

# Artisan Guild GUILDS

## Tabletop Miniatures Skirmish Game

Quest Book - Glory Update Beta 0.803



*Welcome Guildmaster! Mundus is in turmoil. The inhabitants of Rotvar, the land of mortals, live amidst the chaos of war and the terror of monsters of every kind. At the dawn of the Fifth Era a new great threat looms.*

*The Tyrant-God Tialevor, having slain the Dragon-God Ghaumir and establishing a reign of terror in Aera, the land of the immortals, is eager to conquer the rest of the world.*

*Thanks to the Astral Portals, the Tyrant-God's troops are finally able to cross the spiritual barrier between Aera and Rotvar, the barrier created by the Dragon-God's sacrifice to defend mortals from Tialevor.*

*As Guildmaster you will lead your Guild and decide for which ideals your companions will live or die!*

*Will you fight to save the world from the looming darkness, or to subject it to your will? Will you raid to replenish your guild treasury and satiate*

*your greed? Will you protect the lands of your ancestors from corruption? As Guildmaster you will experience fantastic adventures, and it is you and only you who decide what to fight for.*

*The time for idle talk is over.  
Have a good voyage Guildmaster, and let your adventure begin!*

The Quest Book includes all the rules you need to play a Quest of Guilds, either random Expeditions or thematic Campaigns.

## Quests

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Quests are the place where epic battles are played and heroic deeds are accomplished.

There are two kinds of Quests: the randomly generated Guild Expeditions (Expeditions for short), and the pre-built Quests that compose the Campaigns, which feature a sequence of thematic Quests relevant to a storyline.

Quests determine how the battlefield is built, where the Guild models can be *Deployed*, *Special Rules*, *Events*, what's the main *Objective* to achieve *Victory* and so on.

You can play a standalone Guild Expedition, start and play with your friend a full Campaign where your Guild grows by time, or even combine the two and have a unique story composed of various Expeditions following the Campaign rules.

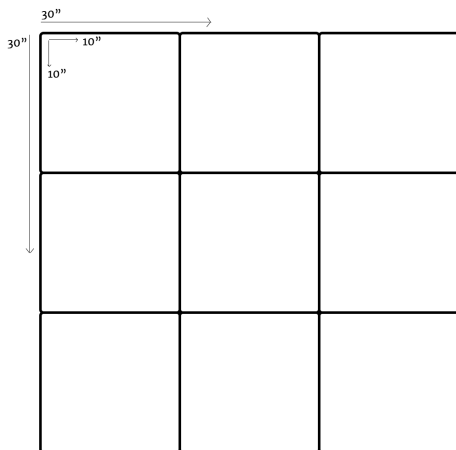
## Battlefield Setup

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The 30"x 30" Battlefield is divided by 4 imaginary lines generating 9 **Quadrants** of 10" x 10", as in the picture below.

While the Expeditions uses a simple system to build the Battlefield, the Campaign Quests describe exactly what's in each Quadrant.

You can use anything to simulate the needed Scenic Elements on the battlefield, like pencil for barriers, bottles for trees, cut out paper silhouettes to simulate lakes and ponds and so on.



## Quests Events

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Both Campaign Quests and Expeditions may have Quests Events: the first are fixed depending on the Quest theme, while the second may be rolled while randomly building the battlefield.

During the Event Phase, the last Player of the previous Round rolls 3D6: *Quest Events* could occur in relation to the roll as described in the Quest Scroll.

For example, in a Mine Quest a Cave Troll could break into a tunnel if in the Event Phase a player rolls a *Scale*.

Monster Spawn Points are also activated during the Event Phase using the same roll.

## Terrain and Treasures Control

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There are special elements on certain Quests that might be *Controlled* at your advantage, either to score Objectives or to gain special benefits.

These elements may be Treasures such books, crystals or crowns, or Terrains such shrines, altars or Siege Weapons.

Campaign Quest Objectives help you gain *Quests Rewards*, while the **Main Objective** lets you score a Victory, ending the Quest.

Physical Objectives require a marker on the table. You can use Artisan Guild little props and 3D printed or handmade Terrains, but any kind of token or placeholder like bottle caps or glasses works too! Terrain and Treasures distances are always measured from the center of its marker if needed.

### Terrain Control

*Controlling* a Quadrant with a Terrain is pretty simple. At the end of a Round, the player who has more models within the Quadrant where the Terrain Objective is located is controlling it.

Towering Models and Guild Masters count for 2 when calculating which Guild controls an objective. A model within range can Control multiple Objectives.

### Treasure Control

Treasure Objectives are controlled in the same fashion, but only models within 1" are valid to *Control* it. As for Terrains, Towering Models and Guild Masters count for 2 to calculate which Guild is controlling a *Treasure*.

A model from a Guild who is *Controlling* a Treasure within 1" from it can carry it. To do that, the model *Controlling* the Treasure consumes 1 Action to *Gather* it: the Treasure is then moved on the table together with the model (touching its base), to indicate that it's carried by it.

Models carrying Treasures can't perform Actions outside of *Moving* or *Passing the Treasure* unless the Treasure has the Tag *Tiny*, such a book, a crown or a ring.

*Pass the Treasure* to another friendly model within 3".

*Tiny* Treasures can be *Thrown* to a far ally at maximum of DEX in Inches by throwing it by passing a DEX Test; if failed the *Tiny* Treasure falls in the middle of the range, on the ground.

If *Vanquished*, a model *Gathering* a Treasure leaves it on the ground and it could be *Gathered* by another model *Controlling* it (see *Objective Control*).



# Monsters

Many monsters haunt the lands, and all of them are enemies of all the player's Guilds on the table. Monsters may be Skeletons, Goblins, Bandits and so on.

Monsters are included in most Campaign's Quests (as red dots in the quest map) and can be randomly placed in Expeditions, located through Spawn Points, or simply as groups of Wandering Monsters. Monsters are activated on their own, following some basic rules called Monster Behaviors. Monster Cards are always at the end of the Quest in which the Monsters appear.



## Spawn Points

Spawn Points are destructible, Monster Lair Scenic Elements that are able to generate Monsters until destroyed, with the possibility to spawn even more during the Quest Events because of Double or Scale rolls. Spawn Points can be destroyed with Attacks or Spells that inflict Wounds, but are invulnerable to any kind of Conditions. Monster Activation

## Monster Activation

The Monster Activations happen once all Players have ended their Activation, at the End Phase of a Round. Monster Activations order is based on their DEX value. Higher DEX Monsters move first, and the others follow in descending order. Monsters move on their own according to their Monster Behavior.

## Monster Behaviour

Each Monster has a simple Behavior written under its name that lets you move it in the simplest way on the table by following 6 simple rules. If two players can't agree on the Monster movement or which model is the target they can Roll Off.

1. Monsters always takes the shortest path to accomplish their Behavior.
2. Monsters only Attack Player models, unless stated otherwise in the Special Rules or Monster Behaviors.
3. If a specific target of a Monster can't be reached and Attacked, the Monster Attacks the Nearest enemy unless specified otherwise.
4. If there are two or more possible targets, Monsters ALWAYS Attack the one with less Might.
5. If a Monster has its target at range, it uses all possible Actions to Attack.
6. If two Behaviors are listed with a “ ; ” in the middle, the first has priority, but if it can't be performed the second one needs to be accomplished.

## Common Behaviors

- **Charge Nearest:** the Monster's first priority is to Move and Engage the Nearest Model, then Attack it.
- **Shoot from Max Range:** The monster adjusts its distance to its Nearest possible Target trying to Attack from its maximum range (retreating if its too near).

## Monster Attacks

The Player who controls the target of an Attacking Monster rolls its ATK dice to determine how much Wounds it inflicts. Apart from this, Attacks work as always.

## Monster Abilities

Exactly like regular Models or Heroes, Monsters have Abilities. These special features are often Passive: their effects are always in play. Active Abilities uses are specified in the Behaviors.

## Quest Winner

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Quests have a limit of 5 Rounds, unless specified otherwise in the Special Rules. When the fifth Round ends the Quest is over: the Quest Winner is the player who scored most Glory Points (GP for short), unless a **Main Objective** is accomplished.

Main Objectives are goals relevant to the storyline typical of Campaign Quest. If a Guild achieves the Main Objective of the Quest they automatically win the game, but if no Guild manages to complete the Main Objective, Glory Points are calculated to choose a winner.

Glory Points tracking is extremely important, as in a Campaign (or a sequence of Expeditions using Campaign Rules) GP are used to grow your Guild.

In any case, Glory Points are calculated after the end of each Quest following the table below and including extra GP depending on specific Quests Rewards.

### Glory Points

- +1 GP for each point of Heroism by Vanquishing all models belonging to an opponent Unit Card.
- +1 additional GP if the Vanquished Card is the Guildmaster.
- +1 GP for each 5 Monsters Vanquished.
- +1 GP Vanquishing a Champion Monster.
- +1 GP by Destroying a Monster Spawn point.
- +2 GP by Vanquishing all models of an opponent Guild.
- +2 GP if none of your models are Vanquished by the end of the Quest.

Models that are *Summoned* into the battlefield thanks to Spells or Abilities are not counted in the calculation of GP unless otherwise specified in the special rules.

### Campaign End

On a Campaign, once the last Quest is completed the Campaign ends. Quest Rewards, even if a winner has already been elected, may be used if the group of players want to continue the Campaign with Expeditions or even link another Campaign to it.



# Guild Expeditions

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In this game format your Guild will explore the world of Mundus in random Quests called Expeditions. From the frozen peaks of Skutagaard to the arid expanses of Denmora, you'll travel across thematic landscapes, fighting against the local monsters and collecting treasures and resources.

In a **Guild Expedition** game (Expedition for short), you and your opponent build equally-matched guilds by picking Guild Cards from a same total of Glory Points, then recruiting units to fill up the Slots provided by those cards.

A quick Skirmish is suggested to start with a Guild Deck composed by the Great Hall and 6 additional Guild Cards. It's up to you to choose if the 6 additional Guild Cards are used to include more Infantry/Cavalry Cards or to recruit a very powerful Hero that fills up many Slots; to unlock specific Spell Domains, or even to unlock an adjacent Force of the Wheel.

The Expedition is won by the Guild who scores the most Glory Points.

This Chapter described the rules to set up the Map on a Guild Expedition.

## Rolling a Biome

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The first step to play a Guild Expedition is to roll for a **Biome**. Biomes are the different nature zones in the world of Mundus and each one will bring different themes, terrains and rules to the game.

- A roll is made by any player to roll one of the 6 Biomes with a D6.

### Mundus Biomes

1. Forest of Arba
2. Rotvar Plains
3. Frozen Lands of Skutagaard
4. Deserts of Denmora
5. Scourgelands / The Depths
6. City Ruins

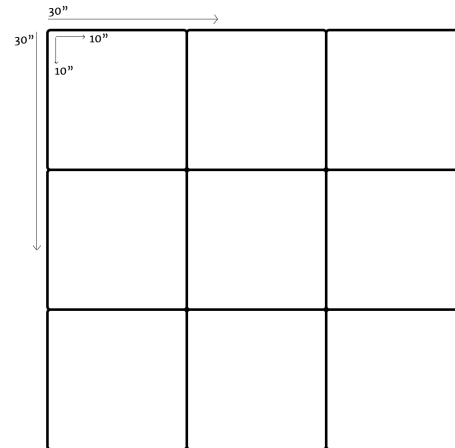
*In this stage of the beta, only the Forest of Arba is available (however, you can play it with different types of terrain, such as snow or desert, as long as it doesn't change its rules and properties).*

## Rolling Scenic Elements

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In this phase, **Scenic Elements** such as trees, ruins or barriers are placed on the Battlefield. Some of these elements are strategically important to shelter from arrows and ranged attacks, while others add important rules and resources to the game.

The 30"x 30" Battlefield is divided by 4 imaginary lines generating 9 **Quadrants** of 10" x 10", as in the picture below.



- During this step, the player who rolled the Biome will roll an additional D6 to draw a random Scenic Element (or combination of small ones), for the first Quadrant on the top left. After him/her, all will alternate to roll a Scenic Element for the rest of the 8 Quadrants.

The list of Scenic Elements available to roll from and place on the Battlefield is strictly dependent from the rolled **Biome**; for this reason they are described on each Biome subchapter. However, this is an example of how they can look like.

### Scenic Elements

1. Natural Elements
2. Natural Elements
3. Difficult Terrains
4. Barriers & Walls
5. Interactive Terrains
6. Wandering Monsters

After the Scenic Elements are placed in each Quadrant, the players roll for Initiative, and whoever wins gets to choose a corner to start deploying its models anywhere on its Quadrant.

# 1 - Forest of Arba

The lush and mysterious forest of Arba is a place soaked in ancient wild magic, whose dense vegetation is fed by the sacred Yaldain tree.

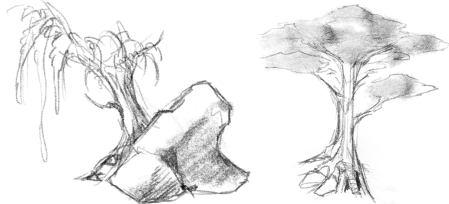
The fauna of this forest is disturbed by the constant raids of the treacherous goblins, who try to put their clutches on the ancient relics that keep the balance on this enchanted ecosystem.

A constant battle rages between those who wish to protect the Forest of Arba and those who wish to rob it from its riches and hidden artifacts.

When you play in this Biome, these are the Scenic Elements you may choose to place in a Quadrant by rolling a D6:

## 1-2: Natural Elements

You may place up to 4 large trees, or 4 large rocks, or a combination of them.



## 3: Difficult Terrain

Roll an additional D6 to draw one of the Difficult Terrain to add on the Quadrant.

### 1-3: Aquatic Terrain

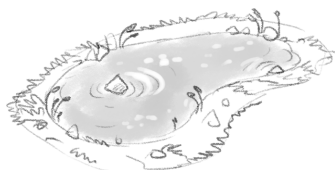
Place a shape that roughly occupies more than half Quadrant with Aquatic Terrain, such as a pond, a lake or a crossable river.

A model that passes through an *Aquatic Terrain* is considered to be under the effect of the **Difficult Terrain**, unless it is an Amphibian, or a model with (M) or (L) next to their DEX value.

### 4-6: Poisonous Terrain

Place a shape that roughly occupies more than half Quadrant with Poisonous Terrain, such as a or poisonous Swamp or Puddle.

A model that passes through a *Poisonous Terrain* is considered to be under the effect of the **Difficult Terrain**, in addition, it gets a Poison Token if it ends its Activation on it.



## 4: Barriers & Walls

Roll an additional D6 to draw one of the following Scenic Elements to add on the Quadrant.

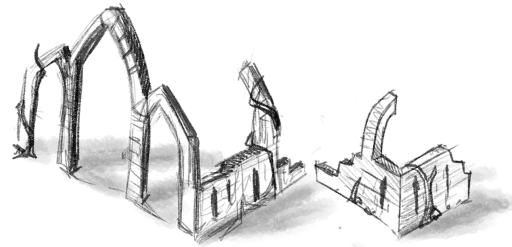
### 1-2-3: Barriers

You may place up to 3 **Barriers** such as fallen trees, short stone walls or ruins no thicker and taller than 30mm. You can add a Natural Element.



### 4-5-6: Arba Temple Ruins

This modular set of walls and corners is used to create any kind of building. If multiple neighboring Quadrants use this element, they can be combined to create even larger buildings. Models can move and climb inside the building using normal movement rules.



## 5: Interactive Terrains

Roll an additional D6 to draw one of the following Scenic Elements to add on the Quadrant.

### 1-2-3: Arba's Moonstone Well

Guild Models who climb and *control* this building may consume either a Movement or an Action to heal from a single token, including a Wound. (but not from Heroic Wounds).



### 5-6: Goblin Lair (Spawn)

Place the Monster Spawn in the Quadrant. Decorate with 1-2 Natural Elements and up to 2 Barriers.

During the Event Phase, the player with the lowest *Initiative* rolls 3D6:

**Nothing:** 1 Goblins Warrior and 1 Goblin Archer are deployed at each Spawn Point.

**Double:** Same as above, +1 Greatgoblin Enforcer.

**Scale:** Same as above, +1 Worg.

The Goblin Lair may be destroyed with attack and spells to prevent it from spawning additional monsters.

It has 8 Might, Def of 4.



### 6: Wandering Monster

Roll an additional D6 to draw one of the following Wandering Monsters to add on the Quadrant.

Decorate with 1-2 Natural Elements and up to 2 Barriers.

1: Place 2 Goblin Warriors and 1 Goblin Archer.

2: Same as above, +1 Goblin Warrior and +1 Goblin Archer.

3: Same as above, + 2 Worg.

4: Same as above, +1 Greatgoblin Enforcer.

5: Same as above, +1 Goblin Archer and +1 Greatgoblin Enforcer.

6: Same as above, + 1 Goblin Shaman.

<b>Goblin Warrior *</b> <i>Monster, Goblin</i>			
<b>Might</b>	<b>Dex</b>	<b>Def</b>	<b>Will</b>
1	4	3	3
Wooden Club		1 ATK	0"
<b>Charge Nearest.</b>			

<b>Goblin Archer *</b> <i>Monster, Goblin</i>			
<b>Might</b>	<b>Dex</b>	<b>Def</b>	<b>Will</b>
1	4	3	3
Bow		1 ATK	3-8"
<b>Shot from Max Range.</b>			

<b>Forest Worg *</b> <i>Monster, Beast</i>			
<b>Might</b>	<b>Dex</b>	<b>Def</b>	<b>Will</b>
2	5	3	4
Fangs		2 ATK	0"
<b>Charge Nearest.</b>			

<b>Greatgoblin Enforcer *</b> <i>Monster, Goblin</i>			
<b>Might</b>	<b>Dex</b>	<b>Def</b>	<b>Will</b>
3	4	4 (S)	4
Mace & Shield		2 ATK	0"
<b>Charge Nearest.</b>			

<b>Shaman Goblin **</b> <i>Monster, Goblin, Champion</i>			
<b>Might</b>	<b>Dex</b>	<b>Def</b>	<b>Will</b>
4	4	4	5
This model rolls 1d6: 1-3: Cast the Wild Roots spell 4-6: Cast the Poison Arrow spell; <b>Attack the model with the most Wounds.</b>			



# Campaign Rules

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Campaigns are a sequence of thematic Quests you can play with your friends during various gaming sessions.

There are two ways to play with the Campaign Rules: either picking a pre-made Campaign, or play a sequence of 5 Expeditions with the same Guild, using the Campaign Rules listed in this Chapter.

When playing a Campaign you start with a small rookie Guild which will grow and improve between a Quest and another thanks to the Quest Rewards, obtained through Glory Points.

You must be careful and protect the members of your Guild: every action has a consequence and each one of your precious guild comrades could come to a terrible end.

For this reason, each player will have to write down the conditions of his Guild in the Guild Sheet, especially important to calculate the victims suffered and the various upgrades between one Quest and another.

## Campaign Deck

Unless specified differently in a Campaign, each player starts the first Quest of the Campaign with a single Guild Card: the Great Hall. As explained in the Rules, it provides some Hero Slot to get your Guildmaster and a Unit Card.

## Upgrading your Guild

In a Campaign, one of the most important aspects of Guilds is to grow and upgrade your Guild by obtaining additional **Guild Cards** to unlock new slots for Unit cards or unique upgrades.

It is possible to obtain Guild Cards during a campaign through **Rewards** or by spending the **Glory Points** that each guild has earned; in fact you can get an additional Guild Card for each 1 Glory Point gained. (Except Heroic Guild Cards who list how many GP they cost).

## Winning a Campaign

The winner of a Campaign is the Guild who won the last Quest. However, don't think that the previous games don't matter: winning the previous Quest and scoring GP lets you gain more Rewards, thus getting more Unit cards, more Guild Cards, Spells and so on.

## Casualties of War

*Amid the clash of axes and hammers and thundering witchcraft, the battlefields turn into seas of blood. Be careful, Guilmaster, for not even the greatest of heroes can stand up to powerful enemy guilds without allies. Protect your comrades as if you were protecting your honor, or surround yourself with endless hordes of minions.*

As for the rest of the rules of this chapter, the rules listed below are only valid while playing a Campaign, and do not apply to a Skirmish.

### Heroic models Doom

During a Campaign, if a Heroic model is Vanquished, it must roll a Doom before starting the next Quest, with the chance to Permanently Die by obtaining double 1.

Should the GM Permanently Die, the player is obliged to elect a new GM. If he has no Heroes among his Unit cards, and cannot afford a new Hero to replace the previous GM, the player is disqualified from the Campaign.

### Casualties Roll

When the Quest is ended, all players perform these rolls to evaluate the damage inflicted to their Guild and to calculate the victims.

A Will test is done for each Infantry or Cavalry model that has been Vanquished during the Quest. The models who fail the test are **Permanently Dead**: they can no longer participate in subsequent Quests until the end of the Campaign.

Luckily, the **Temple Guild Card** let you reroll for these victims.

*Example: At the end of a Quest, a Unit card of Dumlok Flameseeker (3 models) has only 1 survivor, as 2 of them had been Vanquished. During the Casualties Roll, you roll 2 dice to evaluate if the 2 Dumlok are Permanently Dead or not. You obtain a 4 and a 1: the first Dumlok passes the test, while the second fails and consequently is Permanently Dead. In the next Quest this Unit Card of Dumlok Flameseeker will only provide 2 models as one of them is permanently out of the game.*

Unit cards with this symbol (/) on their Will automatically fail the test. These models are often lifeless *Fallen Ones* or *Constructs*, such golem or vehicles.

- **(/) Will Fallen Ones:** Even if these models automatically fail Casualties Roll, they automatically succeed when a **Temple Guild Card** is part of your Guild Deck.
- **(/) Will Constructs:** Even if these models automatically fail Casualties Roll, they automatically succeed when an **Armory Guild Card** is part of your Guild Deck.

If all the models of a Unit card were to be Permanently Dead, the corresponding Unit Card and the Guild Card who provided its Slot are permanently removed from your Deck.

Unit Cards with *Temple* tag allow you to add the Temple Guild Card to the Guild Deck for free as long as they are not Permanently Dead.

Thanks to the Temple Guild Card, you may reroll failed tests:

<b>Temple</b> Guild Card
<i>Valent warriors are vanquished and often the injuries sustained lead to death. The Temple heals those who struggle between life and death. The acolytes of this sacred place use all their knowledge to save the unfortunate injured, and in case they fail to do so, they are the ones to grant the right funeral rites.</i>
This Guild Card lets you exchange a Unit or Cavalry Card for another with the same name but with different Specialization between a Quest and another. Additionally, this Card let you upgrade Infantry and Cavalry to <b>Champions</b> and <b>(/) Will Constructs</b> automatically succeed the Casualty Roll.

## Armory System

Thanks to the Armory system, not only you will be able to customize the weaponry of your Infantry and Cavalry cards between a Quest and another, you will also elect champions among your troops.

You have access to this Campaign feature by adding the **Armory** Guild Card to your Guild.

### Infantry/Cavalry Specialization

Most Unit Cards tagged as Infantry or Cavalry have a **Specialization** included in their Name. The Specialization is written after the dash, like *Vanguard* in the card *Fighter's Guild - Vanguard*, or *Spearman* in the card *Dwarf Mountaineer - Spearman*.

The Specialization is important when you get an Armory Guild Card, as it let you switch between a Specialization and another among Quests by simply switching Card.

Unit Cards with *Armory* tag allow you to add the Armory Guild Card to the Guild Deck for free as long as they are not Permanently Dead.

<b>Armory</b> Guild Card
<i>In the realms of Mundus, blacksmiths follow the fearless armies in battle, always ready to forge new weapons and armor for the Guildmaster troops. In the hot halls of the Armory, your personal blacksmith works tirelessly to best equip your troops.</i>
This Guild Card lets you exchange a Unit or Cavalry Card for another with the same name but with different Specialization between a Quest and another. Additionally, this Card let you upgrade Infantry and Cavalry to Champions and (/) Will Constructs automatically succeed the Casualty Roll.

By switching Specialization on a Card who lost models due to Casualties Rolls, you have the same amount of models and victims left.

*Example: During the last Quest 2 of your 4 Fighter's Guild - Vanguard did not pass the Casualty Roll and are Permanently Dead. By deciding to change their card to Fighter's Guild - Defender thanks to your Armory Card, the new specialization will still grant you only 2 Defenders, since the replaced card had two victims.*

## Champions

*In a world in which forces are incessantly confronted, where the interests of one prevail over the interests of the other, even the single individual can make a difference. Fame and glory await all the fearless who will perform great deeds on the battlefield.*

As written in the Armory Guild Card, you are able to upgrade certain models to Champion: if an Infantry or Cavalry model which is not in formation Vanquishes a Hero, Heroic Mount, Heroic Beast, or Epic Boss, and survives eventual Casualty Roll, it can be promoted to Champion.

To do so, you must assign its Card with the Champion Upgrade, seen below. Place it below the correspondent Unit Card.

Only one single model of Card is promoted to Champion, and you have to specify which one, making sure it's easy to identify it from all players.

Champions get a lot of bonuses, like the ability to perform Heroic Reactions or to get Heroic Wound and Dooms.

<b>Champion Upgrade</b> Unit Upgrade		
+2 Heroism	+2 ATK	+1 WILL
One of the models of this Card is elected Champion: it's considered a Hero, but it can go in Formation with the other model of the same card. it can't become Guildmaster or ride Heroic Mounts.		

By performing a Heroic Dodge, the Champion may exit its formation.

If the model promoted a Champion is Permanently dead, remove also the Champion Upgrade from its Unit card.

## Epic Bosses

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Epic Bosses are powerful and frightening huge monstrosities that may be found in certain Campaigns, often as final boss encounters.

They act like regular Monsters: they are Activated during the End Phase and follow their unique Behavior.

An Epic Boss is the last model to be Activated on the table, it takes its turn after all the other Monsters. Epic Bosses, much like Heroes, get an HW (Heroic Wound) every time they suffer enough Wounds to match their MIGHT, they are not slain so easily.

### Epic Boss Behaviors

Unlike the simple Monsters, an Epic Boss Behavior is composed of a list of up to 6 possible Behaviors that represent its possible actions and skills, following the 6 rules seen before for monsters.

During the very First Activation of the Epic Boss in a Quest, it attempts to accomplish its First Behavior (n°1 in its list).

As the Epic Boss ends its first Activation attempting the 1st Behavior, its Next Round Behavior is immediately rolled with a D6.

This means Epic Bosses actions are always rolled one Round before, so you can adapt to it with anticipation and plan a strategy.

*Example: at the end of the 1st Round the Ashen Manticore Epic Boss hints a Cone of Fire for the end of the next Round centered to a specific Mercenary, you move away from him during the next Round all possible ally, isolating the target and covering him behind a Barrier. Knowing the direction the Boss will take, you circle around the Manticore in the opposite direction of its target with a dedicated Hero to cut his tail off!*

Use a Token or dice on the Epic Boss Card to mark the Behavior it is going to accomplish during its next Activation so everyone can adapt. Mark also with an Epic Boss Token which spot or model is the target of its next Attack.



### Boss Active Abilities

Epic Bosses Active Abilities are Behaviors on the Boss Card, such as *Fire Cone* or *Troll Jump*. When these are rolled from the Epic Boss Behaviors, the Boss Moves to approach the target at the maximum range of the rolled Ability/Attack and then unleash it.

If that Ability is going to automatically fail and a nearest target is impossible to reach, the Epic Boss immediately unleashes the rolled Behavior to the nearest target and ends its Activation.

Not all the Active Boss Abilities are hostile.

### Ignited Bosses

An Epic Boss Ignites when it accumulates a certain number of HW (Heroic Wounds), written in brackets. Ignited Bosses become extremely dangerous, even for your Guildmaster!

Ignited Bosses don't go back to their normal state unless written otherwise in their card: not even if they heal from their HW.

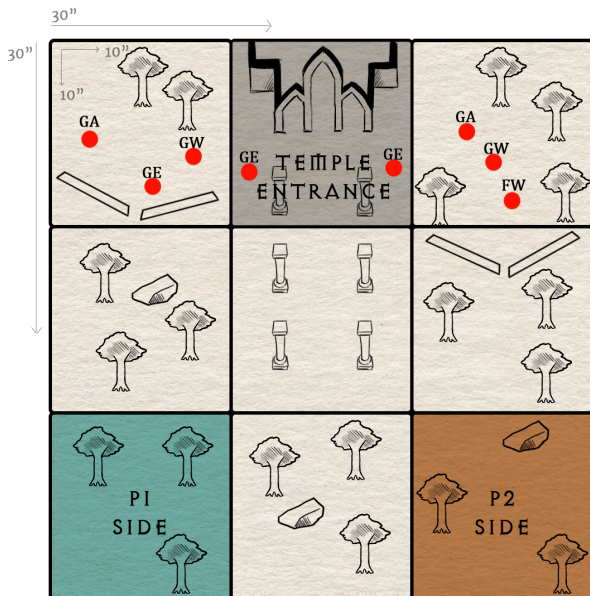
# Campaign Maps

Expedition rules to set up the Battlefield are the same in a Campaign:

A roll off is made between the players and whoever gets the highest result gets to set up the first Quadrant, after her/him, the other players alternate decorating each Quadrant and then the Initiative roll is made (unless described otherwise in some specific Quests).

Differently from Expeditions, there are rules on what you have to place on each Quadrant when setting up a Campaign's Quest.

To aid you on the matter, Quest Maps describes with symbols what you should place in each Quadrant. They look like this:



As you can imagine, you are totally free on how to place the elements in each Quadrant, as long as they work as intended.

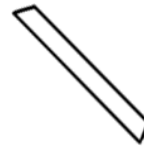


## Symbol Legends

Rock, Pillars and Tree symbols represent any kind of obstacle that you can place on the map. These elements should be high enough to provide full cover from enemy attacks. Feel free to place them as you wish on the Quadrant as long as they let you move through. Certain models may be able to climb on rocks depending on their natural shape and height.



Black thick lines represent high walls that offer full cover on the models and can't be passed through.



Rectangles like these represent *Barriers*. You can use short rock walls, fallen trees, wooden fences, or even pencils to represent them. *Barriers* are not taller than 30mm, and are usually about 5". Rules describe how *Barriers* work and the advantage on using them.

## FW



## GE



Monsters are represented by red dots. After each Campaign, Monster Cards are included and they display what the letters stand for. In this example, we have a Forest Work and a Greatgoblin Enforcer.

Place actual miniatures on the Battlefield to represent them and make sure to use their Card.



Monsters Spawn Points are marked with this Symbol. These destructible lairs are described at the beginning of this manual.



Deployment Quadrants are highlighted with colors and indicated for which players they are meant. Unless described otherwise, the Guild who wins the Initiative Roll may decide in which player Quadrant to start.

# The Moonstone Gem

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## Campaign 1



*In the Forest of Arba, an ancient temple has been discovered in the depths.*

*Although many adventurers and armies have tried to enter the ruins, our explorers claim that the entrance is sealed by a strange spell.*

*An ancient text found by your scholars describes the Temple of Arba, which seems to coincide with the ruins found, as well as reporting on how to break the seal. But the surprises don't end there!*

*The text tells of a relic belonging to the time when the Gods walked Mundus: an enchanted artifact located in the center of the temple, protected by an ancient ritual that must be formulated in order to be summoned.*

*Thanks to the information you have obtained, you decide to set off with your guild to conquer the temple ruins, but your spies have informed you that other forces wish to seize the treasure and have discovered, just like you, the way to break the spell.*

*Realizing that there is not a minute to lose, you gather your Guild and set off for the Temple of Arba.*

*After an endless march through the ancient forest, you and your Guild reach your destination. You can clearly see the ancient Alfar ruins in the distance, but unfortunately that is not the only thing you can see.*

*A short way from you another group of adventurers has arrived. It seems that the time for battle has come!*

### Starting Guild Deck

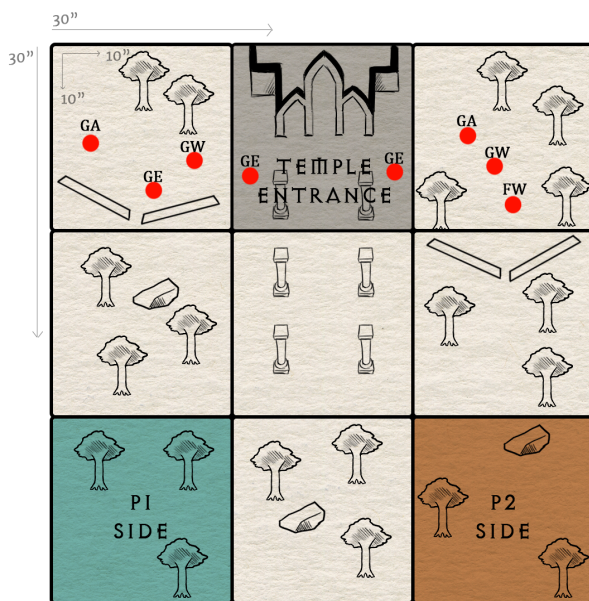
- Great Hall
- +2 Glory Point to spend in Guild Cards of your Choice

# The Temple Entrance

## Campaign 1 - Quest 1

*We must reach the entrance to the temple and recite the ancient formula for breaking the seal. We have to be very careful, because the rival Guild seems very fierce and will do anything to stop us. In addition, our vanguard told us that a group of Goblins had camped near the ruins, so we must take care of them!*

## Battlefield Setup



## Main Objective

The Guild who controls the Temple Entrance Quadrant at the end of 5th rounds wins.

## Quest Rewards

- **Quest Participation:** +1 Glory Point to spend in Guild Cards of your Choice
- **Quest Winner:** +1 Glory Point to spend in Guild Cards of your Choice
- **Additional Glory Points:** As described at the end of the first Chapter.
- **Main Objective Winner:** The winner is forced to be the Player 1 during the next Quest.

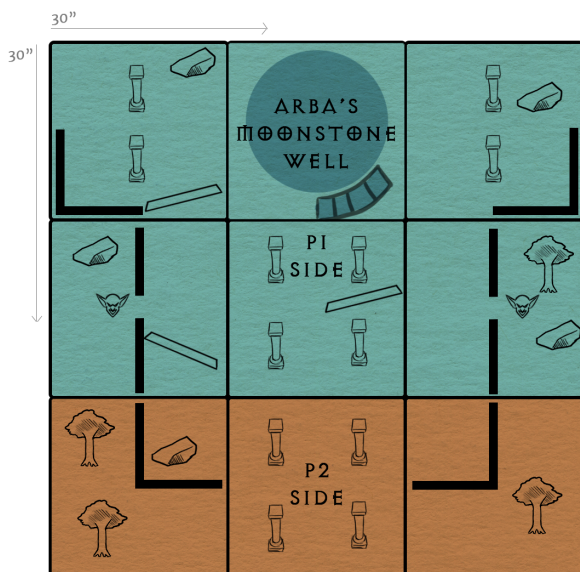
# The Ancient Ritual

## Campaign 1 - Quest 2

After a grueling battle one of the contending Guilds has finally succeeded in getting inside the Temple of Arba.

The defeated Guild retreats and calls for reinforcements, while the victorious Guild explores the ancient ruins, fighting Goblins and Worgs. Eventually, they discover the treasure room and its majestic Altar, as described in the ancient text, called Arba's Moonstone Well. The Goblins have desecrated the temple, and cursed the Arba's Moonstone Gem, but with the help of your arcanists, purifying the gem shouldn't be a problem. Unfortunately for you, however, the rival guild and a group of Goblins have come to stop you.

## Battlefield Setup



## The Moonstone Well

The Moonstone Well is a 8x8" circular surface elevated about 5". A stair is placed as seen in the map to climb it.

Guild Models who climb and control the Arba's Moonstone Well may consume either a Movement or an Action to heal from a single token, including a Wound. (but not from Heroic Wounds).

## Event Phase Roll

Having broken the seal that protects the gem, the temple is in danger of collapsing. Groups of Goblins are trying to stop you from getting the Gem.

- **Double:** Place 2 Goblin Warriors and 2 Goblin Archer and a Greatgoblin Enforcer in both Spawn Points.
- **Triple:** All models in the Arba's Moonstone Well Quadrant perform a Dex test: models that fail the test receive 3 ATK, receiving 1 Wound for each Success (Shield Rolls may be used). Successful Heroic Active Dodge Reaction avoids this effect.

Additionally, a Goblin Shaman is placed in both Spawn Points.

## Main Objective

- The Guild who controls the Arba's Moonstone Well at the end of 5th Round wins.

## Quest Rewards

- **Quest Participation:** +1 Glory Point to spend in Guild Cards of your Choice
- **Quest Winner:** +1 Glory Point to spend in Guild Cards of your Choice
- **Additional Glory Points:** As described at the end of the first Chapter.
- **Main Objective Winner:** The winner is forced to be the Player 1 during the next Quest.



# Bring Back the Treasure!

## Campaign 1 - Quest 3

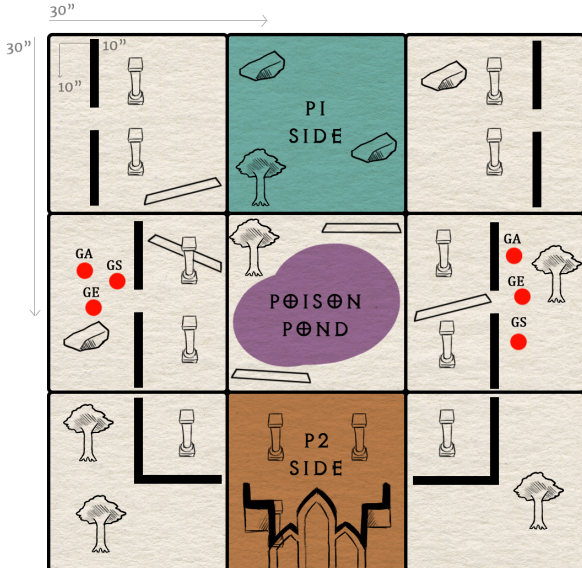
You have finally succeeded in purifying the gem: the legendary Arba's Moonstone, a sacred relic blessed by the Goddess herself and hidden in the depths of Rotvar before her was annihilated by Tialevor.

Ancient legends tell that the gem was able to ward off all evil. However, his power has not awakened yet.

But the problems are not over. The temple of Arba, due to the ritual and the battle, is collapsing; the rival guild does not give up and wants to steal the treasure, and as if that were not enough, from the underground a source of poisonous water has begun to gush, probably the result of the corruption propagated by the Goblins.

Who will be able to seize and recover the treasure of the Goddess Arba?

## Battlefield Setup



## Poison Pond

A model that passes through a Poisonous Terrain is considered to be under the effect of the **Difficult Terrain**, in addition, it gets a **Poison Token** if it ends its Activation on it.

## Special Rules

- **Arba's Moonstone Gem:** P1 controls the Tiny Treasure Arba's Moonstone Gem. Assign it to a Infantry or Hero model of your Guild.

## Main Objective

- Manage to get Arba's Moonstone Gem out of the Battlefield edge through the P2 Quadrante line by the end of the Quest, or Control Arba's Moonstone Gem during the End of the 5th Round.

## Quest Rewards

- **Quest Participation:** +1 Glory Point to spend in Guild Cards of your Choice
- **Quest Winner:** +1 Glory Point to spend in Guild Cards of your Choice
- **Additional Glory Points:** As described at the end of the first Chapter.
- **Main Objective Winner:** The winner is forced to be the Player 1 during the next Quest.
- **Main Objective Winner:** Arba's Crown Artifact Card is bound to a Hero.

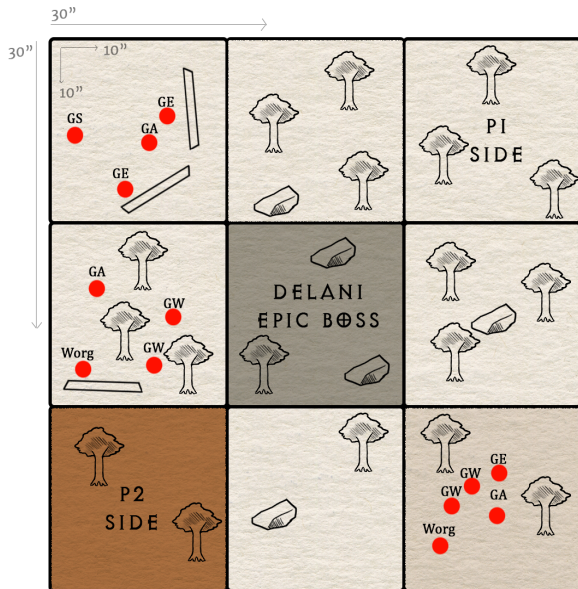
<h3>Arba's Moonstone Gem</h3> <p>Artifact Card</p>
<p>Once per Round, the Hero can Activate this Artifact for free to cancel the effect of an Ability/Attack/Spell that affects this model and/or all allies within 8".</p>

# The Depth Dragon

## Campaign 1 - Quest 4

The Arba's Moonstone Gem has finally shown its incredible powers. As the two guilds continue their furious battle, the treasure has attracted a nefarious and ancient evil. A Delani, Dragon of the Abyss, has emerged from the jaws of the earth, attracted by the power of the relic and as if that were not enough the goblins have come to the charge not wanting to give up the treasure. One last epic battle awaits, can you survive it? The bards will sing the exploits of the fearless Guild who defied the arcane, found a sacred relic, defeated powerful opponents and eliminated a Delani, terror of the Depths!

### Battlefield Setup



### Special Rules

- This Quest has no limits in Rounds!  
It ends only when both the Epic Boss Delani and one of the Guilds are Vanquished.

### Main Objective

- Vanquish the enemy Guild.

### Quest Rewards

- Quest Participation:** +1 Glory Point to spend in Guild Cards of your Choice
- Quest Winner:** +1 Glory Point to spend in Guild Cards of your Choice
- Boss Vanquished:** +4 GP to the Guild who kills the Epic Boss.
- Additional Glory Points:** As described at the end of the first Chapter.

<b>Delani, the Depth Dragon ****</b> Epic Boss, Epic Beast, Towering, Dragon			
Might	Dex	Def	Will
6	5	5	8
Fangs		7 ATK	0"
<b>Boss Active Abilities</b>			
1/2: <b>Dragon's Jaws</b> Charge Nearest. If the ATK roll results in a <i>Scale</i> , the target model is swallowed (immediately Vanquished)! <i>Scale</i> inflicts a Heroic Wounds to Heroic Models.			
3/4: <b>Tail Sweep</b> Charge Nearest. Rolls 3 ATK AoE against all models within 4" of the Delani. Inflicts 1 Wound per Success. Only affect models in Vision. The models wounded are Stunned.			
5: <b>Roar of the Depths</b> Each model within a 12" who doesn't surpass a WILL Test is <i>Terrified</i> .			
6: <b>Earthquake</b> Charge Nearest. Roll 3 ATK AoE on all models within 8" of the Delani. Inflicts 1 Wound per Success, wounded enemies are Stunned. Levitating models are immune to this Ability.			
<b>Ignited (3HW)</b> Delani Heals from 3 Wounds when it Vanquished a model			
<b>R/W:</b> Fire and Thunder Resistance			

# Wanderin Monsters

## Campaign 1

<b>Goblin Warrior (GW) *</b> <i>Monster, Goblin</i>			
<b>Might</b>	<b>Dex</b>	<b>Def</b>	<b>Will</b>
1	4	3	3
Wooden Club		1 ATK	0"
<b>Charge Nearest.</b>			

<b>Goblin Archer (GA) *</b> <i>Monster, Goblin</i>			
<b>Might</b>	<b>Dex</b>	<b>Def</b>	<b>Will</b>
1	4	3	3
Bow		1 ATK	3-8"
<b>Shot from Max Range.</b>			

<b>Forest Worg (FW) *</b> <i>Monster, Beast</i>			
<b>Might</b>	<b>Dex</b>	<b>Def</b>	<b>Will</b>
2	5	3	4
Fangs		2 ATK	0"
<b>Charge Nearest.</b>			

<b>Greatgoblin Enforcer (GE) *</b> <i>Monster, Goblin</i>			
<b>Might</b>	<b>Dex</b>	<b>Def</b>	<b>Will</b>
3	4	4 (S)	4
Mace & Shield		2 ATK	0"
<b>Charge Nearest.</b>			

<b>Shaman Goblin (SG) **</b> <i>Monster, Goblin, Champion</i>			
<b>Might</b>	<b>Dex</b>	<b>Def</b>	<b>Will</b>
4	4	4	5
This model rolls 1d6: 1-3: Cast the Wild Roots spell 4-6: Cast the Poison Arrow spell; <b>Attack the model with the most Wounds.</b>			