> • 50 Health • 3 Movements • 2 Attacks • Rage to 4 Attacks & 4 Movements 	<ul style="list-style-type: none"> • 50 Health • 3 Movements • 3 Attacks • Rage to 4 Attacks & 4 Movements

The Necromancer:

Normal	Nightmare	Hell
<ul style="list-style-type: none"> • 5 Health • 3 Actions • 2 Damage • Spawn 1 Zombie 	<ul style="list-style-type: none"> • 6 Health • 3 Actions • 2 Damage • Spawn 1 Hulking 	<ul style="list-style-type: none"> • 8 Health • 3 Actions • 3 Damage • Spawn 2 Hulking

The Hulking:

Normal	Nightmare	Hell
<ul style="list-style-type: none"> • 3 Health • 2 Actions • 2 Damage 	<ul style="list-style-type: none"> • 3 Health • 2 Actions • 2 Damage 	<ul style="list-style-type: none"> • 6 Health • 2 Actions • 3 Damage

The Zombie:

Normal	Nightmare	Hell
<ul style="list-style-type: none"> • 2 Health • 1 Action • 2 Damage 	<ul style="list-style-type: none"> • 2 Health • 2 Actions • 2 Damage 	<ul style="list-style-type: none"> • 3 Health • 2 Actions • 2 Damage

Spiders:

Normal	Nightmare	Hell
<ul style="list-style-type: none"> • 1 Health • 2 Actions • 1 Damage 	<ul style="list-style-type: none"> • 1 Health • 2 Actions • 1 Damage 	<ul style="list-style-type: none"> • 1 Health • 3 Actions • 1 Damage

The Heroes:

Difficulty	Starting Skill Level
Normal	1
Nightmare	1
Hell	2

*****During Hell Mode
all monster spawns
draw 2 cards*****

-Scoring-

At the end of each game, you may calculate a SCORE and record it in the HERO'S ARCHIVE. This record will stand against future adventurers to try and beat. Thus, will your game's legacy have the potential to live forever! Below you may use the given formula to derive your game's score:

- Each hero still alive at the end of the game10 points
- Number of Villages visited each 2 points
- Talon's Bane found 5 points
- Each tile searched 1 point
- Each Village quest completed 5 points
- Talon Defeated.....15 points
- TOTAL POINTS** _____ points

WAIT!!!!

Not all games are created equal and the final score modifier is the Difficulty under which the game was played. For each level of difficulty multiple it by the following:

- Normal. Multiply total score by: 1.5
- Nightmare Multiple total score by: 2.0
- Hell Multiply total score by: 3.0

Glossary

Advantaged: Allows the attacker to re-roll a missed attack.

Armor Class: The number required on a roll in order to hit a target. The default armor class for this game is 4. Some spells or effects may change this. Often this is abbreviated to “AC.”

Bait: The hero may place it on their own tile or a tile adjacent to them. Bait placed on Quicksand/Lava/Eruption will only remain there through the end of the next monster turn, after which it is destroyed and must be removed. If a monster is on an adjacent tile and has an action it will step towards the bait, even if it means its death.

Bandage: Heals all players on same tile 1 health

Bloodrage: The Hero take 1 damage, but for the rest of that round all attacks are increased by 2 damage.

Bodkin: Increases bow damage to 2.

Booby Trap: Takes 1 action to set and will cause 2 damage to the next monster that steps on the tile. (note monsters already on the tile do **NOT** trip it.)

Camo: Gives the Ranger the ability to hide. Monsters do not see him unless they are on his tile. Additionally, any saving throws against Talon may roll advantaged.

Conversion: Must roll a 5 or 6 to successfully convert an enemy. Converted units move at the beginning of the monsters turn. They have only 1 health, but use the same number of actions and do the same amount of damage as they would normally do. Also, converted units continue to fight and may be controlled even if the Medicine Man dies.

CounterStrike: When an enemy attacks and misses with a roll of 1 or 2, the hero may immediately counterstrike, auto hit, and cause the hero's weapon damage to the monster. This only applies to physical damage, including Talon's "Slash" attack.

Crimson Tide: Allows the opportunity to search any tile the player lands on, without using an action.

Cryptic Mist: Talon raises an unearthly mist that only allow the hero's to attack if they are on his tile. Also, it raises his armor class so that players must roll a 5 or 6 in order to hit.

Curse: May place a spell on any one enemy, for One Round, that reduces their armor class by 1.

Day of the Dead: Talon summons a Hulking, which will attack as a normal Hulking when all other monsters attack. It has the same attributes of all other Hulkings for that difficulty level.

Disadvantaged: Means the role must be successful two times in a row. Essentially you must hit twice.

Dodge: Any attacks on the hero must roll two successful dice in order to hit.

Dynamite: May hold or throw a stick of dynamite to an adjacent tile, causing 3 damage to all, including heroes. Requires 2 actions.

Eldritch Scream: An inhumanly scream that brings absolute terror to all players on the island. Causes 1 damage to the heroes on the tile and the loss of 2 actions for everyone for the rest of the round.

Eruption: Volcanic eruption that causes 2 damage to all on the tile. The player/players must move to an adjacent tile, (no action and spawn monsters if tile is unoccupied.) Additionally, at the end of each round, before the monsters move the player must put down 1 lava flow tile. It must go on a tile that is lower than the previous position. In the case there is no lower tile, the players may choose which way the lava flows, provided it never goes up hill. The may flow over quicksand, but it may not overflow the Wrathmore mansion. Also, if the lava flows onto a tile with a grave marker, the grave is moved one tile towards the altar.

Evade: If an enemy misses an attack, the hero may immediately move one tile. The movement does **NOT** spawn a monster. Additionally, any saving throws against Talon may roll advantaged.

Exploding Arrow: Requires 2 actions. Causes an additional 2 damage to all on the tile.

Fear: Causes all enemies to run 2 tiles directly away from the hero. If the enemies are on the same tile roll a die to determine the direction. A 1 runs them towards the altar, a 2 runs them towards the next tile clockwise and so on.

Great Axe Master: Gives the ability to wield a massive axe that does 3 damage, roll of 4 to hit.

Grand Conjuror: Upgrades all familiars as follows:

Guardian Spirit: Gains 1 action, 2 total.

Night Panther: Gains 2 actions, 4 total.

Shadow Owl: Deliver/retrieve to entire board

Healer's Touch: The hero may use 1 action to heal a friend/self for 1 health point, must be on same tile.

Health Potion: May be played at anytime, but to only the player who holds it. Will instantly add 2 health. May be given to another player but follows the standard action rules.

Hidden Knowledge: Once this skill is selected the Cartographer chooses one player and gives them the Hidden Knowledge token. This allows that hero to add one to all dice rolls on attacks permanently.

Historian: The Cartographer may trade items that are in his hand with any hero, anywhere on the board, no action required. Must be on his turn.

Hit and Run: If a monster misses an attack, the hero gets a free attack and then may immediately move 1 tile.

Ice Breath: Talon sucks air from the underworld and blows it upon the heroes. Any hero on his tile or one adjacent takes 1 damage and rolls to see how many actions they loose in the upcoming round. A roll of 1 looses 1 action, a roll of 2 looses 2 actions and so on.

Lava Burst: An explosion of lava that instantly burns the hero/heroes on the tile and causes 2 damage to all occupants of the tile. That tile is now uninhabitable. The player must step to an adjacent tile and if uninhabited, draw a monster spawn card. Any village on that tile is destroyed and any creature that steps onto it will suffer instant death. *Also, there is No lava flow from a Lava Burst.*

Peculiar Odor: The Ranger sends an arrow that pops a distinctive odor and attracts monsters to attack. The target he successfully hits will be attacked as if he were a Hero on the monsters turn.

Protector's Reach: Once per round the hero may boomerang his shield up to 3 tile distance away, and block any attack on any player.

Pyrebind: The hero adds fire to a set trap, causing 2 damage to all upon that tile when it goes off. This includes any hero. May not stack, and must be applied to each trap, 1 action.

Quick Draw: May re-roll one time on all attacks.

Rapid Fire: Allows an extra bow shot.

Resurrection: May bring a hero back to life with 1 life point. Must roll a 5 or 6 to be a successful attempt.

Roundhouse: Once the Archeologist lands a blow it knocks the enemy down and all subsequent attack for her turn are Advantaged. At the end of the archeologist's turn the monster will stand again and the effect will be lost for any other players in the round.

Sacred Flame: May heal for 2 life points per action.

Sacred Spring: Gives the players a respite. If the players spend an action to drink from this spring it will fully restore their life. Each player may use this once per game.

Sacrificial Lamb: The hero takes a large satchel of explosives and runs onto a tile causing 8 damage to all upon that tile and in the process sacrifices his own life.

Salve: Allows the Cartographer to heal 2 life points on self or any other hero on the same tile.

Sand Storm: players must put a sand tile on top of all adjacent tiles. It requires the hero to spend an action to dig through the sand in order to search.

Saving Throw/Roll: Allows the player the chance to avoid or minimize damage, by rolling the die.

Scavenge: May choose to draw 2 search cards upon any search.

Scorch: Adds fire to a trap, causing 2 damage to all on tile.

Shield: The hero will take up a shield and all physical attacks are reduced by 1 damage. Additionally, any saving throws against Talon may roll advantaged.

Shield Spike: The hero fixes an iron spike to his shield and causes 2 damage to all who attack him, hit or miss.

Silent Step: Allows the Cartographer to step onto unexplored tiles without causing monsters to spawn.

Sixth Sense: May look at the top 2 search cards and choose which to take, then discard the remaining card.

Slash: A Talon Wrathmore attack that causes 3 physical damage to all heroes on his tile.

Slinky: All attacks roll disadvantaged. Any saving throws against Talon Wrathmore may be rolled advantaged.

Sniper: May shoot an arrow 2 tile lengths away.

Spectral Impact: A deadly psychic strike on the heart causing instant death unless the player dodges, indicated by a saving roll of 5 or 6.

Stonehide Elixir: When played this card gives the hero a boost of protection for one full round. Reduce damage taken by 1 for all physical attacks.

Stormbrew: Gives one additional action. May be used at any time.

Summoner: This ability allows the Medicine Man to become a Summoner and as such may summon one of the following familiars.

***Note: Familiars MAY perform their actions on the same turn in which they are summoned.**

Guardian Spirit: Has the ability to use it's action to heal 1 life point. The Guardian automatically stays with the Medicine Man. If the player decides to have the Guardian Spirit move off on it's own, the Spirit has but one action per turn, which can be used to move or to heal. It is NOT restricted by terrain, such as cliffs and may flat over lava, quicksand, or any other tile. Additionally, the Guardian Spirit does NOT take damage, nor can it die, but only be dismissed by the Medicine man.

Night Panther: 1 life, 1 dmg(4 to hit), 2 actions

Shadow Owl: May transport/retrieve 1 item up to 3 tiles away.

* The Night Panther and Shadow Owl have 1 health. It takes 1 action to summon or dismiss. When Summoned, the familiars always appear next to the Summoner.

***Monsters, will follow The Night Panther using the same rules as if following the heroes.

Talon's Bane: This is the infamous sword, "Shadow Stalker." It is the executioners sword that took the life of Talon all those many years ago. Talon will not have soon forgotten its bite! If the Archeologist chooses to search for this weapon, she may do so. It includes selecting it from the skill tree and then searching the Wrathmore mansion. Once in possession, this mighty sword does 2 damage to all enemies and an additional 1 damage to Talon, upon each successful attack.

Taunt: The Gladiator screams a challenge and forces any selected enemy within two tiles away to turn and come after him rather than pursuing a different target. No action required, may be played any time. Note: Talon will circumvent lava or quicksand and take the next most direct route, whereas all others will take the most direct course.

Terror: All heroes on Talon's tile or an adjacent tile must immediately flee 2 tiles directly away from him. If you begin on Talon's tile, roll a die to determine your starting direction—1 is the tile closest to the altar, then count clockwise for 2, 3, and so on. You must move in a straight line away from Talon and cannot turn. If this movement forces you off a cliff, you lose 3 life. Entering lava or quicksand results in instant death (no resurrection). If you reach the ocean or a cliff edge, you stop there.

Totem: Allows a re-roll of any die cast.

Voo Doo Doll: Allows the Medicine man to cause 1 damage to any monster at any range, must roll a 3 or higher to hit.

Wall of Thorns: The Medicine man recites an ancient chant that calls upon the spirits beneath the earth to rip up through the soil and ensnare and choke anyone they meet. Choose an adjacent tile and thorns springs up causing all creatures to use 2 actions in order to exit that hex. 3 actions to perform spell, then place the Wall of Thorns token where it remains for the rest of the game. Monster movement is not changed because of Wall of Thorns and monsters will walk into the tile unknowingly.

Whirlwind: Spinning attack that does 3 damage to all monsters on tile, takes 2 actions, 4 or higher to hit.

Zipline: The Ranger may shoot a hooked arrow that will allow him to Zipline to the square upon which he shoots. The zipline must never go uphill. It must always go to a tile of equal height or lower.

The Hero's Archieve

Carve your story into the stones of Stormvale Island!

Date: _____ Location: _____ Glory Points: _____

Players: _____

Survivors and Honored Dead:

Last Words of the Victorious:

Date: _____ Location: _____ Glory Points: _____

Players: _____

Survivors and Honored Dead:

Last Words of the Victorious:

Date: _____ Location: _____ Glory Points: _____

Players: _____

Survivors and Honored Dead:

Last Words of the Victorious:

Date: _____ Location: _____ Glory Points: _____

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Survivors and Honored Dead:

Last Words of the Victorious:

Date: _____ Location: _____ Glory Points: _____
Players: _____

Survivors and Honored Dead:

Last Words of the Victorious:

The Lost Appendices

These are the lost stories of a people lost to time and tyranny. Only the brave and bold will find their endings and uncover the tragic endings.

Entry # 1, Deadwood Following, part II

Previous Entry: Quest Card Deadwood Following

The ocean moves and the wind begins to whip. Beyond the noise you hear the chant of a people lost to Wrathmore's malice. A vision opens to your mind and you see a peaceful village. The people fished not with nets, but with ancestral chants. The good people of Deadwood claimed their ancestors' spirits whispered from the clear blue springs, abundant in their land, guiding them to food—and warnings. The day before Talon's forces invaded their peaceful village, the men, women and children gave themselves to the clear springs, chanting their death song and returning, as one, to their ancestors. You watch as hundreds of them walk willingly to their mothers and fathers, long since passed.

Quest Action Part Two: As you come out of vision, the wax seal breaks and the leather journal bids you place it back into the village springs where so many died.

Reward: The Ancestors teach you the “Chant of Thousand Cries” (*see entry #8 once the quest is complete*)

Entry # 2, Sivlermere Abby, part IIIb

Previous entry: #9 Silvermere Abby

You push aside fear and thrust your hand out, grasping the bloody locket. Instantly, you hear screaming, the death throes of a thousand innocent victims at the hands of the evil necromancer. But, you hold fast, pushing deeper and begin chanting a prayer to the sky gods. You begin to glow and it feels as if you are rising off the ground. A beam of light shoots down from above and splits the altar with a deafening CRACK! A flash of blinding light bursts out and fills the darkened chamber. The light begins to recede and gather back and into the locket, held fast in your clenched fist.

Reward: The Sanctified Locket of the Leech. The hero who claims this may wear it and upon every successful strike, gain 1 life point for him/herself. Additionally, if the hero receives a Spectral Impact Attack from Talon Wrathmore, the locket will sacrifice itself and block the strike. At which point the locket is destroyed and no longer may aid the hero.

Entry # 3, Mirebrook, part II

Previous entry: Quest Card, Mirebrook

Beneath the Stone is written a story: Mirebrook was a swamp village of toad-breeders and herbalists, misunderstood by outsiders. Their potions healed many during the early days of rebellion. But they hid something sacred—an ancient toad said to croak the true name of evil. When Wrathmore came, he laughed at the superstition... until the bog swallowed him for a full day. He came out changed. The next day, Mirebrook was gone.

Reward: Immunity to the next Banshee Wail or Lava Burst effect.

Entry #4, Emberdeep, part II

Previous entry: Quest Card, Emberdeep

When the doll is placed upon the altar it twitches, then looks directly at you and its fist opens, releasing the key. You hear the sound of a music box chiming and your mind opens in vision to many years long since passed when Emberdeep thrived as a sanctuary for storytellers, blacksmiths, and artists. But the night Talon Wrathmore's men arrived, the skies turned red. The villagers refused to surrender their artifacts—creations of great beauty said to house the spirit of the island itself. One such was a small music box, to which this key belongs.

Action: Return to Emberdeep and discover what is inside the music box, then:

See Quest entry # 12

Entry # 5, Stonemarrow, part III

Previous entry: #16, Stonemarrow

Beneath the statue lies a hollow space. The dust settles... revealing the Heartstone, glowing like embers beneath ice. But as you touch it, Mira's voice returns—not as a whisper, but a cry:

“They came for us. My papa tried to hold the door. The hulking crushed him. But I stayed. I kept the promise.”

A brief flash of warmth floods your chest. Her final stand, her bravery—it was never for vengeance. It was to protect this.

You feel something anchor deep in your soul.

Quest Action: Loose 3 actions while bonding with the Heartstone, then:

Reward, Choose one of the following:

- Leave the Heartstone and gain 1 permanent Defense (until death),
- Or take it and lose 1 max health, but gain +1 to hit for all attack rolls (until death)

Entry #6, Hollowfern Grove part III

Previous entry, # 14: Hollowfern Grove part II

The sudden movement of being magically transported catches you off guard, but you quickly get your bearings as you look around. Then you see him...a man? a ghost? a spirit? in the act of walking off the tall cliff. The image of the man reappears and he repeats the action of what appears to be him stepping to his death. The winds and spray of damp vapor swirl around the old man, whipping his tattered Hollowfern robes. You approach and hear him repeating over and over, each time as he steps off the cliff, “The Wind Walkers Call...I answer. The Wind Walkers Call...I answer. You walk to the edge and see the sharp rocks far below. His wrists are raw and bound, his face hollow.

He speaks without looking at you:

“She was my child. I could not save her. I have no reason to keep breathing.”

You pull the bracelet from your pocket and walk forward, offering it to the image. The man stops, turns and looks directly at you, then at the bracelet. He reaches into his pocket and pulls a matching bracelet.

“At long last...the saviors of our island have come.” He see reservation in your eyes and asks:

“Do you believe? Will you walk with the Wind?” Then he turns and walks off the cliff, but, this time does not return.

Quest Action: Attempt to Join the Wind Walkers and Step off the cliff, testing your faith. Roll 2 dice:

- Either die less than 4 = You fall, sliding down the rocky slopes and loose all but 1 health. The Quest is broken and may not be retried.
- Both dice 4 or greater, Proceed to Part IV. (May use Totems for rerolls)

Reward: Upon a successful roll, gain full health and see **Part IV in the Lost Appendices, Entry #11.**

Entry #7, Misty Mire Crossing, part IIIb

Previous entry #24, Misty Mire Crossing part II

You pull out your weapon and begin to advance on the smaller and seemingly insignificant painted men. Then you feel a pin prick in the side of you neck and you reach up to find a small dart, stuck in your skin, very close to your jugular. Looking over, you see three smaller painted men, each with a blowgun. Your vision swims and you feel light headed. The last thing you remember is the ground rushing up to your face and the smell of dirt and mud.

Reward: Loss of the rest of that turn, as well as all life points, safe one. You feel grateful the natives left you alive!

Entry # 8, Deadwood Following, part III

Previous Entry: #1 Deadwood Following II

When you reverently place the leather journal into the clear spring water, you begin to hear something. You spin around looking to see where the soft sound is coming from. It grows louder and louder....it consumes your mind and as it fills every part of your soul. Thousands of spirits become visible, and you realize the sound is a chant, repeating over and over. Though it is in their native language the meaning is all too clear and indelibly imprints itself on your mind, never to be forgotten: "**Norvak elen lumir....vasha, enar, dulan, kravir!**" the meaning clear to your mind: "**Darkness flees from Light, Purity, Honor, Duty, Fight!**"

Reward: The spirits past halt all spawns for any one round. Player must be at the sacred altar to perform.

- If the players defeat Talon Wrathmore, *See entry # 19*

Entry #9, Silvermere Abby, part II

Previous entry: *Quest Card, Silvermere Abby*

You enter the mansion and search the upper levels and main floor. Nothing. Then you feel a pulse...a beating...a hum in the back of your mind that pulls you to a trap door. It creaks as you open it and a gush of foul air hits you in the face. You descend the steep stairs and find an altar, an exact replica of the one you saw at the Silvermere Abby. As you step up to it an evil presence crushes your mind. Seering pain splits your skull as the veil of existence opens and you see, there on the altar a blood encrusted locket. It looks identical to the one you brought from the Abby. The pain is more than you can bear. It brings you to your knees.

Action: Do you:

- a. Reach in and take the locket, **see entry #2**
- b. Exert your greatest strength and attempt to throw yourself back from the altar, **see entry #17**

Entry #10, Bramblethorn part II

Previous Entry, Quest Card, Bramblethorn

The people of Bramblethorn believed that concealment was the truest form of defense. Their homes were woven into thick hedges and thorny canopies, invisible to those without a map—or invitation. When Talon's scouts arrived, they reported nothing. But the next morning, their bodies were found tangled in vines, their eyes plucked out. Some say the thorns themselves remembered the village's pain and now defend it blindly.

Reward: Choose any tile on the board. The player magically transports there without spawning monsters.

Entry #11, Hallowfern Grove part IV

Previous entry #6, Hallowfern Grove part III

Part IV – The Leap of Faith

You stand where they both fell—the girl and, perhaps, her father—your boots inches from the drop. The waves crash like a heartbeat below. The cliffs are treacherous, but the legends of the Second Birth say that only those who leap without certainty will find the truth.

You remember the old man's final words and feel the warmth of the bracelet half in your hand. Somewhere beneath the waves lies a hidden grotto where the island's blessing still lingers.

You close your eyes, take a step...to your surprise your foot is supported, your eyes open and you see beneath you the spirit ancestors of the island holding you as you take yet another step, and then another.

The wind increases in ferocity and you feel the beating hearts of those past fill your chest. Light falls upon you from the sky, blindingly so, then dissipates and you find yourself back in Hallowfern village, still holding the half bracelet in your hand.

Reward: Player receives the title "Wind Walker and gains the ability safely step down cliffs. Also the Hero **gains 1 extra skill point**. If Wrathmore is later defeated, unlock the "Second Birth" end-story. **See Entry # 21**

Entry # 12, Emberdeep, part III

Previous entry: # 4 Emberdeep 01B

Back in Emberdeep, you discover the music box under a pile of rubble and ash. The key still fits perfectly into the tiny slot. When you open it, you hear the same melody that drifted on the wind. It now plays softly as you pull out a small note:

To whomever may find this, I hope it is in better times. My name is Vyra. I am the only daughter of High Chief Voreen, leader of my people. Wrathmore has destroyed my village and my people. Now he has come to take my life. I have performed the sacred ritual of sacrifice and my blood seals this box. Take it to the holy altar and let my sacrifice sharpen your blade.

Action: Return the music box to the altar.

Reward: The hero's weapon does 1 additional damage for all attacks, permanently.

Entry # 13, Willowmere, part II

Previous entry, Quest Card: Willowmere

Once a tranquil settlement beside a slow-moving river, Willowmere was home to healers who believed sound carried through the spirit world. They crafted wind-chimes to protect their homes, believing they kept evil spirits at bay. One cold stormy night Wrathmore's minions came. Those who were left lived destitute, stripped of their will to live life. This curse passed through the generations. You look down and pick up a wind chime. It moves gently, even though there is no breeze.

Reward: Gain 1 spirit chime. May use it once, at anytime, to revive 2 health.

Entry # 14, Hollowfern Grove part II

Previous entry: Quest Card Hollowfern. Grove

Action: Spend two actions searching the grove for further clues of what happened. Roll 1 die:

- On 3 or less, your search is interrupted by the approach of a Spider. Kill it before trying again
- On 4+, you find a strip of blood-soaked cloth pointing toward the cliffs.

Reward: If successful, gain 1 token of "Resolve." You may discard this token once to ignore the first point of damage from a single source.(use the Island history card as proof of your token.) *Additionally you are instantly transported to the top of a nearby cliff. player may choose the closest one.*

Proceed to Part III, Lost Appendices Entry #6.

Entry # 15, Bone Carver Cave, part IIIb

Previous Entry, #20, Bone Carver Cave II

The path to the right starts to drop deep into the cave. The cold seeps into your chest and the tunnel veers left and right, winding down down into the depths of the island.

Reward: You *See Entry # ? in The Lost Appendices*

Entry # 16, Stonemarrow, part II

Previous Entry, Quest Card: Stonemarrow

The meditation reveals a pattern—glyphs hidden beneath soot and moss. As you trace them with your fingers, you uncover the cracked remains of a mason's chisel, still glowing faintly. A journal fragment lies nearby:

"We sealed the Heartstone beneath Mira's prayer stone. If she falls, all falls."

South of the ruins, you spot a toppled statue of a child, arms raised in prayer.

Action: Spend one full turn clearing debris from the statue. Roll a die: on 4+, the chisel aids your effort, revealing deeper glyphs.

Reward: You may re-roll one defense die during each battle on this tile and *See Entry # 5 in The Lost Appendices*

Entry # 17, Silvermere Abby part IIIa

Previous entry, #9 Silvermere Abby II

It takes all your effort, but you wrench yourself from the otherworldly pull at the altar and are thrown back on the cold stone floor. You hear a sinister laugh and can't tell if it's from this world or the world of the dead.

Reward: Take 2 psychic damage and lose one action recovering from the ordeal. But, you escape the mansion with your life. If you had 2 or fewer health, just reduce to 1 health and flee the mansion.

Entry # 18 Misty Mire Crossing, part IIIa

Previous entry # 24, Misty Mire Crossing II

You raise your hands in a gesture of peace and slowly back down the trail. The short, painted men keep shouting, but let you go without further incident

Reward: 1 additional Glory point for respecting local traditions and leaving the locals who don't want to be bothered, alone.

Entry # 19, Deadwood Following part IV

Prior Entry: # 8, Deadwood Following

As the last cries of Talon drift away on the wind, his flesh consumes in blue fire and the entire party is thrown to the ground as his evil spirit is drawn into the depths of hell. In the wake of his terror, peace falls like soft morning dew and you see the spirit of a little girl who comes up and sits next to you, as you lay exhausted and utterly spent. As your body is near complete devastation, she reaches out and touches you, bringing you back to your feet. "Thank you, mighty One....I will walk next to you for the rest of your days..."

Entry # 20, Bone Carver Caves, part II

Prior entry, Quest Card: Bone Carver Cave

As you enter, the torch light illuminates the entrance enough to see scorch marks on the walls and the grizzly remnants of several skeletons with rusted weapons scattered about. The damp cavern shows two distinct tunnels branching off this main entryway.

- 1.) Take the tunnel on the left, **see entry #29**
- 2.) Take the tunnel on the right, **see entry #15**

Entry # 21, Hallowfern Grove part V

Prior entry, # 11 Hallowfern part IV

As Talon screams in bloodied agony, he lunges at you in one final attempt to drag you down into the depths of hell. Suddenly, a great rush of wind bursts at your back, forcing the vile tyrant backward. Stronger and stronger the wind blows, growing into a mighty tempest that tears through the trees, all focused on the defeated demon. Strangely, you feel no force against you. The wind howls in your ears, whipping dirt and dust around your feet. You take a step forward—and then another—rising on the cascade of air, soaring above as it lashes down upon Wrathmore. The earth below splits like a giant maw, and Talon reaches, grasps, and curses, but the ground swallows him whole.

From above, you survey the island. Your friends cheer below as the wind finally calms and the sun breaks through the dark storm clouds. Gently, the air sets you back on the earth, and those around you join in jubilant celebration. The forests, mountains, rivers, and fields awaken, vibrant and alive once more. You feel it—the true second birth of this land and of the heroes as well as all those who dwell upon Stormvale Island.

Entry #22 – Moonwell Springs

Nestled in a glade hidden from the sun, Moonwell Springs shimmered like liquid silver under the moon's gaze. Villagers whispered that its waters carried the clarity of night itself, granting courage to those who drank with a pure heart. During Talon's assault, the paths were overgrown, and the waters nearly forgotten, yet the spring still flows, untainted, as if guarding the spirit of the island itself. Those who sip its waters feel the quiet strength of generations.

"Courage flows where the moonlight lingers."

Entry #23 – Ashen Hollow Scholars

Previous Entry, Quest Card Ashen Hollow Crossing

Ashen Hollow was a village of chroniclers and cartographers, who wrote tirelessly of the island's storms, tides, and secret places. Talon's fire devoured their libraries, yet one ironbound journal survived, its pages curling with age but never losing truth. Within its worn script are detailed maps of hidden passages beneath the island—paths known only to those who read with care and walk with patience.

“Knowledge is the lantern that guides the lost.”

Entry # 24, Misty Mire Crossing

Previous entry, Quest Card Misty Mire Crossing

The group of four warriors quickly surround you and point back down the trail from which you came, while grunting and shouting. Do you either:

Action:

A.) Turn and leave peaceably, hoping they don't shoot you in the back as you walk away, **See entry #18**

B.) Pull out your weapon and say “Lets dance!” **See entry #7**

Entry #25 – Starfall Glen

In Starfall Glen, a meteorite once streaked across the sky, embedding itself into the earth with a flash of silver and flame. Villagers called it a blessing from the stars and carved a shrine around the crater. Centuries passed, storms raged, and Talon's agents sought to claim the Glen's power, yet one fragment of the celestial stone remains, glowing faintly under moss and shadow. Legends say that its energy can bend fate for a single, deserving soul.

“Even fallen stars leave a spark for those who seek it.”

Entry #26 – Bone Carver Caves, part Iva

Prior Entry #29, Bone Carver Caves part III

You run as fast as you've ever run, scrambling back up the winding tunnels. You nervously watch as the torch nears the end of its life. Then darkness. You feel about with your hands trying to find your way out.

Reward: You must roll a 5 or a 6 in order to find your way out of the cave. If unsuccessful loose the rest of your turn and wait until your next turn to try again. You may use totems to re-roll.

Entry #27- SunSpire Ruins

Sunspire was built to guide travelers safely to Stormvale's shores, but also to study the skies and chart the movements of the sun. Scholars and sailors alike would climb the spiraling stone tower at dawn, casting mirrors across the island's peaks to mark the passing seasons. When Talon seized the island, the observatory was abandoned, yet the prism survived, its light dancing like hope among the ruins. Those who understand its reflection can see not just the land, but the truths that linger in its shadows.

“Even shattered glass can guide the way when the sun rises.”

Entry #28 – Ironpine Outpost

High upon the jagged cliffs, Ironpine Outpost once rang with the clatter of boots and the whistles of watchmen. Scouts, nimble and fearless, would trace the island's edges with messages for neighboring villages. When Talon came, the outpost was abandoned in haste, yet the blackened pine horn remained, carved with runes that hummed faintly in the wind. The scouts believed that a single, true blast could call aid from the cliffs themselves—an echo of courage that would not die.

“Even in silence, the Ironpine horn calls the brave to action.”

Entry #29 – Bone Carver Caves, part III

Prior Entry #20, Bone Carver Caves part II

The cave turns left and right moving consistently downward. You keep going for what seems like hours, then as your torchlight flickers low and a sense of doom and dread seep into your heart you step out of the cave and into a small clear at the edge of a cliff. You see an ancient stone bridge arching up and over the vast chasm. Another look at the bridge and you see it is crumbling and looks as if it could come apart at any second. Do you:

- a.) Turn back and hope your torch will last long enough to get you to the top of the cave. **See entry #26**
- b.) Risk it for the biscuit and cross the crumbling old bridge. **See entry #32**

Entry #30 – Thundertree Bastion

Thundertree Bastion rose like a jagged crown in the wilderness, a defensive outpost manned by those who swore to protect the island from early threats. When storms tore across the cliffs, the defenders claimed the thunder itself lent strength to their arms. When Talon's forces arrived, many fell, but their spirits lingered, bound to the ancient bronze bell that swings endlessly in the wind. Strike it true, and it is said that the storms will answer, striking down foes with invisible justice.

“The fallen guard still watches; the bell remembers their courage.”

Entry #31 –

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“The fallen guard still watches; the bell remembers their courage.”

Entry #32- Bone Carver Caves, part IVb

Prior Entry #29, Bone Carver Caves part III

You jam the torch behind your back and run, teeth gritted, lungs burning. Fear and fury drive you faster than you've ever moved. Up, up you scramble, claws digging into stone that shudders and cracks beneath your weight. At the top, the bridge tilts, groans, and then shatters behind you. Rocks tumble into the abyss, a thunderous crash that would swallow any hesitation. You don't dare look back. Every step is survival. You leap—heart in your throat—as the stones beneath you vanish into darkness.

Your body slams into the stone cliff and your hands claw for the ledge. For a heart-stopping moment you hold your breath waiting for it to give way. But, the rock bites in, holding true as you drag yourself up, arms shaking, lungs heaving. A thin ribbon of light cuts through the gloom of the cavern.

Inside, a small vile glows faint blue. Etched beneath: “Elixir of Life.” Beyond it, a rope sways from a jagged hole in the rock wall. You seize it, muscles screaming, and pull yourself upward, emerging battered and bloody, not far from the altar at the island's heart, ready to face the reckoning waiting there.

Reward: 1 Elixir of Life, capable of resurrection to full health. 1 use, must be on the same tile and it requires an action. Immediately place your minifigure at the center of the board on the altar tile.