

## Dolmar's Reach

*Instant Reward*

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.

## Willowmere

*Quest*

They say a bell from Willowmere, if rung with intention, can cut through illusions or disturb dark energies. A frail and bent old woman pulls you close and gives you a small silver bell, then whispers in your ear. See **entry #13** in the Lost Appendices for more story.

**Action:** Ring the bell on any grave marker.

**Reward:** Cancel 1 monster action. One use per game, does not cost an action and playable at any time.

## 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

## Bramblethorn

*Quest*

You arrive upon a vine-covered map stone resting at what must have been the village center. Rising from the center of the map is obelisk. The capstone of which is carved with runes and is warm to the touch.

**Action:** Place your hands on the capstone and close your eyes for one full round. (Take no actions.)

**Reward:** Read **entry #10** in the Lost Appendices.

## Cindermoor

*Quest*

Cindermoore was the glassblowing heart of Stormvale. Their forges burned with a sacred flame, said to come from the heart of the island itself. When Wrathmore seized the village, he tried to bend the flames to power his war machines. The flames resisted. In his fury, he shattered every kiln and the sacred fire fled.

**Action:** Take a glass shard from a ruined kiln & toss it into the Lava Burst or Eruption tile.

**Reward:** Gain 5 additional Glory Points.

## Mirebrook

*Quest*

You find a small wooden idol...a frog. Touching it tingles your fingers. Just beyond is a stone with a person offering a frog to the sky gods upon a mountain top.

**Action:** Offer the frog idol to the mountain gods, upon the closest mountain tile. Once completed see **entry #3** in the Lost Appendices.

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

## Veilgrove

*Instant Reward*

The people of Veilgrove lived lightly, sleeping in hammocks high in the trees, cooking without fire and dancing without drums. They believed joy was a kind of magic that kept the darkness at bay. But when Talon arrived, the songs died and the silence was deafening. It is said that the last villagers tied their memories into wind-ribbons and left them for the forest to keep. One ribbon still flutters despite the lack of wind.

**Reward:** Tie the ribbon to a hero's weapon & gain the ability to re-roll 1 missed attack per round for the rest of the game.

## Stonemarrow

*Quest*

You kneel among the broken bones of Stonemarrow's temple. The glyph-carved stones are cold, but not dead. Some still pulse softly, like a fading heartbeat. Beneath the dust lies a child's toy, carved of stone. Someone placed it with care. A name is etched into the toy's base: "Mirra" A whisper curls around you. It's not wind.

**Action:** Spend 1 full turn in silence, meditating on the rubble. (No actions) Read **entry #16** in the Lost Appendices.

**Reward:** Gain 1 temporary shield. (Absorbs 1 physical hit, then is gone.)

## Deadwood Following

*Quest*

You find a small, yet seemingly well organized village. Empty. A pull in you chest brings you down, a sorrow as if something inside you just broke. Loose 1 action. You find a small leather book...it looks like a child's journal, but is magically sealed with wax. You hear a voice, calling you to the ocean.

**Action:** Make your way to the oceanside, (any coastline) and break the seal at nightfall. (end of round)

**Reward:** Gain an action for your next turn and read **entry #1** from the Lost Appendices.



## Farsong Refuge

*Quest*

Farsong was a haven for bards, poets, and musicians. They believed that each soul could sing a note that when combined with others could form a harmony strong enough to bend fate. During the rebellion, they composed a final symphony meant to awaken the island's spirits.

**Action:** Spend 1 action to search and find only one bar of music.

**Reward:** Hum the forgotten melody aloud while standing at the altar. All players gain 1 life point. (May play anytime.)

## Silvermere Abby

*Quest*

The clerics at Silvermere were once spiritual guardians of the island. Their prayers kept the island's borders blessed and its waters pure. When the Necromancer arrived, they sang through the screams, keeping their chant, even as the roof caved in. The final verse was never sung- etched instead into a glass relic, an holy amulet long believed destroyed, but now carefully hidden behind the charred altar.

**Action:** Discover why the Necromancer had such an interest in Silvermere Abby. Travel to the Wrathmore mansion and spend an action searching for clues, then see entry #9 in The Lost Appendices.

## Oak's Perch

*Instant Reward*

The Talakie people lived high in the trees in a suspended village. You see a ladder that climbs to one of the highest oak trees. As you climb to the top, you feel the trees sway in the breeze. At the top you see into all adjacent tiles.

**Reward:** While standing on this tile you get advantage on all attacks. In addition, any ally on adjacent tiles are also advantaged.

## Redbone

*Instant Reward*

This village was a place of sacrifice. When crops failed or illness spread, each family volunteered one day of silence and fasting to lift the village burdens. You see a post with names... not of the dead, but of the devoted.

On the night Talon's men surrounded Redbone, the villagers stood together, hands joined and eyes closed. None raised a weapon. No cries were heard. At the base of the post lies a woven band made of reed and hair. You wrap the band around your wrist.

**Reward:** This hero gets immunity from 1 attack that alters movement.

## Hollowfern Grove

*Quest*

Hollowfern Grove once sang with birdsong and the hum of life. It was a place villagers came to seek the "Second Birth," a moment of clarity when life's true calling burned away all doubt. That ended when Wrathmore's beasts tore through it. In the center of the grove is moss black with dried blood. You kneel, brushing it back, and find something else: a snapped string of prayer charms. Beside it, deep gouges in the earth where someone was dragged, struggling. From within the tree line a soft wind carries the sound of weeping. See **entry #14** in The Lost Appendices.

## Galeshade

*Instant Reward*

There are only cracked stone footings left where homes used to stand. Galeshade served as a secret rebel base during the fight against Talon. The first seeds of the uprising came from a secret underground well. In the now empty room, you hear the wind blow and feel a whisper close to your ear. You spin and at the edge of your vision you catch a glance of a spirit close by. You keep seeing it in your periphery, but never fully exposed.

**Reward:** Your next 2 searches allow you to draw 2 cards, keep 1 and discard the other.

## Emberlock Bastion

*Instant Reward*

Heavy stone gates stand ajar. Black scorch marks line the walls. Once a military stronghold, Emberlock was said to be impenetrable. It held for decades - until Talon infiltrated it from within, corrupting one of its

commanders with promises of dark immortality. On the night of betrayal, the gates were opened from inside and flames devoured everything. One weapon remains, a gleaming obsidian blade, humming with restrained fury.

**Reward:** Take the blade and add to one attack of your choice, +2 damage. (One use.)

## Dustmere Crossing

*Quest*

It wasn't a village so much as a passage, watched over by sentinels. The belief was simple: No evil could cross the bridge. When Talon came, the last sentinel stood alone. Rather than let the enemy pass, she collapsed the bridge herself, drowning in the wild river below. Some say she still stands a ghostly watch. You see a charm in the shape of bridge near the chasm edge.

**Action:** Take the charm to the Sacred Spring and dip it in the holy water.

**Reward:** Absorb 2 damage on the next attack.

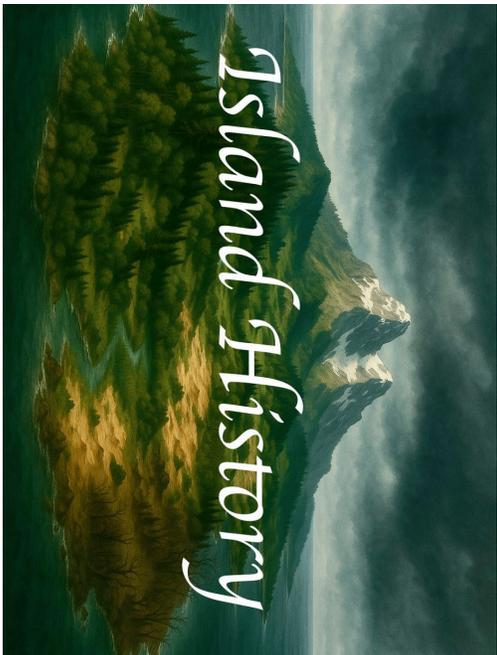
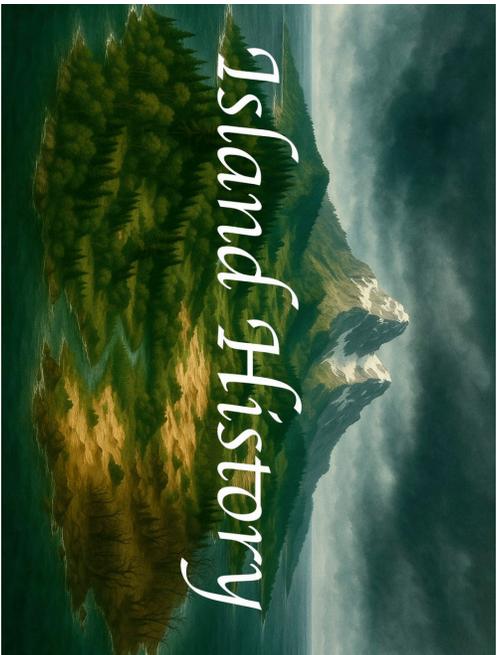
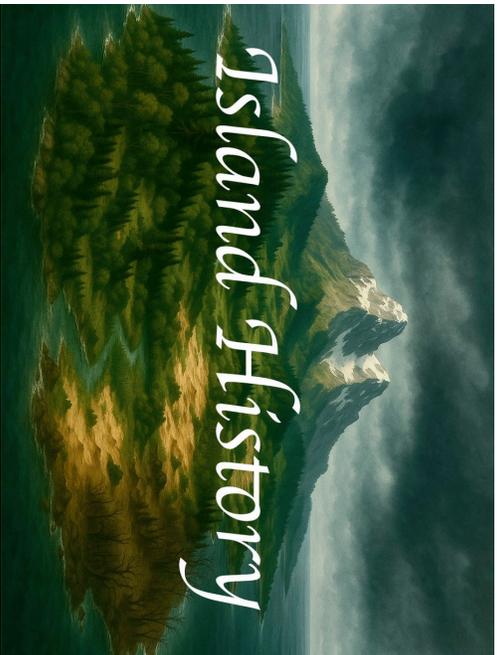
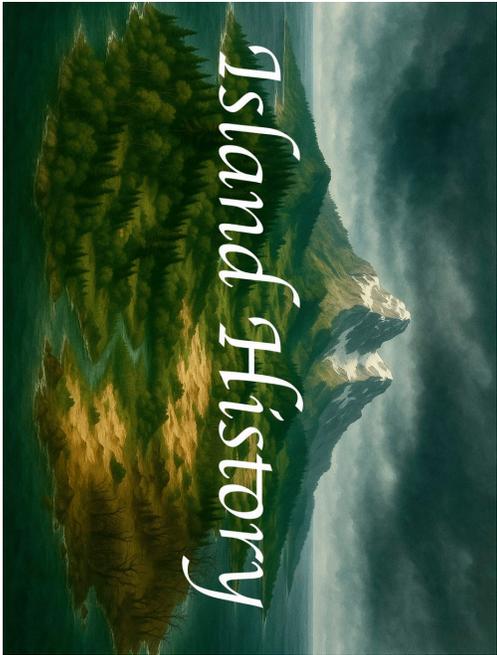
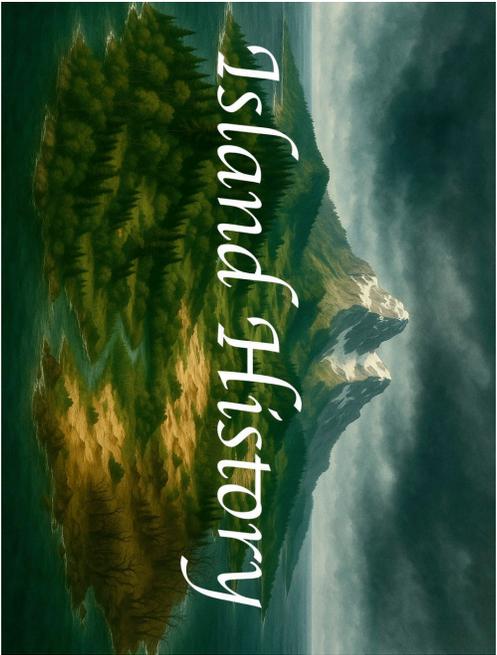
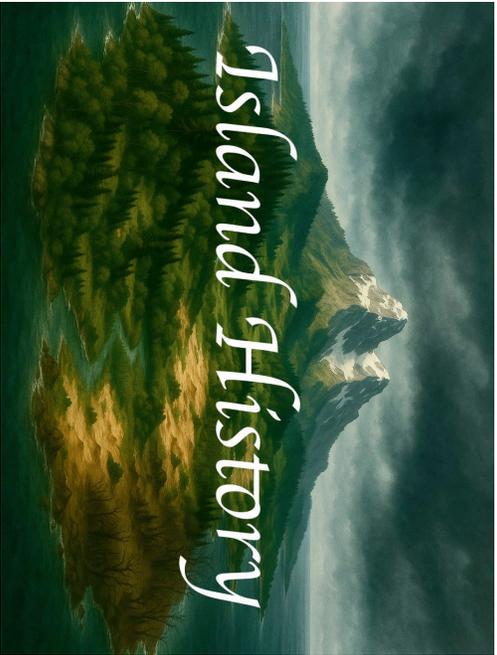
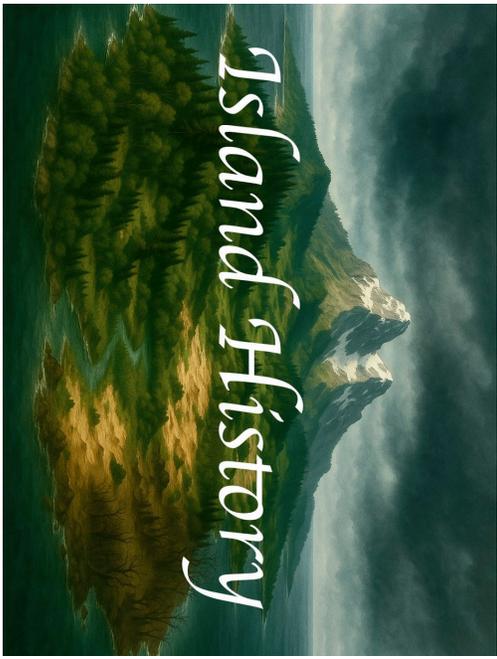
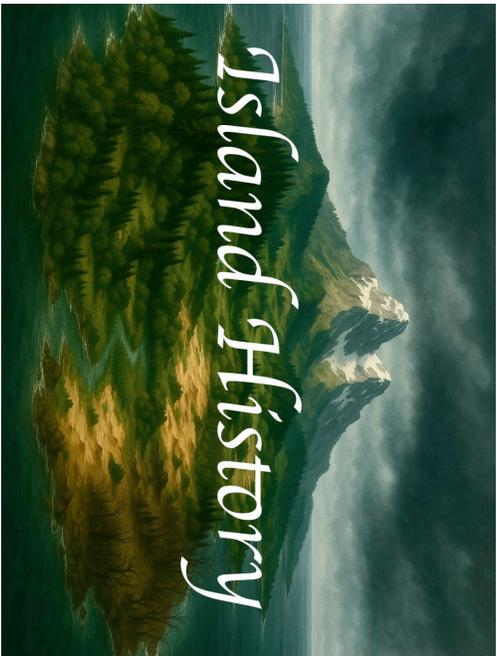
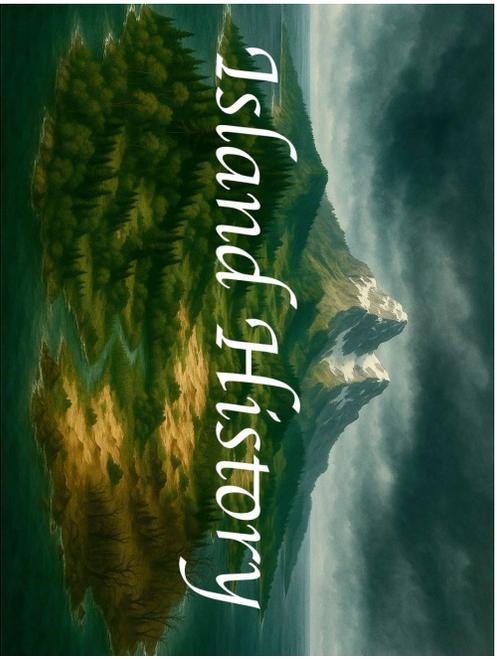
## Bone Carver Caves

*Quest*

The Bone Carvers believed they could keep their dead ancestors with them if they carved their bones into jewelry. Smaller framed and hairy, these people nearly escaped the terror of Wrathmore. They dug themselves deep into the heart of the mountain. You discover the mouth of the cave, discreetly hidden among the trees & brush. A pile of skulls offers warning.

**Action:** Enter the caves.

**Reward:** You pick up a torch, allowing you to peer into the darkness ahead. See entry #20 in The Lost Appendices.



## The Cliff Dwellers

*Instant Reward*

These people have become experts at scaling the steep mountains of Stormvale Island. They have mastered the ability to live on a mountainside by carving into the stone walls. The Cliff Dwellers evaded the worst of Wrathmore's attacks by retreating into their carved village. They come and offer their friendship and what little they can.

**Reward:** Gain 1 repelling kit. Allows a one time use to scale up or down a cliff.

## Ironpine Outpost

*Instant Reward*

Nestled between jagged cliffs, Ironpine Outpost once served as a refuge for scouts & messengers. When Talon struck the outpost was abandoned, but whispers say the scouts left behind a single horn carved from blackened pine. It's said a single blast can call aid from the surrounding cliffs. See **entry #28** in The Lost Appendices for more history.

**Reward:** Gain 1 Ironpine horn, good for 1 use. Allows the player to instantly transport 1 ally to your tile, no actions required.

## Sunspire Ruins

*Instant Reward*

High above the southern cliffs lies Sunspire, once a lighthouse and observatory. Its stone walls are cracked, but its glass prism glows faintly, catching the last rays of sunlight. Villagers believed that the sunlight channeled through the prism could reveal hidden truths and banish lingering shadows. For more history see **entry #27** in the Lost Appendices.

**Reward:** As you rotate the prism to catch the sunlight, it reveals the contents of one adjacent tile. Draw one search card for that tile and ignore any monsters that may spawn.

## The Old Homestead

*Instant Reward*

The homestead is one of the few old villages with inhabitants. The village Elder greets you with a loud cry for all in the village to come and see their protector and savior. The humble people come and throw flowers at your feet and shout praises that you've come to free them and their island from the Curse of Talon Wrathmore. They feed you their finest food and kiss your cheeks.

**Reward:** Gain 1 health and 1 Glory point.

## Ravenloch

*Instant Reward*

This village sits on the edge of a giant body of water that illuminates a light blue during the full moon. The bottom of the loch is home to thousands of crystals, which faintly reflect the moonlight. A Matriarch pulls one from her pocket and offers it to you saying it will shield you for a short time from the forces of evil.

**Reward:** Gain 1 Ravenloch crystal. Allows the player a one time use to avoid being seen during nightfall by Hulkings, Zombies and Spiders. Good for only one player.

## Ashen Hollow

*Instant Reward*

Ashen Hollow was once a village of scholars who chronicled every wind, storm, and tide. Talon's fire consumed their libraries, but one ironbound journal survived the flames, detailing secret passages beneath the island. For more history, see **entry #23** in the Lost Appendices.

**Reward:** Gain knowledge of a secret path: move 2 tiles in any direction without triggering a monster spawn.

## Misty Mire Crossing

*Quest*

As you approach a cross roads you see the signs of a possible village down a small obscured trail. You don't get far before a blood curdling cry splits the misty air and a spear flies over your head, sticking into the trees behind you. Through the mist, you see wild eyed warriors charging down the hill, ready to chase off anyone who gets too close.

See **entry #24** in The Lost Appendices.

## Wellshire Gardens

*Instant Reward*

The Shamans of Wellshire have spent years serving the people of Stormvale by healing the sick with their ancient herbal remedies and spirit dances. They see you & take heart that a great healing is coming. They invite you to their fire and sing their ceremonial acceptance song that makes you an official member of the tribe. They offer you a small leather flask, sealed with a cork stopper. You feel the squishy contents and can't help wonder what it will taste like.

**Reward:** Gain 1 healing potion.

## Moonwell Springs

*Instant Reward*

In a hidden glade, water bubbles from a silvery spring that glows faintly in the moonlight. Villagers believed that drinking from it grants clarity and courage. The spring has survived Talon's assault, though the paths leading to it are overgrown. As you drink from its waters you feel added strength come upon you. See **entry #22** in The Lost Appendices for more history.

**Reward:** Gain +2 damage to your next attack.

