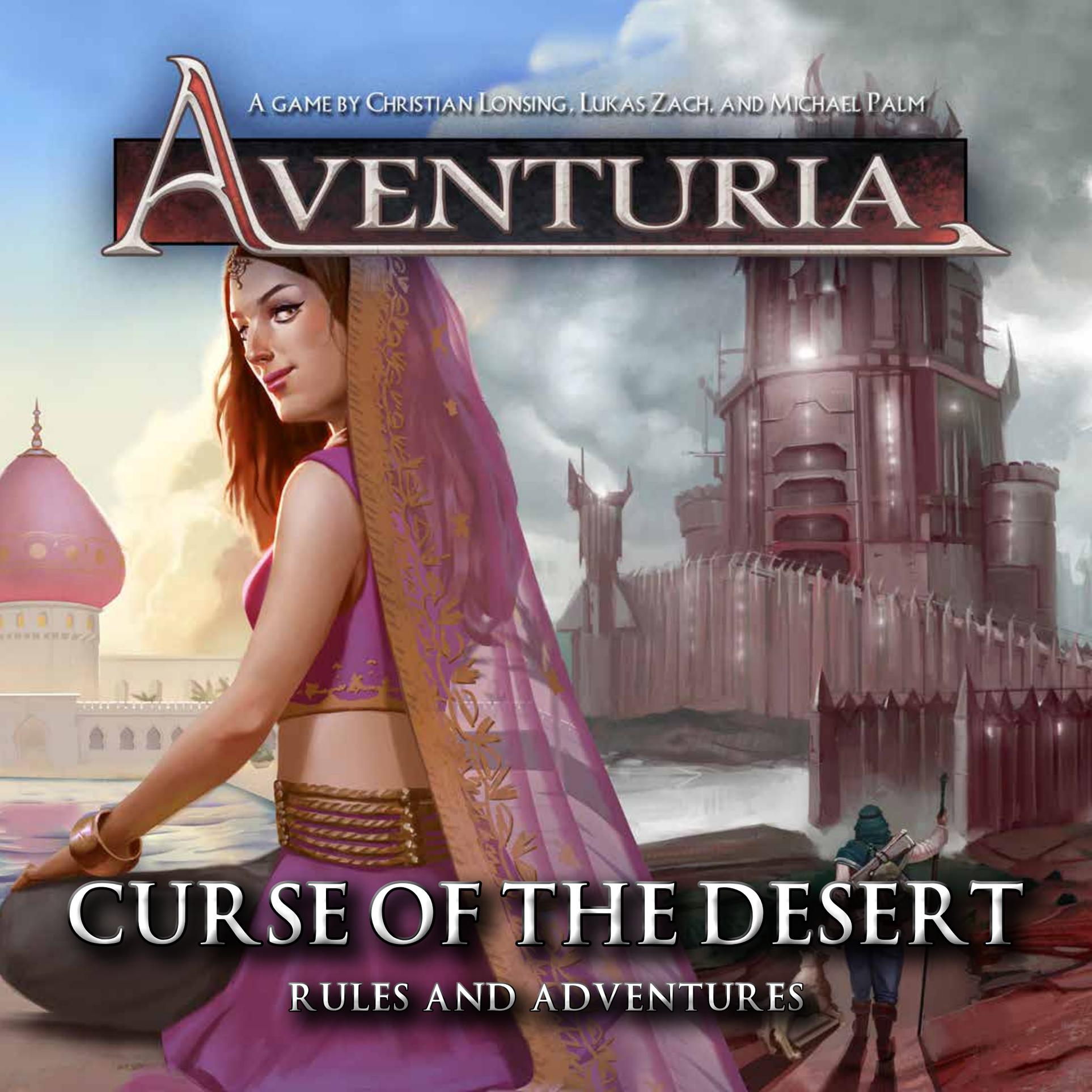
A game by Christian Lonsing, Lukas Zach, and Michael Palm

Aventuria



Curse of the Desert

Rules and Adventures

Curse of the Desert

An Aventuria Solo Campaign by Christian Lonsing for 1 Aventurian Hero age 14 and up

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Part One:

Nedime, the Caliph's Daughter

Sultan Hasrabal ben Yakuban—also known as the Wind King, the Mage Sultan, and the Master of the Six Elements—is the absolute ruler of the Sultanate of Gorien. His enchanted palace is filled with jinn, mythical beings, and other strange creatures from the tales of the Tulamydian Nights. Only a foolish child of carelessness would dare break into the palace uninvited and risk an encounter with the Sultan or one of his dangerous servants!

This is where you come in—because Caliph Abu Dhelrumun hired you to do just that! Sultan Hasrabal kidnapped his daughter, Nedime, and she is now imprisoned in his palace. Your task is to explore the palace, find Nedime, and free her. Many other brave heroes have already tried, and none of them was ever seen again! But they were foolish and careless, while Phex, the God of Thieves, blessed you with wisdom and skill! Surely, you can succeed in your mission!

Word on the street has it that a manticore stands sentinel over the caliph's daughter, which worries you because of a terrible curse on your family that has lasted for generations. Any offspring that encounters a manticore's venom instantly transforms into a manticore themselves, condemned to serve Sultan Hasrabal for all eternity.

Thus, before you can face the manticore and free Nedime, you must first lift the Curse of the Manticore by drinking a potion brewed from Seven Sacred Herbs. According to legend, you can find all the necessary herbs in the Sultan's palace, though you will have to get past the magical beings and deadly traps that guard them.

Only after you collect all seven herbs can you brew the potion and overcome the curse; and only then can you dare to face the manticore that guards Nedime without fear of eternal damnation.

You meet a local in the Oily Olive tavern who hands you a map of the Sultan's palace. The map is inaccurate, as the palace is in constant flux, but it should at least allow you to reach the Courtyard. From there, you are on your own. The local advises you to enter the palace at night and familiarize yourself with the localities and their inhabitants as you search for the Caliph's daughter. Only then can you find out where Nedime is being held and what measures the Sultan has taken to stop anyone from freeing her.

The time is now! You pay the innkeeper, grab your gear, and sneak into the palace. You can feel the magic of Mage Sultan Hasrabal everywhere in his palace. It's a ghostly whisper in the distance, a breath of hyacinths, an electrifying tingle on your skin. Upon entering the palace, you leave behind everyday Aventuria and find yourself in the fairytale world of the Tulamydian Nights, full of terrible wonders and dangers. Space and time spin in circles, and nothing is what it seems at first glance. It will take the right mix of courage and determination to explore the palace, become a part of its stories, and eventually emerge as a worthy hero who frees the imprisoned daughter of the Caliph.

Hello and welcome to **Aventuria**, the Adventure Board Game from the world of **The Dark Eye**!

In this booklet, we take you to the Aventurian version of the tales of the Arabian Nights, with the two solo adventures **Nedime, the Caliph's Daughter** and **Curse of Borbarad**, and two heroes of Aventuria, **Hakim ibn Fatih** and **Almakirja el'Fenneq**, the two versions of the **Tulamydian Blessed One of Phex**.

All rules and game materials required for this campaign are present in this box. We recommend you read all Solo Game rules in this book, even if you already know the rules of the Aventuria Multiplayer Game, as there are some significant differences.

We designed the adventures for a single hero, but you can also play them with a group of 2 to 6 heroes. See the Multiplayer section on page 32.

We wish you fun and success!

Rule Number One

If the text on a card contradicts the rules, the card text always takes precedence. The game effect on the card overrides only the rule that applies to that particular situation.

If a rule or game effect permits or requires something while another rule or effect prohibits it, the prohibition takes precedence.

Game Materials

Hero Cards

The cards of the Tulamydian Blessed One of Phex comprise 6 **Hero Cards**, 6 **Skill Cards**, 30 **Action Cards**, and 18 **Proficiency Stash Action Cards**.

Large Cards

This box comes with 90 cards in the large Tarot format. The **Story Cards**, **Palace Cards**, and **Manticore Cards** are for use with the "Nedime, the Caliph's Daughter" adventure, and the **Learning Cards** are for use with the "Curse of Borbarad" adventure.

Palace/Tower Plan

On this fold-out plan, you can arrange the cards used in the solo adventures. One side is used with the "Nedime, the Caliph's Daughter" adventure and the other one with the "Curse of Borbarad" adventure.

Dice

The box contains one 6-sided die (abbreviated as "D6" in the rules) and one 20-sided die (abbreviated as "D20" in the rules).

Life Point Wheel

Assemble the wheel with the **plastic rivets**, as shown in the diagram on page 4.

Game Tokens

Hero Token: This token is represents your hero.

Fate Points: During the game, there are 2 Fate Points for each participating hero. They are represented by the eye symbol ( ).

Ability Token: This token indicates whether or not your hero has used their Special Ability. Rules text symbol: .

Life Point Tokens: These tokens are used during combat to indicate how many Life Points the enemies have lost. Rules text symbol: .

Adventure Tokens: These tokens are used for game effects on Adventure Cards. Rules text symbol: .

Time Counters: This token is used with the Time Scale. Rules text symbol: .

Doom Counters: These tokens are used with opponent cards. Rules text symbol: .

Heart Tokens: Used in the "Nedime, the Caliph's Daughter" adventure. Rules text symbol: and .

Male and female version of a level 1 Hero Card

Male and female version of a level 1 Skill Card

Action Cards at level 1, 2 & 3

Story Card, Palace Card, and Manticore Card from "Nedime, the Caliph's Daughter"

Learning Cards from "Curse of Borbarad"

Double-sided Palace/Tower Plan

Dice (D20 & D6)

Game Materials List:

90 large cards

- 43 Palace Cards & Story Cards *(No. 1-43)*
- 17 Manticore Cards *(No. 44-60)*
- 30 Learning Cards *(No. 61-90)*

216 regular cards

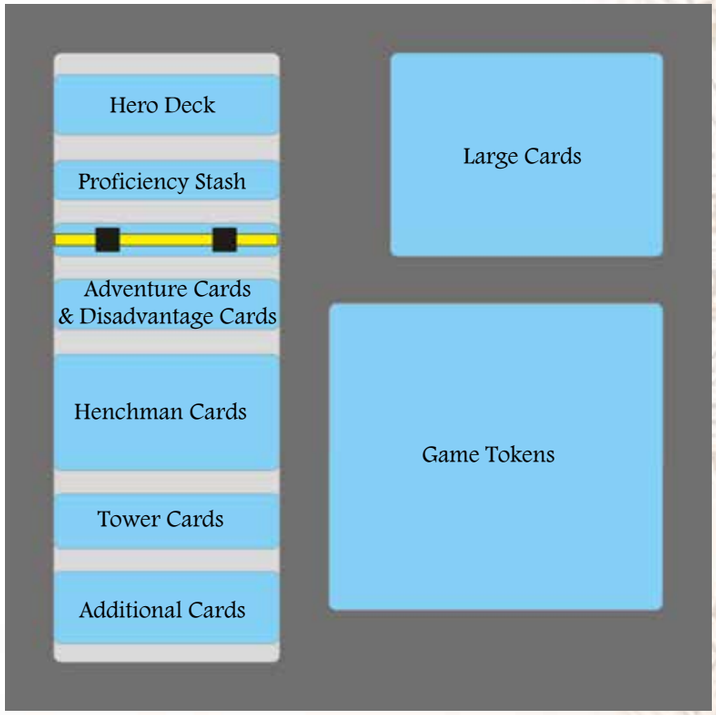
- 1 Hero Special Rule Card *(No. 91)*
- 3 Hero Cards & 3 Skill Cards *(No. 92-97)*
- 30 Action Cards *(No. 98-127)*
- 18 Proficiency Stash Action Cards *(No. 128-145)*
- 26 Adventure Cards *(No. 146-171)*
- 40 Additional Cards *(No. 172-211)*
  - 16 Fate Cards
  - 8 Hasrabal Cards
  - 9 Veil Dance Cards
  - 3 Task Cards
  - 4 Insight Cards
- 30 Tower Cards *(No. 212-241)*
- 2 Disadvantage Cards *(No. 242-243)*
- 63 Henchman Cards *(No. 244-306)*

63 tokens

- 1 Hero Token
- 1 Ability Token
- 2 Fate Point Tokens
- Life Point Tokens (2 x 20s / 4 x 5s / 20 x 1s)
- Adventure Tokens (4 x 5s / 10 x 1s)
- 1 Time Counter
- 8 Doom Counters
- 10 Heart Tokens

Additional game materials

- 1 Rules & Adventure Booklet
- 1 Palace / Tower Plan
- 1 Life Point Wheel
- 2 Dice



Sorting Tray

Hero Card

A **Close Combat Value ( ):** The hero makes a test on this value to attack in close combat.

B **Ranged Combat Value ( ):** The hero makes a test on this value to attack in ranged combat.

C **Magic Value ( ):** The hero makes a test on this value to attack with their liturgical chants.

D **Basic Equipment:** Each hero begins the combat with this attack.

E **Special Ability:** Each hero has a special ability that may be used once per combat.

F **Dodge Value ( ):** The hero makes a test on this value to dodge enemy attacks.

G **Level:** The Hero Card's level (I, II, or III).

H **Hero Symbol:** The symbol indicates which hero the card belongs to. This lets you assign **Action Cards** to the correct **Hero Card**.

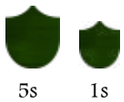
I **Hero's Name:** The full name of the hero.

J **Profession:** The profession of the hero.

K **Set & Serial Number:** The symbol of the edition to which the card belongs and the card's individual serial number.

Game Tokens

Life Point Tokens



Adventure Tokens

Time Counter

Doom Counter

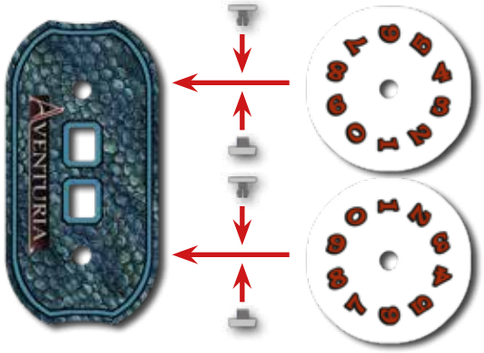
Heart Token

Fate Point

Hero Token

Ability Token

Assembling the Life Point Wheel



Skill Card

A **Hero's Name:** The full name of the hero.

B **Skills:** A list of the hero's 8 skills and their respective skill values.

C **Level:** The Skill Card's level (I, II, or III).

D **Categories:** This table shows which card categories a hero may own. If a category is not listed, the hero may not have any cards of that category in their deck.

Action Card

A **Endurance Cost:** This number indicates how much endurance a hero must pay to play the card.

B **Card Title:** The full name of the card.

C **Card Category:** The category of an Action Card is represented by a symbol and a word.

D **Level:** The Action Card's level (I, II, or III).

E **Hero Symbol:** The symbol shows which hero the card belongs to. This lets you assign **Action Cards** to the correct **Hero Card**.

F **Card Effect:** The card's game effect.

Adventure Cards

These cards are used for a single, specific Adventure and have the name of the Adventure to which they belong at the bottom of the card.

Tower Cards

Are used with the "Curse of Borbarad" Adventure.

Henchman Cards

These cards represent recurring enemies your hero will encounter during the adventures.

Additional Cards

There are 5 different types of Additional Cards (green back) in this box: the **Fate Cards**, **Hasrabal Cards** and **Veil Dance Cards** are for use with the "Nedime, the Caliph's Daughter" adventure. The **Task Cards** and **Insight Cards** are for use with the "Curse of Borbarad" adventure. The function of these card types are explained in the corresponding adventures.

The Additional Cards are distinguished by their card back.

A Selection of Adventure Cards:

Time Scale | Environment | Leader | Adventure Card Back

Leader Card

A **Name:** The full name of the leader.

B **Keywords:** Identifies the exact type of opponent. They are used in conjunction with game effects.

C **Special Rules:** A grey box contains special rules that apply to this leader.

D **Adventure Name:** The name of the Adventure.

E **Life Points:** The leader's Life Points (🩸) at the beginning of the combat.

F **Dodge:** The leader's Dodge Value (🏃).

G **Armor:** The leader's Armor Value (🛡).

H **Actions:** The number of actions (⚙) the leader is allowed to perform during their turn.

I **Action Table**: This dice table covers all numbers from 1 to 20 and describes the game effects that the leader triggers by rolling those numbers.

Henchman Card

A **Name:** The full name of the henchman.

B **Keywords:** These keywords identify the exact type of opponent, and are used in conjunction with game effects.

C **Special Rules:** A grey box contains special rules that apply to this henchman.

D **Threat Points:** These points indicate how dangerous this henchman is.

E **Life Points:** The henchman's Life Points (🩸) at the beginning of the combat.

F **Dodge:** The henchman's Dodge Value (🏃).

G **Armor:** The henchman's Armor Value (🛡).

H **Actions:** The number of actions (⚙) the henchman is allowed to perform when it is their turn.

I **Action Table**: This dice table covers all numbers from 1 to 20 and describes the game effects that the henchman triggers by rolling those numbers.

Preparing the Adventure

This adventure takes place over the course of several successive **Nights**. Make the following preparations at the start of the Adventure, before the first night begins.

Palace Plan

Place the **Palace/Tower Plan** with the **Palace** side facing up in the middle of the table. This is the 4 x 6 spaces playing area.

Tokens and Dice

Take the **Tokens** and **Dice** from the game box and place them next to the Palace Plan.

Your Hero

Choose a hero for this adventure. It may be the **Blessed One of Phex** from this box or any other Aventuria hero of your choice.

Assemble all the hero's playing cards with the I symbol on their right above the hero symbol: the Hero Card, Skill Card, and the 30 Action Cards. See the **Blessed One of Phex** example below. Place all cards with the II and III symbol in the Proficiency Stash compartment of the game box—they are not used yet.

Place the Hero Card and Skill Card on the corresponding spaces of the Palace Plan. Place the token on your Hero Card. Shuffle the Action Cards into a draw pile and place it on the "Hero Deck" space.

Curse of the Manticore

Take the Adventure Card "Curse of the Manticore" and place it with the A side face up in the Hasrabal area of the Palace Plan.

Life Points and Fate Points

Take the **Life Point Wheel** and set it to the value of 40. Additionally, place 2 **Fate Points** on the "Fate Point" space of the Palace Plan.

Remove Cards

From the 90 large cards, take the 30 **Learning Cards** and put them back in the game box. They are not used in the campaign's first adventure **Nedime, the Caliph's Daughter**.

Story Card Pile

Next, find the "Tales of the Tulamydian Nights" card and the **18 Story Cards** with the **blue** title background. Assemble the Story Card Pile from these 18 cards and place it on the Story Cards Space of the Palace Plan. Then, place the "Tales of the Tulamydian Nights" card on top of this pile.

Note: You never need to shuffle the Story Card pile! Instead, the Adventure sometimes asks you to find a specific card from this pile and put it into play.

Manticore Pile

Shuffle the 17 **Manticore Cards** (**green** title background and **green** back) into a **Manticore Pile** and place it next to the Story Card Pile.

Palace Card Pile

The remaining 24 large cards with **red** title backgrounds are **Palace Cards**. The "Courtyard" card is special—every time your hero explores the palace, they enter through this card. It is identical on both sides, but otherwise counts as a normal Palace Card.

Shuffle the other 23 Palace Cards into a Palace Card Pile and place the "Courtyard" card on top of the pile. The Palace Card Pile is now ready for the first Night—place it in the middle of the Palace Plan.

Palace Guard Henchmen Pile

Assemble a pile of Henchman Cards with the "Guard (Palace)" keyword and place it on the Henchman Pile space of the Palace Plan.

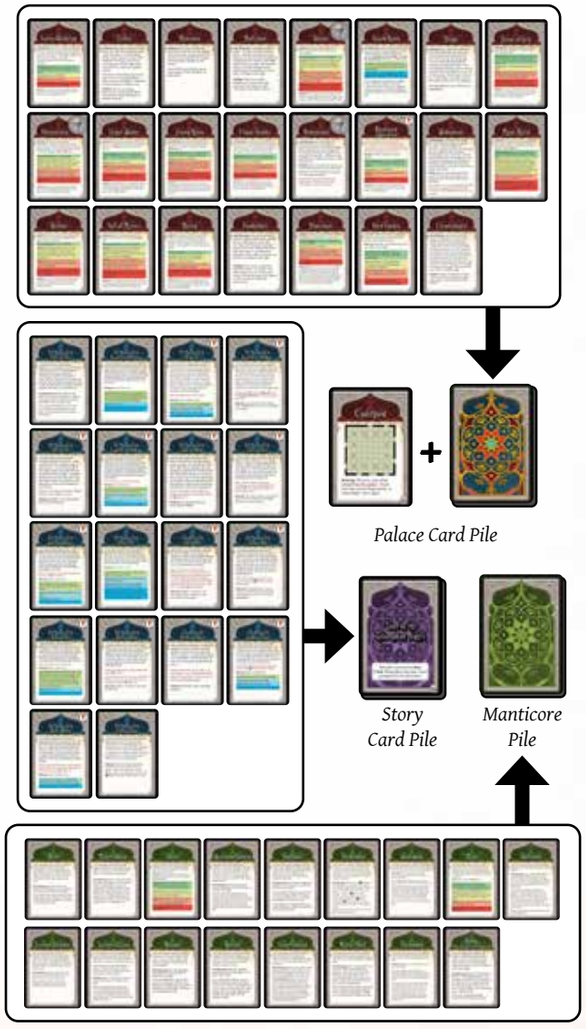
Difficulty Level

Now, you must decide which difficulty level you want to play: **normal** or **hard**. Search the Adventure Cards for the "Nedime" card and place it with the corresponding side face-up on the Nedime Card space of the Palace Plan. It remains in play during all Palace Explorations until the end of the adventure.

The "Nedime" card indicates how many **Heart Tokens** you may place with the side face-up on the "Nedime" card. The total number of these tokens does not change during the entire Adventure, only which side is face-up.

Nedime card on difficulty level "Normal" with 9 tokens

This concludes the general preparations and the first Night can begin (see page 8).



Your Playing Cards: Hero Card, Skill Card, and 30 Action Cards.

Tests

Making tests is Aventuria's most important game mechanic. All tests use the rules explained here.

Procedure

Every time the game asks you to make a test, you roll a **D20**. This can have one of 4 different outcomes:

Critical Success: You rolled a 1.

Success: You rolled a number that is equal to or lower than the relevant **game value**, but not a 1.

Failure: You rolled a number that is higher than the relevant game value, but not a 20.

Critical Failure: You rolled a 20.

Game Values

There are two types of game values. Firstly, the **Attributes**, represented by their relevant symbol (⚔ = Close Combat, 🏹 = Ranged Combat, ✨ = Magic, 🏃 = Dodge). You find the attribute values on your hero's Hero Card. Secondly the 8 **Skills**, which are always written in red italics (***Body Control***, ***Craft***, ***Knowledge***, ***Perception***, ***Persuade***, ***Stealth***, ***Survival***, and ***Willpower***). You find these on your hero's Skill Card.

Special Tests: Sometimes you are asked to make a test on a value **X**, which is determined in many different ways, depending on the relevant game situation. Other than that, these tests use all the rules explained here.

Modifiers

If the test includes a number with a plus sign (+), raise the value of the attribute by that amount for this test (making it easier). A minus sign (-) lowers the value of the attribute by that amount (making it harder).

Example: If you make a ***Knowledge*** test +5, you add 5 to your ***Knowledge*** value and try to roll equal to or lower than that number. If you make a ⚔ test −2, you subtract 2 from your ⚔ value before you roll for the test.

If two or more modifiers apply to a test, add them all together. If the modified game value is reduced to 0 or lower, you don't roll the die and the test automatically counts as a Failure.

Modifiers also count if the test is rerolled (see below).

If a game value is "—", then you cannot make tests on that game value. If a test is required regardless, it automatically counts as a Failure. Modifiers don't change this outcome.

Difference between Tests and Rolls

All dice rolls during the game that are not explicitly denoted as **Tests** instead count as **Rolls.** This includes the 💥 (damage) roll and ⚙ (action) roll. Rolls don't use any of the rules for tests.

Change Dice Roll Result

Many Action Cards and game effects allow you to raise or lower a dice roll result after the roll, or set it to a certain value. This takes place after the dice roll and before determining the dice roll result.

If this changes the dice roll result to a 1, it does not count as a Critical Success. If it changes the result to a 20, it does not count as a Critical Failure.

The modified dice roll result only counts for this specific dice roll. If the test is rerolled (see below), then the change is not applied to the new dice roll result!

Attribute Test Results

Attribute Tests (⚔, 🏹, ✨, and 🏃) are usually not followed by a result table. Instead, the text only explains what happens in case of a Success or Failure. In this case, Critical Successes and Critical Failures have no specific effects and count as regular Successes or Failures instead.

Sometimes the text only says what happens in case of a Success, or only what happens in case of a Failure. In all other instances, nothing happens.

If you have a Fate Point (🪶) available, you may spend it to reroll the die and use the new result.

Spending Fate Points in this way may be combined with any number of other game effects that allow you a reroll or a change of the dice roll result. This also includes spending additional 🪶 for additional rerolls.

Once you decide to not use any more game effects, the dice roll result is final and cannot be changed any further.

Skill Test Results

The **Skill Tests** on the large format cards are followed by a **Result Table** with the "Critical Success," "Success," "Failure," and "Critical Failure" entries. Once the test result is finalized, read the relevant entry and apply the relevant game effects.

The Failure result for most of the skill tests during this Adventure have a (🪶) next to them. If you suffer such a Failure result, you must **Consult Your Fate** by drawing a card from the Fate Pile. Depending on whether the card shows Great Fortune, Fortune, Misfortune, or Great Misfortune, the actual result of the skill test counts as a Critical Success, Success, Failure, or Critical Failure, respectively. If the Fate Card indicates a Failure, it is an actual Failure—you do not Consult Your Fate a second time.

Important: For certain skill tests, you explicitly do not Consult Your Fate when you get a Failure result. This is indicated by a **(!)** next to the Failure result instead of a (🪶).

Important: You may not use Fate Points (🪶) to reroll skill tests!

After you reveal a Fate Card, place it back in the Fate Card reserve.

If you must Consult Your Fate and the Fate Pile is currently empty, you automatically suffer a Critical Failure!

Example: *Hakim enters the "Storeroom" Palace Card and must attempt a Persuade test. He rolls a 17, which under normal circumstances is a Failure. However, there is a (🪶) next to the "Failure" entry, so he draws a card from the Fate Pile. He draws a "Great Fortune" card, which means the result is a "Critical Success," instead!*

Exploration

This Adventure takes place over many consecutive nights; each night, your hero undertakes a new **Exploration** that takes them deeper and deeper into the palace. At the start of each exploration, the palace rooms are randomly rearranged before your hero enters to explore its secrets and face its many enemies and challenges.

Preparation

Perform the following steps at the start of each Palace Exploration.

Nedime and Hasrabal

Hasrabal is no fool; he knows brave heroes will try to free Nedime. So, he has taken many precautions—represented by the **Hasrabal Cards**—to make things more difficult for these sons and daughters of folly! Shuffle the Hasrabal Cards into a draw pile, then draw the number of cards corresponding to your "Nedime" card (i.e. the difficulty level you chose). These cards contain game instructions you use during the preparations described here (each card has a corresponding red box).

Hasrabal Card "Nedime's Heart": If you draw this Hasrabal Card, implement its game effect now.

Hasrabal Card "Extinguished Lights": If you draw this Hasrabal Card, place it on the Hasrabal Cards space of the Palace Plan. The game effect on this card applies during the entire exploration.

The Palace

Of the 24 **Palace Cards**, set aside the "Courtyard" card. Then remove 4 random Palace Cards without looking at them and place them in the **Palace Reserve Pile** of the Palace Plan. Next, shuffle 4 random cards from the Manticore Pile into the remaining Palace Cards and place them face down in 4 rows of 6 cards each on the Palace Plan.

Hasrabal Card "Locked Doors": If you draw this Hasrabal Card, you first place 8 random Palace Cards on the **Palace Reserve** space and then build the palace from 4 rows of 5 cards each, instead.

Leave one space of your choice empty, and place the "Courtyard" card there, instead. This is the point at which your hero enters the palace during the Exploration. After you place the Palace Cards, including the "Courtyard" card, turn over all cards that are in the same row (horizontally) and the same column (vertically) as the "Courtyard" card.

Exception: Manticore Cards (you can recognize them by their green card back) are not turned face up at this stage.

Less than 4 cards in the Manticore Pile

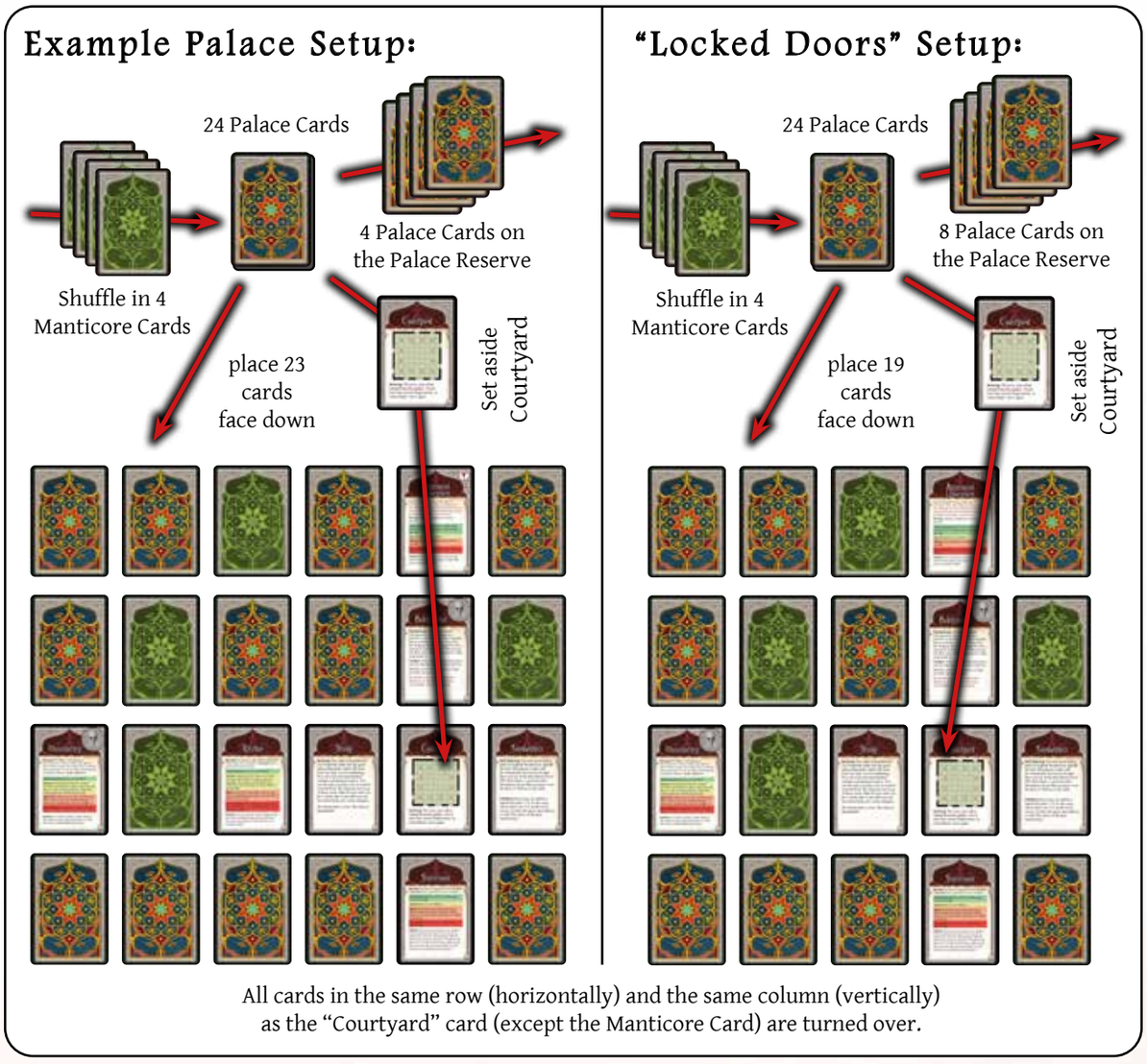
Toward the end of the adventure, the number of cards in the Manticore Pile may drop below 4. In this case, remove only as many random Palace Cards as are left in the Manticore Pile, and place the remaining Manticore Cards in the pile for a total of 24 cards (or 20 if "Locked Doors" is in play).

Locked Room ( ): If you reveal a Palace Card with this symbol in the upper right corner, place a token in the upper right corner of the card. See page 10 for more information.

Then, you can pick up any card with a symbol that borders the "Courtyard" card and swap it with any other face-up Palace Card of your choice. This ensures your hero has enough room to move when the exploration starts.

If the "Study" card is adjacent to the "Courtyard" card, you may also swap it with any other face-up Palace Card.

Lingering Effect ( ): A card with this symbol in the upper right corner contains a game effect that comes into play as soon as the card is revealed and remains in play for as long as the card remains in play.



All cards in the same row (horizontally) and the same column (vertically) as the "Courtyard" card (except the Manticore Card) are turned over.

The Hero Token

Now, place the **Hero Token** on the "Courtyard" card. During this adventure, it represents your hero.

Fate Card Reserve and Fate Pile

Sort the **Fate Cards** by type and place as them as open piles on the corresponding spaces of the Palace Plan. There should be a total of 3 Great Fortune, 6 Fortune, 4 Misfortune, and 3 Great Misfortune cards.

Then, draw one card from each pile, shuffle them into a face-down **Fate Pile**, and place it on the Fate Pile space of the Palace Plan.

Hasrabal Card "Dark Fortune": If you draw this Hasrabal Card, your Fate Pile contains only one "Misfortune" card and one "Great Misfortune" card at the start of the Palace Exploration.

Palace Guard Henchmen Pile

Draw 1 card from the Henchmen Pile and place it in the Row of Villains at the top of the Palace Plan.

Time Scale

Place one of the four possible "Time Scale" cards on the Time Scale space of the Palace Plan, depending on the difficulty of the adventure (see the "Nedime" card) and the Hasrabal Cards you draw. Place the token on the "Start" space.

"Raised Alert": For each of these Hasrabal Cards you draw, increase the alert stage for the current exploration by 1 and use the corresponding Time Scale.

The Exploration begins!

The preparations are complete and the first round of combat starts. Draw 5 Hand cards from your Hero Deck. You may then decide to take a "Fox Hand" (mulligan), by placing any number of cards from your hand face down and **replace** them with new cards from your Hero Deck. The face down cards are then shuffled back into the deck.

Hasrabal Card "Overslept": If you draw this Hasrabal Card, apply its game effect when you draw your hand cards.

Example Initial Setup: In this example, the difficulty level is "normal," and the player drew two "Raised Alert" Hasrabal Cards and one "Nedime's Heart" Hasrabal Card. The way the Palace Cards are arranged here allows the player to switch the "Study" card and the "Bedchamber" card with other face-up cards. Additionally, the lingering effect of the "Alchemical Laboratory" card (indicated by the (!)) is in effect from the start.

Round Sequence

Each round of an Exploration consists of the following **Steps**:

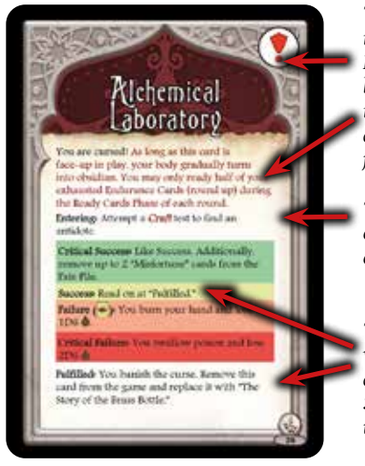
0) Move Hero
1) Preparation
2) Hero's Turn
3) Opponents Turns
4) Time Effects
5) End of the Round

0 Move Hero

The first thing you do each round is **move** your hero. To do so, you move the **Hero Token** from its current Palace Card to a horizontally or vertically adjacent Palace Card. Alternatively, you may decide to keep the Hero Token on its current Palace Card—this counts as the hero moving to that card during the current round, with all associated game effects.

After the hero moves, turn all face-down Palace Cards that are directly horizontally or vertically adjacent to the hero's current Palace Card face-up.

Exception: Manticore Cards (green card back) are not turned face-up, when your hero moves to an adjacent card! Instead, you reveal them only after your hero moves onto them, and then you reveal them immediately before applying their effect. Other game effects that allow you to reveal Palace Cards (such as the "The Dark Eye" Story Card) may also be used to reveal Manticore Cards!



This symbol indicates that the Lingering Effect listed below remains in effect for as long as this card is face-up.

This effect applies every time the hero enters this card.

This effect applies when the hero scores a Success or Critical Success on the skill test.

Now you apply the game effect of the cards you turned over and the card you entered:

Locked Room ( ): If you turn a Palace Card with this symbol in the upper right corner face-up, place a token on the upper right corner of the card. While the token is on the card, the hero cannot enter it. If the hero is ever forced onto or unintentionally moves onto a locked card (e.g. by the "Extinguished Light" Hasrabal Card or "The Dark Eye" Story Card), they instead remain on the original card—this counts as the hero moving to that card during the current round, with all associated game effects.

Lingering Effect ( ): A card with this symbol in the upper right corner contains a game effect that comes into play as soon as the card is revealed and remains in effect as long as the card remains in play.

"Entering": Every time the hero enters a Palace Card with this keyword, apply the corresponding game effect. You must apply this effect every time the hero enters the Palace Card; you cannot choose to ignore it.

"First Entering": The game effect only applies when the hero enters the corresponding Palace Card for the first time during the current Palace Exploration. As before, you must apply the effect and cannot choose to ignore it. However, if your hero enters this Palace Card a second time—or any consecutive time—during the current Palace Exploration, the effects do not apply; instead, you must immediately move your Hero Token again.

"Fulfilled": To trigger this game effect, you must either meet the condition specified on this card (e.g. defeat a specific opponent or collect a certain amount of on this card), or perform well enough on the required skill test. Once you do so, immediately remove the card from the game and put it back in the game box for the rest of the Adventure. Search the Story Card Pile for the card named on the Fulfilled Palace Card and place it in the space the Palace Card previously occupied. This Story Card now **counts as a normal Palace Card for the rest of the adventure** and replaces its predecessor in all subsequent Palace Explorations. Therefore, the total number of active Palace Cards is always 24.

Important: If you replace a Palace Card with a Story Card that contains an "Entering" keyword, do not immediately apply the "Entering" game effect during the current round.

Palace Cards without "Fulfilled" game effects remain in play; the hero can visit them again and again.

Fulfilling Manticore Cards: Once a Manticore Card is "Fulfilled," remove it from the game. It is no longer part of the Adventure, not even during later Palace Explorations! Place a randomly drawn Palace Card from the Palace Reserve Pile on the empty space.

The hero moves to the "Flower Garden" Palace Card.

Reveal the three horizontally and vertically adjacent cards. Then, apply the "Flower Garden" card's effect.

The hero moves onto a face-down Manticore Card. It is only revealed after the hero entered it. (Also note that after the movement, the two adjacent Palace Cards are revealed, but not the adjacent Manticore Card!)

Important: When you replace a Manticore Card with a Palace Card with an "Entering" game instruction, it is not immediately triggered during the current round.

After you completely resolved **Step 0**, continue the game with **Step 1**.

1 Preparation

This step is comprised of 3 **Phases** (Card Draw Phase, Endurance Phase, Ready Cards Phase).

A Card Draw Phase

Draw 2 Action Cards from your Hero Deck and place them in your hand. If there are no more cards in your Hero Deck, the current Exploration ends at the end of this round (see page 15).

If one of the cards drawn is a Disadvantage Card (see "Manticore Venom" entry on page 16), you must immediately resolve its game effect. The Disadvantage Card still counts as a regular drawn Action Card. If you draw 2 Disadvantage Cards, resolve them one after the other.

B Endurance Phase

You may play **up to 2 cards** face down in front of you as **Endurance Cards**. Place these new Endurance Cards upright on the table to show that they are not yet exhausted. The new Endurance Cards may be cards from your hand or cards that you had previously played as permanent Action Cards.

Tip: The best Endurance Cards to choose are the ones you currently need the least, because a card played as an Endurance Card can no longer be used as a normal Action Card. Its normal playing effect can no longer be used during the current exploration. You may look at your own Endurance Cards at any time.

By playing Endurance Cards each turn, you have access to more endurance, allowing you to play more powerful Action Cards. If you think that you already have enough endurance, you can decide to play one or zero cards as endurance during this phase.

C Ready Cards Phase

Ready all your **exhausted** Endurance Cards or previously activated Action Cards by turning them to an upright position. They are now ready to be used again this turn.

2 Hero's Turn

First, resolve game effects that must be resolved **at the start of a player's turn**. If there are two or more of these effects, you may decide the order in which to resolve them.

Then you take your turn, as explained in the "Hero's Turn" chapter on page 13.

After you have resolved all your actions, your turn ends.

Game effects that must be resolved **at the end of a player's turn** are resolved now. If there are two or more of these effects, you may decide the order in which to resolve them. If there are no such effects, skip this step.

The 3 Phases of the Preparation Step

3 Opponents Turns

Once all heroes have taken their turns, check if there are game effects on opponents or other Adventure Cards (i.e. Environments) that are resolved at the start of the Opponents Turn. If so, then they are resolved now.

Then all **opponents** take their turn. They act in the order in which they are arranged in the Row of Villains, **from left to right**.

Each opponent card notes the number of **actions** (⚙) that opponent takes during their turn. Roll one D20 for each action (⚙) the opponent has and look up the result on the card's action table.

After making an ⚙ roll and before applying it on the action table, the dice roll result can be changed by playing Action Cards or applying other game effects. This cannot lower the result below 1 or raise it above 20. A result of 1 or 20 has no additional game effect.

Attacks

Many actions on an opponent card represent attacks. They indicate which kind of attack they are (🗡, 🏹, or ✦) and how much damage (💥) they cause. The opponent makes no additional attack test; the attack is automatically considered successful. Determine the attack's 💥 by rolling the dice indicated in the attack entry and adding the sum of the dice to the fixed value shown (e.g. "2D6+3 💥": roll two 6-sided dice, add the results together, and then add 3).

If game effects on Adventure Cards or Opponent Cards change an opponent's 💥, then these modifiers are applied now.

Target Selection

You are always automatically the target, regardless of target designation on the opponent's card. (These designations are only used in the Multiplayer Version, see page 32.)

Dodging

When you are hit by an attack, you make a **Dodge** (🏃) test. This test uses the attribute test rules on page 7. If the test is successful, the 💥 is divided by 2 and rounded up. If the test fails, the 💥 remain unchanged.

You may now use game effects to further reduce the 💥.

Your hero's Life Points (❤) cannot sink below 0. If the Life Points are reduced to 0 and no game effect prevents this, the hero is knocked **unconscious** and the Exploration ends immediately (see page 15).

Opponents Turns Example

In this example, the opponents resolve their turn. Baradarasch goes first. He has 6 actions (⚙), so you roll the die six times and apply the corresponding result on Baradarasch's action table. Then the two Honor Guards and the Harem Guard act. They have 1 action each, so you roll once for each of them and apply the result on their action tables.

4 Time Effects

Move the ⏳ token one space clockwise on the Time Scale. If it lands on a square with an enemy symbol (☠), draw a new henchman from the Henchmen Draw Pile and place it to the right of the Row of Villains. If the Henchmen Draw Pile is empty, shuffle all defeated henchmen with the "Guard (Palace)" keyword into a new draw pile. If all palace guards are still in play, do not draw a new Henchman Card—apparently, your hero has enough on their plate already.

5 End of the Round

Check to see if one of the conditions for the end of the Palace Exploration (page 15) has occurred. If not, start the next round with the hero movement (**Step 0**).

Hero's Turn

During your hero's turn you may perform any number of the following actions in any order you wish:

- Play an Action Card
- Activate an Action Card
- Make an Attack

Play an Action Card

Endurance Cost

To play an Action Card, you must pay the **endurance cost** shown at the card's upper left corner. **Exhaust** the necessary number of Endurance Cards (turn them sideways).

Endurance costs of (X) mean that you decide how much endurance to use; **X may also be 0**.

Play when?

Usually, you may play Action Cards only during your own turn. However, some cards have a **prerequisite** in the card text as to when they may be played. You may only play such cards if the prerequisite is met, but you may also do so outside of your own turn.

After playing the card, you immediately apply its game effect, unless it has an activating condition (see "Activate an Action Card" on the next page).

You may play cards with the indication "Play this card at any time" at any time during or outside your turn.

One-Shot or Permanent?

Some cards contain the information "Then discard this card" with the Discard Symbol (). After you have completely resolved the card, place it in your Discard Pile. Depending on the card, this happens immediately when you play it (e.g. Slyness) or at a later point (e.g. Sneaking up).

All Action Cards without the symbol count as **Permanent Cards**. After playing them, you place them in front of you and they remain in play. If these cards have the exhaust symbol or are marked "Activate this card [...]", you may use their effect from now on with the "Activate Action card" action (page 14). You may also do so in the same turn in which you played the card.

If a permanent card is neither marked "Activate [...]" nor has it an exhaust symbol, then the card effect is always active (e.g. Moonsilvertongue). This also applies to the so-called **Attribute Cards**, which improve a hero's attribute (e.g. Acrobatics). You do not place Attribute Cards in front of you, but place them under your Hero Card so that their bonus is visible next to the basic value (see the box below).

Target of a Game Effect

Each game effect describes whom it may target:

- If the text mentions a "Hero," you may apply the effect on your hero.
- If the text mentions an "Opponent," you may apply the effect only on an opponent in the Row of Villains.
- If the text mentions a "Henchman," you may apply the effect only on Henchman Cards in the Row of Villains.
- If there is no information given, you may apply the effect only on your own hero.

Tests and Attacks

If the card text asks you to make a **Test**, you must now do so, applying the rules on page 7. If successful, the card's effect comes into play; if not, it doesn't.

Important: If a card indicates that it is discarded after use, you discard it without effect in the event of a failed test.

If the word "**Attack**" is mentioned, use the rules of the "Make an Attack" action on page 14.

Different Kinds of Action Cards

This card remains in play and you may activate it by exhausting it and paying 1 Endurance.

Place Attribute Cards under the Hero Card, so that their bonus is visible next to the basic value.

As indicated, you discard this card after use.

This card comes with a prerequisite that only applies during the Opponents Turn, so you may only use it at that time.

Activate an Action Card

Many cards offer game effects that can be used by **activating** the card. This is indicated by the exhaust symbol or by a condition that starts with "Activate this card [...]" (e.g. Sidestep).

To activate a card, you must fulfill certain **conditions**:

- **Fulfill Prerequisites**

  If the card text mentions a prerequisite, you must fulfill it to activate the card. For example, you may activate the card "Sidestep" once per attack against you before your test.

- Pay Endurance

  A number in a circle (e.g. "①:") indicates the endurance cost **you must pay every time you activate the card**. Endurance costs of Ⓧ mean that you decide how much endurance to use; **X can also be 0**.

- **Exhaust Card ( )**

  If the exhaust symbol appears, you must **exhaust** the card to activate it. **Also, if the card is already exhausted, you cannot activate it**.

- **Make a Test**

  If you must make a **Test**, do so as explained on page 7. If the test succeeds, apply the card's effect. Otherwise, do not apply the effect.

- **Make an Attack**

  If the word "**Attack**" is mentioned, use the rules of the "Make an Attack" action below.

Make an Attack

Your **Basic Equipment** and many Action Cards (like weapons and liturgical chants) allow you to make an "Attack." Each attack is defined by a **Type**, either Close Combat ( ), Ranged Combat ( ), or Magic ( ).

Each turn, you may make no more than one of each type of attack. You may make one close combat, one ranged combat, and one magic attack per turn! If you have more than one card that allows the same attack type, you may only attack with one of them.

An attack sequence consists of the following steps:

1) Choose target
2) Meet conditions
3) Make attack test
4) Make damage roll
5) Make dodge test
6) Determine damage
7) Reduce Life Points

1 Choose Target

Choose one **opponent** to be the target of the attack.

2 Meet Conditions

Fulfill the **conditions** of the attack, as specified on the card used for the attack (see left).

3 Make Attack Test

Make a **Test** on the **Attack Attribute** (for example, if you make a attack, use your hero's Ranged Attack Value). The test uses all rules for Attribute Tests on page 7.

When the test's result is final, apply it on the following table:

Success/Critical Success: You hit your opponent.

Failure/Critical Failure: You miss the opponent. If you haven't spent any during this test to reroll, then you may immediately take 1 from the Palace Plan. If there are no on the Palace Plan, skip this step.

4 Make Damage ( ) Roll

If you have hit the opponent, determine the attack's damage ( ) by rolling the dice indicated on the attack card and adding the sum of the dice to the fixed value shown (e.g. "2D6+3"). Additional game effects may further increase the damage.

5 Make Dodge Test

If the opponent has a **Dodge** ( ) value, you now make a dodge test for them.

If the test is successful, the **Damage** ( ) is divided by 2 and rounded up. If the test fails, the remain unchanged.

If the opponent has a Dodge value of "—", you don't make a dodge test for them!

6 Determine Damage

Subtract the opponent's **Armor Value** ( ) from the **Damage** ( ). Additional game effects may further reduce the damage. This may reduce the damage to 0, but not below 0.

7 Reduce Life Points

Reduce the opponent's **Life Points** ( ) by the remaining damage. Show this by placing the appropriate number of tokens on the opponent's card.

An opponent's Life Points are shown on the top right of their card.

When there are tokens on an opponent's card equal to their total Life Points ( ), then the opponent is immediately **defeated.** If it is a Henchman with the "Guard (Palace)" keyword, place it on the Henchmen Discard Pile. For all other opponents, remove them from the game.

For each opponent you defeat, immediately shuffle a "Fortune" card from the Fate Card Reserve into the Fate Pile. This is not just the case for your attacks, but also for all game effects of your own Action Cards (e.g. "Throwing Stars"). Opponents who leave the game without being defeated (for example by fleeing), don't gain you "Fortune" cards.

If there currently is no "Fortune" card in the Fate Card Reserve, skip this step.

Example: It is Almakirja's turn, and she decides to attack with her Khunchomer. First, she selects a target—a Tulamydian Thief. Then she makes her attack test and scores a hit. The Khunchomer causes 1D6+4 . Rathelia rolls a 3 and thus causes a total of 7 .

The thief has a Dodge value ( ) of 5. The player makes a dodge test for him and rolls a 5. The thief dodges successfully and the Khunchomer's is reduced to 4 (7 ÷ 2 = 3.5, rounded up to 4).

The thief has an Armor Value ( ) of 0, so the is not reduced further and the thief loses 4 . Since he only had 3 left, his value drops to 0 and he is defeated. The thief's Henchman Card is placed on the discard pile to the left of the Henchmen Draw Pile. Almakirja takes 1 "Fortune" card from the Fate Card Reserve and shuffles it into her Fate Pile.

End of the Exploration

An Exploration can end in one of four ways:

1.) You rescue Nedime. To do this, you must meet the "Fulfilled" condition named on the "Bedchamber" Palace Card. The adventure immediately ends—read "Nedime's Rescue" on page 18.

2.) The hero's Life Points drop to 0. The current Exploration ends immediately (see **3**, below, for the exact procedure), and the hero is **imprisoned**. Sultan Hasrabal and his henchmen captured the hero and threw them into the dungeon. In all subsequent explorations, you must use the hero's alternate version—flip the hero's **Hero Card** and **Skill Card** to the other side. The Action Cards remain unchanged. The new hero benefits from their predecessor's achievements—the Palace Cards that were fulfilled and replaced with Story Cards still count as being fulfilled. However, if that hero is also imprisoned, you lose the adventure. You must start again at the beginning, at which point both heroes are available again.

Play a Part in your Own Fate

We want you to enjoy this adventure, but sometimes a bad die roll or unfortunate card draw may seem to spoil the fun. Since this is a solo adventure, you may be tempted to simply ignore the bad roll or unfortunate card. Believe us, we have been there before; exploring the Sultan's palace is no exception.

If fate plays an especially cruel trick on you yet again, we recommend you accept it and play the game as the die rolls and cards demand. However, in return, you may place a "5 Life Point" (🩸) Token on your Hero Card. Your hero begins their next exploration with 5 additional Life Points for each such token on your Hero Card! Often, simply placing the "5 Life Point" (🩸) Token is enough to help your frustration.

3.) The hero retreats. If you move your hero to the "Courtyard" card, you can decide to make a hasty retreat. The current Palace Exploration ends immediately. Shuffle all active Palace Cards—including any Story Cards that replaced Palace Cards—into a pile, from which you randomly rebuild the palace during the next exploration. Thus, the hero benefits from Palace Cards they already solved, even though the Sultan's powerful magic causes them to rearrange and change every night.

Shuffle all Manticore Cards that were not "Fulfilled" and removed from play back into their pile.

Return all other cards and piles to their original states before the next Exploration begins. This means the hero starts the next Exploration with 40 🩸 and a freshly shuffled Hero Deck, the Henchmen Draw Pile contains only palace guards, and the hero's Fate Pile contains exactly one Fate Card of each type. If you have removed the token from your Hero Card during the Exploration, place it back on your Hero Card.

4.) You draw your last Hero Deck card during the current turn. Resolve the current round. After it is over, the current Palace Exploration automatically ends. Your hero survives, but the day is dawning, which makes sneaking around in the palace too dangerous (see **3**, above, for the exact procedure).

Goal of the Adventure

The goal of the Adventure is to find Nedime and free her. To do so, you must find the "Bedchamber" Palace Card and fulfill its conditions. However, before you can do this, you must fulfill other conditions, and still others before that. Everything is revealed during the Adventure, but one thing is certain: it will take many nights and many Palace Explorations to reach your goal!

Between Explorations, you may need to interrupt your session and continue it later. If you must do so, keep a stack of all the Adventure Cards you have already obtained. Also be sure to keep the Story Card Pile and the Palace Card Pile separate so they do not get mixed together!

Slow and Steady Wins the Race

Be warned! Hasrabal's palace is full of enemies, traps, and nasty surprises; if you are too hasty and attempt to overcome the Adventure the first night, you will surely fail. Do not try to take on too many powerful enemies at once... and do not rush blindly into each new challenge! It is perfectly fine to solve only a handful of Palace Cards during a single Exploration and close in on the final goal step-by-step. If an unlucky die roll or a "Great Misfortune" Fate Card drawn at the wrong moment causes difficulty, use the "Courtyard" card to retreat. Then, your hero can return the following night stronger and more experienced.

Nedime's Heart

If, at the end of an exploration, all Heart Tokens on the Nedime card show the side, Nedime has succumbed to Mage Sultan Hasrabal's suggestions and nightly visits and no longer wishes to be freed by the hero. You lose the Adventure and must start all over again!

"Saving" the Game

You are not likely to complete the Adventure without taking a break or two between Explorations. If you have children, animals, or orderly (or clumsy) roommates in your household, we recommend you take a photo of the latest state of your game, even if it remains on the table. Doing so can save you a lot of trouble.

Additional Rules

Discard Piles

All cards that can be discarded by game effects (Action Cards, Henchmen, etc.) have their own **Discard Pile**.

Action Cards follow the special rule that after drawing the last card from the Hero Deck, it is spent and no more cards may be drawn from it. Drawing the last card from the Hero Deck also signals the end of the current Exploration—see page 15.

Fate Cards also follow special rules—see the "Fate Pile" entry on the right.

For all other cards, the following rule applies: When the game asks you to draw such a card and the corresponding Draw Pile is currently empty, pick up the Discard Pile and shuffle it into a new Draw Pile. Then draw the card.

Remove from the Game

Some game effects can **remove** Action Cards **from the game**. At the end of each Exploration, return all removed cards to their original decks and draw piles.

Double-sided Adventure Cards

Most regular Adventure Cards have only one side, but some may be double-sided. These cards have an "A" or "B" in their top right corner, indicating the card's A side and B side. Such cards generally come into play with their A side face up, and are flipped at some point during play.

Healing

Certain special effects allow heroes or opponents to heal (regain) Life Points ( ).

When a hero's Life Points are healed, adjust the Life Point Wheel accordingly. A hero's Life Points cannot exceed 40.

If an opponent is healed, remove the relevant number of tokens from their opponent card. Here, too, Life Points cannot exceed their starting value, unless a game effect explicitly says otherwise.

Life Point Loss

Instead of causing damage ( ) to a target, some game effects cause a direct loss of Life Points ( ). This is indicated by using of the symbol instead of the symbol.

Life Point Loss effects do not count as attacks, i.e. the target cannot dodge ( ) them nor use armor or similar game effects to prevent the loss of .

Example: Almakirja attacks the Quicksand Golemid with Phex's Throwing Star and cause a loss of 1D20 . Because this is direct Life Point Loss, the Golemid may neither dodge nor defend itself with armor.

Manticore Venom

If your hero is poisoned by the Manticore and the "Curse of the Manticore" card is in play with the A side face-up, the hero is immediately turned into a Manticore and **imprisoned** (see page 15).

If the "Curse of the Manticore" card is in play with the B side face-up, the hero is protected from this horrible fate, but you must shuffle a **"Manticore Venom" Disadvantage Card** into your Hero Deck.

The card remains in your deck until you draw it. If you do, then you must immediately apply its game effect and remove it from play afterward. If the card is in your deck at the end of the current Exploration, it remains there and you carry it into the next Exploration.

If you draw "Manticore Venom" when you draw your hand cards, you may use the Fox Hand to shuffle them back into your deck before they take effect. Any Disadvantage Cards you have in your hand after using the Fox Hand will take effect immediately in the first round.

Fate Points

During the game, you may spend Fate Points ( ) by putting them back on the Palace Plan, to gain one of the following advantages:

- **Reroll an Attribute Test**

You may spend 1 Fate Point ( ) to reroll a **failed Attribute Test**. Please note, that this is only allowed for Attribute Tests (, , , and), not Skill Tests!

Important: You may not spend a you received for failing at an attack test to repeat that same attack test.

- **Gain Endurance**

At any time during the round, gain ① additional endurance for each Fate Point ( ) spent.

- **Draw a Card**

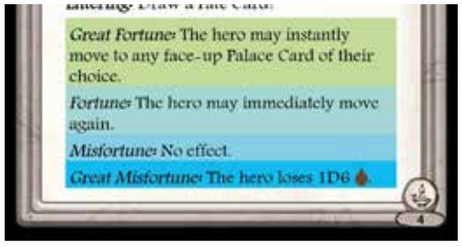
At any time during the round, you may draw 1 card from your Hero Deck for each Fate Point ( ) spent.

Fate Pile

During the Adventure, this pile is not replenished automatically, but you will often encounter game effects that instruct you to shuffle certain Fate Cards from the Fate Card Reserve into the Fate Pile. If there are currently no cards of that kind in the reserve, skip this step.

Some Story Cards ask you to draw a Fate Card (see example card below). In such cases, draw one card from the Fate Pile, apply the corresponding effect on the Story Card, then return the Fate Card face-up to the Fate Card reserve.

If you are asked to draw a Fate Card and the Fate Pile is currently empty, then the result automatically counts as a **Great Misfortune**.



Special Abilities

Each hero has a special ability that you may use **once per Exploration**. After using the ability, remove the token from your Hero Card to indicate this.

Henchmen Keywords

Some keywords on the henchman cards have several subcategories that are listed in brackets after the keyword, e.g. *Culture (Human)*, *Guard (Palace)* or *Animal (Forest)*.

The Henchmen Keywords are relevant for certain game effects. For example, only henchmen with the "Guard (Palace)" keyword are shuffled into a new Henchmen Draw Pile.

Unused Endurance

If you gain endurance and don't use it, it automatically expires at the end of the current turn. Unused endurance from Endurance Cards and action cards expires at the end of the current round.

Rules Questions and Answers

Revealing Palace Cards

Q: If an effect allows me to move to any Palace Card of my choice (e.g., "The Story of the Counsel of the Bird"), may I reveal the Palace Cards adjacent to that card after my move, just like a normal move?

A: Yes, unless the card explicitly states that you should not reveal adjacent cards (such as the "Magic Portal" card).

Courtyard

Q: Can I really choose any position for the "Courtyard" card at the start of each Palace Exploration?

A: Yes, the palace changes so much from one night to the next, its rooms are completely rearranged each time—the "Courtyard" is no exception. Feel free to experiment with different placements until you find one that best suits your strategy. Keep in mind however, that if the "Courtyard" card is on the edge or in a corner of the palace, it limits your movement options!

Sandwolves/Veil Dance

Q: If I defeat 3 out of 4 Sandwolves or collect 6 out of 7 Veils at the end of a Palace Exploration, may I take this final score into the next Exploration, or do I have to start all over again?

A: You must start again during the next Exploration. Therefore, we recommend you not try to achieve too many things at once, but instead focus your attention on a few tasks during each Exploration.

Extinguished Lights

Q: Does the "Extinguished Lights" Hasrabal Card also apply when I build the palace at the start of an Exploration, or only during the ongoing Exploration while moving?

A: The card only applies when moving during the Palace Exploration. When building the palace, you may turn over all the cards in the same row and column as the "Courtyard" card, as usual, even if the "Extinguished Lights" card is in play.

End of the Exploration, 4th Entry

Q: When I draw the last card from my Hero Deck, the Exploration is over at the end of the current round. Do I still have to try to reach the "Courtyard" to escape?

A: No, the Exploration ends automatically after this last round and the hero escapes—no matter which Palace Card the hero is on at the time.

Removing Palace Cards

Q: The game effects of the "Hall of Mirrors" and "Giant Golemid" instruct me to remove Palace Cards from the game. Do I fill up the empty spaces with new cards?

A: No, these gaps in the map remain until the end of the current exploration and your hero cannot enter them.

Alchemical Laboratory

Q: If I succeed in lifting the curse, may I immediately ready all my Endurance Cards? Or must I wait until the next round?

A: You may not ready exhausted Endurance Cards at this point. The positive effect of lifting the curse only becomes apparent during the next round, when you can once again ready all your cards, as usual.

Nedime's Heart

Q: If both the "Fight for Nedime's Heart" card and the "The Window" Manticore Card are available during a Palace Exploration, may I use both?

A: Yes, you may use both cards during the same Exploration. Keep in mind, however, that "The Window" is removed from the game for the rest of the Adventure after you use it (because it is a Manticore Card), while "Fight for Nedime's Heart" is only removed until the end of the current Palace Exploration, and is available to use again during later Explorations (if the conditions are met).

Symbols

The following new symbols are used in this adventure:

Lingering Effect (page 10): A card with this symbol in the upper right corner contains a game effect that remains in play for as long as the card is face-up.

Locked (page 10): The hero cannot enter a card with this symbol in the upper right corner while a token is there.

Consult Fate (page 7): If this symbol is next to the "Failure" result of a skill test, you must Consult Your Fate when your skill test results in a Failure.

Enemy Symbol (page 12): This symbol on the Time Scale means you must draw a new henchman and place it to the right of the Row of Villains.

Nedime's Rescue

You slay the repulsive manticore and he transforms into a scorpion, a lion, and a man before your very eyes. In the distance, an alarm bell sounds and hasty footsteps from beyond the door indicate the palace guards are close on your heels.

Without hesitation, you throw open the shutters and ask the lovely Nedime to sit next to you on your flying carpet. At your command, the shaky vehicle rises into the air and carries the two of you out the window—away from Sultan Hasrabal's palace—as the duped guards' angry shouts fade away in the distance.

Above their angry voices, you hear a man's laughter. It's cheerful and beautiful—like a bell—and you feel as though you are the only one who can hear it. It is the Mage Sultan himself, and he seems quite entertained by your brilliant performance.

You have a sudden realization: You are a great hero! You successfully freed Nedime, the Caliph's Daughter! But whatever you do, you yourself are but one of the many characters in the stories of the Tulamydian Nights—the protagonist of your own thrilling adventure, which storytellers will tell for many nights to come—with sparkling eyes and a longing look off into the distance.

One month later a messenger hands you a scroll with the seal of Princess Sybia, the ruler of Zorgan. She invites all renowned heroes of the land to a great tournament. Your heroic undertaking to free Nedime has spread far and wide, so you, too, are on the list of invitees. All of Zorgan is looking forward to welcoming you as their honored guest, and listening to your adventurous tales from your own mouth!

You have overcome the Adventure. If another hero was imprisoned by Hasrabal during the Adventure, they are now released.

You receive **10 Adventure Points**, which you may now spend to upgrade your cards (see below). If you played this Adventure with both heroes, you may decide who of them will receive the reward.

Upgrade Cards

You can upgrade cards by using your hero's **Proficiency Stash**, which consists of the Hero Cards, Skill Cards and Action Cards with the II and III symbol above the Hero Symbol (Cards No. 128-145).

The following options are available:

a) Swap one of your level I cards for the level II card of the same name. This costs **3 Adventure Points** each for the Hero or Skill Card, or **1 Adventure Point** each for the Action Cards. Place the level 1 card you removed back into the game box.

b) Swap one of your level II cards for the level III card of the same name from your Proficiency Stash. This costs **6 Adventure Points** each for the Hero or Skill Card, or **2 Adventure Points** each for the Action Cards. Place the level 1 card you removed back into the game box.

The Campaign continues

The Curse of the Desert Campaign continues with the Adventure "Curse of Borbarad" on page 19.

Credits

Aventuria - Curse of the Desert

Aventuria 2.0 Solo Rules

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Curse of Borbarad

Part Two of the Aventuria Solo Campaign "Curse of the Desert"

I am walking. My lungs ache, my legs ache, but I keep walking.

Sweat, blood, and tears have long since dried, and my skin burns under the Gorian Desert's hot sun. When I reach the foot of the mesa the locals call "the Nameless One," I pause briefly and look up to see a staircase carved into the stone wall. This is not a natural mesa. It is all that remains of a gargantuan, several hundred-year-old tower: Borbarad's mage tower! That is why I'm here— Borbarad's Curse. My mission is to find out what this curse is all about—and break it. I'm the only one who can do it... the only one still alive.

An image of a bloody dagger being wiped clean on a robe pops into my head. The moment happens again, and again, and again. I struggle to push the image from my mind.

There is no time to lose! I run up the steep stairs to a dizzying height. Behind me, I hear the scratching and shuffling sounds of my Orc pursuers. They are tireless and merciless.

I finally reach the mesa's flat top, where I can make out the former mage tower's remains. A dark hole with a staircase leads into the mountain in front of me.

Hurriedly, I light a torch, reach for my weapon, and begin to descend the steep stairs.

The solo adventure "Curse of Borbarad" is the second and concluding part of the **Curse of the Desert** campaign. You play it with the hero who rescued "Nedime, the Caliph's Daughter" and was awarded with Adventure Points to spend on upgrading their Hero Deck.

"Curse of Borbarad" uses the same rules as "Nedime, the Caliph's Daughter," but with a couple of deviations, which we will explain on the following pages. This includes new "Preparing the Adventure" and "Tower Exploration" entries.

After familiarizing yourself with these new rules, you can start the Adventure. Will you succeed in uncovering the secret of Borbarad's Curse and saving southern Aventuria from a terrible catastrophe? The tower's traps and guards are so deadly, your hero will die many times. But in the cursed mage tower of Borbarad, death is not the end, it is only a new beginning. Thus, your hero still has a chance to emerge victorious.

Preparing the Adventure "Curse of Borbarad"

This Adventure takes place over the course of several successive **Days**. Make the following preparations at the start of the Adventure, before the first day begins.

Tower Plan

Place the **Palace/Tower Plan** with the **Tower** side facing up in the middle of the table. It is your game board for the entire adventure and keeps track of important game effects.

Tokens and Dice

Take the **Tokens** and **Dice** from the game box and place them next to the Tower Plan.

Your Hero

You play this Adventure with the same hero as in the Adventure "Nedime, the Caliph's Daughter." Take all of that hero's playing cards, including the upgraded cards you gained at the end of the previous adventure.

Place the Hero Card and Skill Card on the corresponding spaces of the Tower Plan. Place the token on your Hero Card. Shuffle the Action Cards into a draw pile and place it on the "Hero Deck" space.

Life Points and Fate Points

Take the **Life Point Wheel** and set it to the value of 40. Additionally, place 2 **Fate Points** on the "Fate Point" space of the Tower Plan.

Difficulty Level and Time Scale

Now, you must decide which difficulty level you want to play: **normal** or **difficult**. Find the corresponding "Time Scale" card (important: not the "Group Time Scale"!) in the Adventure Cards and place it on the Tower Plan's designated space. Place the Time Counter () on the space of the **Time Row** according to the instructions on the Time Scale card.

Please note that the "Time Scale" card instructions that refer to the Orc Shaman do not apply to the first couple Tower Explorations (i.e., you may ignore this step for now).

Tower Cards

The **Tower Cards** show the individual rooms in Borbarad's tower. During the game, you lay out cards in a rectangle on the Tower Plan and move the **Hero Token** from card to card, which represents your hero walking through the tower.

Floor Colors
Borbarad's tower is divided into four **floors**, which are sorted by color for easy identification: Upper Floor (green), Middle Floor (blue), Spaceship (yellow), and Basement (red).

From the 30 Tower Cards, take the "Entrance Stairs" card and the 5 cards with the "Upper Floor" label on the back. Shuffle those cards face-down (the "Entrance Stairs" card is intentionally identical on both sides) and place them face-down in 2 rows of 3 cards on the Tower Plan. Then, place the Hero Token on the "Entrance Stairs" card.

Later in the Adventure, your hero finds hidden entrances to the lower levels of Borbarad's tower, which puts additional Tower Cards into play. We explain this in detail in the corresponding sections of the Adventure; however, the basic procedure remains the same as above.

Remove Large Cards

From the 90 large cards, take only the 30 **Learning Cards** and put the remaining large cards back in the game box. They are not used in the **Curse of Borbarad** adventure.

Learning Cards

Place the pile of 30 Learning Cards on the space labeled "The Unknown" on the left side of the Tower Plan. You do not need to shuffle this pile—it is not a draw pile. For quick access, sort the cards face-down, by color, in the following order (from top to bottom): Upper Floor (green), Middle Floor (blue), Spaceship (yellow), and Basement (red).

Experience Levels and Bonuses

The entries for experience levels are on the left side of the Tower Plan. These are divided into the four different tower floors and numbered from 0 to 10. Place one on each "0" square. This represents that your hero has not yet had any experience with the tower's dangers.

Henchman Pile and Starting Henchmen

Compile a deck of all Henchman Cards in this box with the "Orc" keyword. This is the regular **Henchmen Draw Pile** for the Tower Exploration. Place the Henchman Pile in the designated space in the upper left corner of the Tower Plan.

Draw 2 henchmen from the Henchmen Draw Pile and place them in the **Row of Villains** at the top of the Tower Plan.

Leatherman Henchman Pile

Besides the regular Henchman Pile, also assemble a pile of all Henchman Cards in this box with the "Leatherman" keyword. Place this **Leatherman Henchman Pile** in the space to the right of the regular Henchmen Draw Pile, where the words "Leatherman Henchman Pile" are written to help you differentiate the piles.

The Leatherman Henchman Pile comes with its own discard pile (next to the Tower Plan). Every time a Leatherman is defeated, place it on that pile.

Death's Candidate

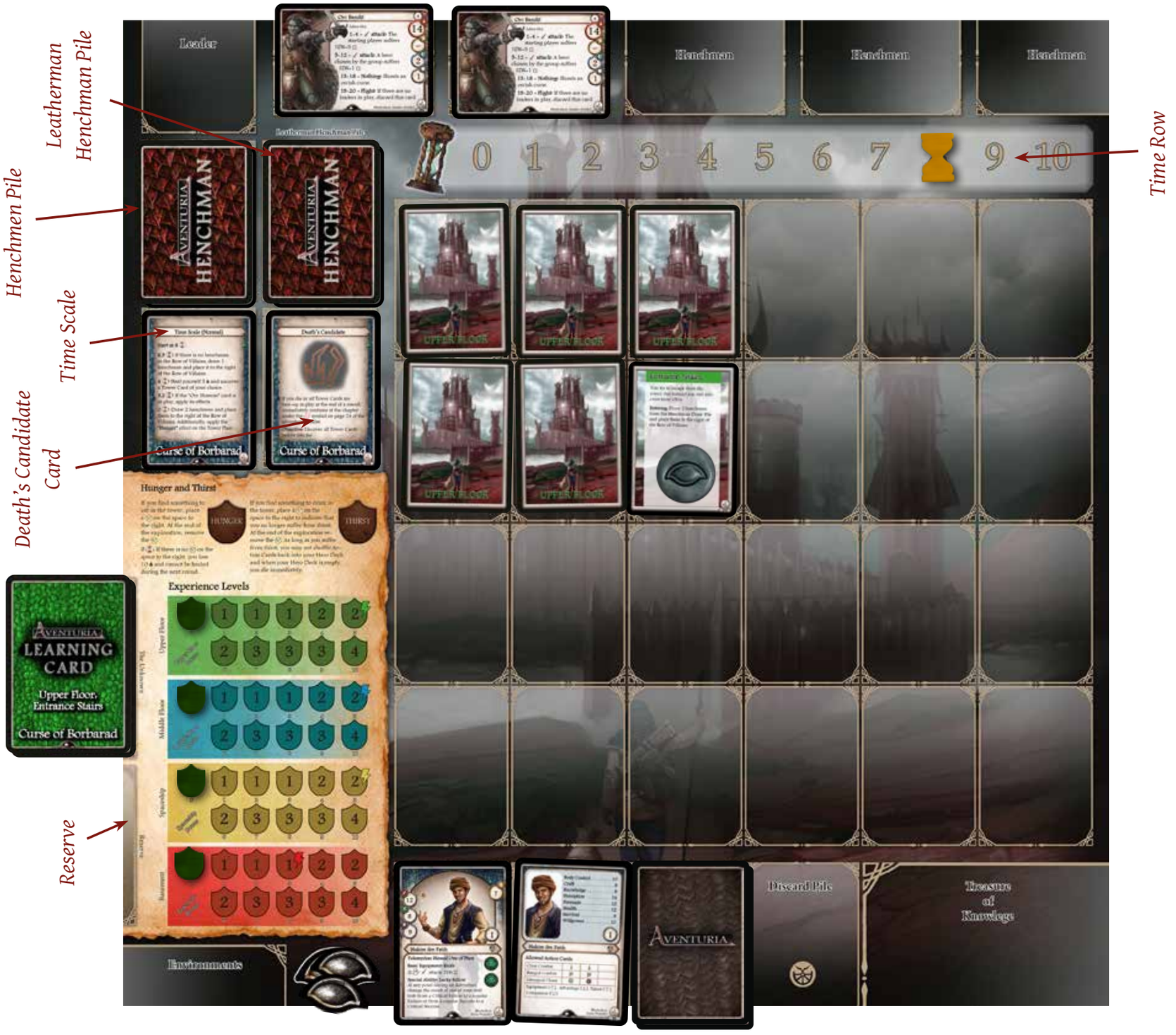
Borbarad's tower is a horrifying place full of dangerous enemies and traps, and death is your hero's constant companion. This is represented by the "Death's Candidate" Adventure Cards, which indicate the Adventure's progress and show the hero's current goal. You can identify each "Death's Candidate" card by its symbol.

Place the "Death's Candidate" card in the corresponding Tower Plan space.

The Exploration begins!

This concludes the preparations, and you can start the first round of your first **Tower Exploration**.

Example Play Area at the Start of an Exploration



Example Initial Setup: In this example, the difficulty level is "normal." The player has placed the 6 Upper Floor Tower Cards, and the Entrance Stairs appeared in the lower right, so the hero starts their tower exploration there. The starting henchmen are two Orc Bandits. All experience levels are at 0 and all Learning Cards are in the space labeled "The Unknown."

Tower Exploration

This Adventure takes place over many consecutive **Tower Explorations**. During each Exploration, your hero enters Borbarad's tower to discover its secrets and face the many enemies and challenges.

Every Tower Exploration uses all regular rules, as explained on page 8-16, expanded by the special rules explained in this section.

Preparations

Ignore the "Preparation" entry on pages 8 and 9. Instead, make the following preparations:

Draw 5 hand cards from your Hero Deck. You may then decide to take a "Fox Hand" (mulligan), by placing any number of cards from your hand face down and **replace** them with new cards from your Hero Deck. The face down cards are then shuffled back into the deck.

Round Sequence

The sequence is the same as explained on pages 10 to 12, but you ignore the instructions for Step 0 "Move Hero" and Step 4 "Time Effects," and instead follow the instructions on this page.

Step 0 in the Tower

During this step you must move your hero. To do so, move the Hero Token from its current Tower Card to a horizontally or vertically adjacent Tower Card. Alternatively, you may decide to keep the Hero Token on its current Tower Card—this counts as the hero moving to that card during the current round, with all associated game effects.

If the Tower Card the hero has moved to is face down, flip it face up now.

> **Important:** In contrast to the Palace Cards of the **Nedime, the Caliph's Daughter** adventure, face-down Tower Cards are only revealed when the hero moves onto them! In other words, the hero always steps into the unknown, unless they manage to turn a card face-up prematurely through some other game effect.

Next, apply the game effects of the Tower Card to which the hero moved. The procedure depends on whether you already have the corresponding **Learning Card** (depicted on the right) in your possession.

- If you do not have the Learning Card with the same title as the current Tower Card, you must first apply the game effect on the Tower Card and then take the corresponding Learning Card.

  > **Important:** Some game effects allow you to uncover Tower Cards without your hero entering them. In such cases, you may not take the corresponding Learning Card! The hero must enter each Tower Card at least once and deal with its effects before gaining the corresponding Learning Card.

- If you do have the Learning Card in your possession, ignore the game effect on the Tower Card and apply the more advantageous game effect on the Learning Card, instead.

"Entering" and "First Entering"

Each Tower Card (and corresponding Learning Card) falls into one of the following two categories, indicated by the corresponding keyword(s):

Entering: Every time the hero enters the corresponding Card, apply the corresponding game effect. You must apply this effect every time the hero enters the Card; you cannot choose to ignore it unless the card specifically says otherwise.

First Entering: The game effect only applies when the hero enters the corresponding Tower Card for the first time during an ongoing Exploration. As before, you must apply the effect and cannot choose to ignore it. However, if your hero enters this Tower Card a second time—or any consecutive time—during the current Tower Exploration, the effects do not apply; instead, you must immediately move the hero again.

Permanent Effect

Some Tower Cards have a **permanent effect** listed in a box at the bottom of the card. This effect remains valid for as long as the corresponding Tower Card is face-up in play.

Step 4 in the Tower

Move the **Time Token** in the Time Row one space to the left. If it is already in the "0" space, don't move it.

If a time effect on the Time Scale corresponds to the current number of Time Tokens on the card, apply it now.

If the Time Token is in the "0" space , apply the "0" time effect. This also applies in all following rounds.

Experience Levels, Floor Bonus, Hunger, and Thirst

Use to keep track of these game stats on the left side of the Tower Plan.

Your hero has an **experience level** ranging from 0 to 10 for each floor of the tower. These levels change at the end of each Tower Exploration, as explained in the corresponding Adventure text.

In the space above each experience level is a **floor bonus** between 0 and 4. This bonus is often used in connection with Learning Cards (see below).

The Tower Plan itself explains the rules for "**Hunger**" and "**Thirst**."

Learning Cards

Each Tower Card has a corresponding Learning Card with the same title.

A Learning Card comes into play when your hero enters its associated Tower Card while exploring the tower (see **Step 0: Move Hero**). Search the pile in "The Unknown" space of the Tower Plan for the corresponding Learning Card and place it in the "Treasure of Knowledge" space on the right side of the Tower Plan. Keep in mind the Learning Card does not yet apply on the turn you receive it! Instead, you must apply the game effects on the Tower Card. If your hero dies because of these effects, the Exploration ends—but you keep the Learning Card.

Once you place a Learning Card in the "Treasure of Knowledge," it remains there for the rest of the Adventure; you do not discard it at the end of a Tower Exploration! Instead, each time your hero enters the corresponding Tower Card again, you ignore the game effects of the Tower Card and apply the game effects from the Learning Card. The effects on the Learning Card are more advantageous compared to those on the Tower Card, because your hero learned from their previous experiences with this room.

You may read Learning Cards in your "Treasure of Knowledge" at any time, even immediately after you receive them.

Many Learning Card effects refer to your hero's **floor bonus** in the corresponding floor (see above). The higher the floor bonus, the better. Record the hero's current experience levels and corresponding floor bonuses on the left side of the Tower Plan.

Insight Cards

Once your hero gains a high enough experience level in a floor to reach or cross the square with the **lightning symbol** (⚡,⚡,⚡,⚡), you may—at the beginning of each new Tower Exploration—take the **Insight Card** for that floor and place it in your "Treasure of Knowledge" to use once during the Exploration. Discard any unused Insight Cards at the end of each Tower Exploration.

The Upper Floor, Middle Floor, and Spaceship lightning symbols are located at experience level 5; the Basement lightning symbol is located at experience level 3.

The lightning symbol indicates that once you have an Upper Floor experience level of 5 or higher, you may take the Upper Floor Insight Card at the beginning of each exploration.

Task Cards

Task Cards come into play in a late stage of the Adventure; we explain them in the corresponding Adventure text. At the start of an Exploration, place these cards on the "Reserve" space of the Tower Plan.

During the Exploration, you gain a Task Card when you fulfill certain conditions. You may then place the corresponding card in your "Treasure of Knowledge" and use its game effects. At the end of the Exploration, put all Task Cards back on the "Reserve" space.

Defeated Opponents

Every time you defeat an opponent during the Tower Exploration, you may take 1 from the Tower Plan as a reward. If there currently are no on the Tower Plan, skip this step.

Fate Points

During the "Curse of Borbarad" Adventure, you may spend to reroll all kinds of tests, including skill tests.

Tower Exploration End

Ignore all rules on page 15 for the end of the Exploration, and apply the following rules instead:

If your hero's **life points** (🩸) ever drop to 0 during a Tower Exploration, they are overwhelmed by the dangers of the tower and die. However, in Borbarad's tower, death is not the end—it is only a new beginning!

During each Tower Exploration, a "Death's Candidate" card is in play, which shows one of several symbols (see example card on the right). Each time your hero dies, you open the adventure booklet to the page with this symbol as a header. There, you will find a narrative section that explains what happens after your hero's death, followed by step-by-step instructions on how to conclude the current Tower Exploration and prepare for the next.

Important: The death of your hero is the sole trigger for many "Death's Candidate" cards; however, some might have other conditions, as well. Therefore, we recommend you thoroughly read the current "Death's Candidate" card at the start of each Tower Exploration and keep it in mind during the Exploration!

The **goal of the Adventure** is to find out what Borbarad's Curse is, and then attempt to break it. However, before that happens, your hero must complete other tasks they uncover during the Adventure. One thing is certain: reaching your goal will take many attempts and many Tower Explorations!

Stop!

The following pages contain narrative texts and additional game instructions, which the corresponding "Death's Candidate" card triggers **at the end of a Tower Exploration**. Each section has a symbol that matches its corresponding "Death Candidate" card symbol.

You are now familiar with all special rules and may now start your first Tower Exploration.

I look up from the mirror. I have this horrible feeling of letting go, followed by a desperate clinging to life.

Everything that just happened really did happen! I tried my best, but I failed; and I paid for my failure with my life. However, it all happened inside the magic mirror where I watched myself, not here in the real world. It was a vision of a possible future—and yet, it felt so real... as though I was there!

I took a different path through the desert, though. I noticed the Orcs, but only out of the corner of my eye. They kept their distance and chased me underground for the most part, like experienced hunters who are certain of their prey and see no reason to needlessly overexert themselves. I could make out the silhouette of a single, large Orc—probably the leader—far away on the horizon.

But I was not deterred. My task was to enter Borbarad's tower and find out everything I could about Borbarad's Curse, which threatened Arania and all the Lands of the Tulamydians, and then do whatever was necessary to prevent the curse from becoming a cruel reality. I can still hear my friend Turan's dying words in my ears: "You must do this. Don't give up!"

So, I climbed the steep outer stairs that rose tall from the Gorian Desert. Borbarad's tower was large enough to pass for a natural mesa to the uninitiated eye. The stairs were weathered, and parts of the tower were destroyed and covered with strange glassy rock, as though fiery weapons torched the outer walls. Several times, my life hung by a thread when I slipped on the smooth surface. But, in the end, I managed to reach the flat top of the tower—and from there, I took a staircase inside.

It was there I met the mysterious stranger for the first time. He wore an elegant robe, and he had intelligent eyes, a black goatee, and a scholar's wise smile. He introduced himself as Rohezal from the Anvil and said he had come to assist me in my difficult quest.

First, he led me to the mirror. "This is not a normal mirror," Rohezal explained. "It is a magical mirror that can show you a possible future, in which you meet a bad end. With this knowledge, you can make wiser decisions during your exploration."

So, I watched the efforts of my other self in the mirror and learned much about the dangers in Borbarad's tower. Now I am ready to face them!

As I turn to leave, Rohezal grabs my arm and looks me in the eye: "Remember, the vision in the mirror was only one possible future! When you explore the tower now, there will be many changes. The world in the mirror is not identical to yours! It is a different world—over the eons, even the slightest deviation can cause great change. Be on your guard!"

I nod, then leave to face the dangers of Borbarad's tower and break the curse.

The current Tower Exploration is over. Reset your hero's Life Points ( ) to 40 and return all Fate Points ( ) to the Tower Plan. If you used your hero's special ability, put the token back on the Hero Card. Place all Action Cards into your Discard Pile and shuffle them into a new Hero Deck. Shuffle all Henchman Cards back into their respective piles.

Move the Time Counter ( ) back to the initial space of the Time Row. Discard the "Death's Candidate " card and replace it with the "Death's Candidate " card. If you completed the Tower Exploration's **Objective**, take 1 Fate Point ( ) from the Tower Plan.

If at least 3 Tower Cards are face-up in play, increase the Upper Floor experience level on the Tower Plan by 1. If all 6 Tower Cards are face-up in play, increase it by 2.

Example: *Here, the hero has uncovered 5 of the 6 Upper Floor Tower Cards, increasing the Upper Floor experience level by 1. The hero's Upper Floor bonus also increases from 0 to 1.*

Collect the 6 Tower Cards in front of you and add the 6 "Middle Floor" Tower Cards. Shuffle the 12 cards and lay them out face-down in 3 rows of 4 cards each. Place the Hero Token on the "Entrance Stairs" card.

Example Tower Card Setup

Draw 2 cards from the Henchmen Draw Pile and place them in the Row of Villains.

Start a new **Tower Exploration**.

I look up from the mirror. Again, I have this feeling of letting go, followed by an even more desperate clinging to life. I am not done here! I owe it to my comrades to finish this mission!

When we finally reached Anchopal, a green oasis in the middle of the gleaming desert, only three of us remained: Rachel, Turan, and me. The Mesa, which the desert dwellers fearfully called "the Nameless One," loomed threateningly on the horizon—its rocky, truncated cone stretching into the sky in front of the glowing red disc of the setting sun. It almost seemed to lie in wait for us.

The terrain between Anchopal and the Nameless One was littered with sand funnels, crevices, and underground passages from the Early Days. The lizards we rode would have been in constant danger of breaking through the thin surface, so we left them behind in the oasis and continued on foot.

When we were about a day's march from the Mesa, we set up camp for the night in a hollow.

My night's rest ended abruptly when the Orcs attacked. Rachel, the runaway daughter of a tenant farmer from Al'Anfa, was already dead. Our treacherous enemies stabbed her while she slept. I pounced on her assassins in a blind rage. This surprised the Orcs, which allowed me to strike some of them down and caused the rest to flee.

But it was too late for Rachel. The dead Orcs could not bring her back.

Turan, the Desert Warrior, was also close to death—surrounded by several slain enemies. There was nothing more I could do for him. With his last breath, he made me promise to continue the mission—to go to the Mesa on my own and break the Curse of Borbarad.

This snapped me back to reality. The grief over the death of my friends had to wait. The Orcs had fled, but they would return. So, I hurried to reach the Mesa, which I later discovered was Borbarad's tower. There, I met Rohezal and looked in the mirror.

The other version of myself I observed in the mirror was brave and gained many experiences that would help me in the future. However, in the end, the other me failed and entered the Halls of Boron—just like Rachel, Turan, and the other members of our group.

I shudder as a sudden insight hits me, and I glance suspiciously over my shoulder. Am I being watched in a mirror right now?

Rohezal nods thoughtfully. He seems to have guessed my thoughts. "Yes," he says, "you probably are, but don't let that worry you! You are still yourself, here and now, and your existence has meaning—even if someone else is watching you in a mirror or reading about you in a book. This is your story and you are the hero in this story. You can achieve everything you want; you just have to believe in yourself."

He's right! Why should I worry about what is and what might be? I am an adventurer, and I have an important job to do! I am not going to die. I'm going to break the Curse of Borbarad!

Rohezal points down the passageway, "Somewhere down there is a secret door, which leads deeper into the tower. Find it! Only then can you unlock the secret."

With determination, I step into the darkness.

The current Tower Exploration is over. Reset your hero's Life Points ( ) to 40 and return all Fate Points ( ) to the Tower Plan. If you used your hero's special ability, put the token back on the Hero Card. Place all Action Cards into your Discard Pile and shuffle them into a new Hero Deck. Shuffle all Henchman Cards back into their respective piles.

Move the Time Counter ( ) back to the initial space of the Time Row. Discard the "Death's Candidate " card and replace it with the "Death's Candidate " card. If you completed the Tower Exploration's **Objective**, take 1 Fate Point ( ) from the Tower Plan.

If at least 3 Upper Floor Tower Cards are face-up in play, increase the Upper Floor experience level on the Tower Plan by 1. If all 6 Upper Floor Tower Cards are face-up in play, increase it by 2.

If at least 3 Middle Floor Tower Cards are face-up in play, increase the Middle Floor experience level on the Tower Plan by 1. If all 6 Middle Floor Tower Cards are face-up in play, increase it by 2.

Example: *Here, the hero uncovered all 6 Upper Floor Tower Cards, so the player raises the Upper Floor experience level 2 points—from 1 to 3. Only 4 of the 6 Middle Floor Tower Cards are uncovered, though, so the player only raises their Middle Floor experience level by 1 point—from 0 to 1.*

Collect the 12 Tower Cards in front of you, shuffle them, and lay them out face-down in 3 rows of 4 cards each. Place the Hero Token on the "Entrance Stairs" card.

Draw 2 cards from the Henchmen Draw Pile and place them in the Row of Villains.

Start a new **Tower Exploration**.

I look up from the mirror. The letting go and clinging back to life feeling has become familiar, but it's still as painful as ever. I'll never get used to it!

I try to shake it off and remember why I am here.

It all began in Zorgan, the center of the Principality of Arania. There, Princess Sybia invited everyone to a great tournament—the winner would receive the honor of marrying her eldest son, Arkos. The Amazon Irma from the mountains of Beilunk won the tournament, and a grandiose banquet lasting three days and three nights followed. The Princess left us wanting for nothing—we were served meat from seventy cattle, a hundred pigs, sixty muttons, and countless chickens, ducks, and geese—along with numerous delicious side dishes, and a legion of beer and wine barrels.

There were eleven lively adventurers in our group, and our plan was to go treasure hunting after the feast ended. Turan had a pirate's treasure map, which supposedly led to a huge treasure—just waiting for us in a mysterious snake goddess' flooded temple in the Rain Mountains.

We forgot all about these plans, though, when an event occurred during the celebration that would burn in our memories forever. A mighty thunder made us freeze where we stood; then, a glistening flood of light tore into the palace's north wall. I had to look away—my eyes burned like they were on fire.

The haunting lasted only a few moments, but the light dazzled our eyes so much that the hall—illuminated by hundreds of torches, tallow candles, and oil lamps—seemed pitch-black afterward. There was a strange smell in the air, and the north wall smoldered and glowed red hot, as smoke rose from it and thin threads of half-solidified molten rock ran down it.

I took a quick sip of beer, then joined the crowd gathered around the wall. A portion of it had melted down several fingers deep and was covered with a bright glaze. Some areas had deep indentations, others more shallow dents; but finally, distinct characters emerged:

No one in Zorgan could read the writing, so they sent for the ancient magician, Rakorium, from Festum. When he arrived, he recognized the characters immediately as part of a secret hieroglyphic script the magicians' guilds used before the Mage Wars. The message said simply "Help! If the Curse of Borbarad is fulfilled, it will bring death and destruction to Zheta and Oron."

Rakorium said Oron was an ancient name for Arania, and Zheta likely referred to the Khom Desert. In other words, much of the Lands of the Tulamydians were in danger. The impressive delivery left little doubt as to the message's urgency.

Rakorium's research also revealed that a mage called Borbarad lived four-hundred years ago, during what we now call the "Age of Mages." He was one of the most powerful and nefarious spellcasters in those days—a black mage with abilities that no mage in Aventuria possesses today. Indeed, it was Borbarad's magic and insatiable hunger for power that led the other mages to destroy him in a massive duel.

With his last breath, Borbarad cast a powerful curse. The other mages feared this curse so much they tried to erase his name and all records concerning him from Aventurian history books. The location of Borbarad's mage tower—a mesa in the middle of the Gorian Desert—was the only information Rakorium could find in the incomplete records that remained. Obviously, this mesa was the source of the new evil the fire writing warned us about.

Dismayed by these findings, Princess Sybia decided to call upon the heroes of Aventuria to bravely face the impending danger and explore Borbarad's former tower. Our group immediately agreed to get to the bottom of the matter, of course. The 100-ducat reward the princess offered was less than we had hoped, but we expected to find great treasures—ours for the taking—in Borbarad's tower.

However, our expedition was star-crossed from the very beginning, and before we even neared the tower, I was the only one still alive. My life was in great danger, too, as the Orcs had picked up my scent and were still after me. Their mysterious leader with the feather headdress seemed closer now than he was before, and he had more warriors with him... almost as though he suspected he needed larger numbers to hunt me down.

I tell Rohezal about the strange Orc and he is surprised. "This is an unexpected complication. Perhaps this Orc Shaman also possesses a mirror in which he learns from possible future visions? Still, do not let it concern you. You may feel small and insignificant in the face of these great events, but you are still yourself—you are part of something bigger, which is also you. You have learned much about what has happened, and what could still happen—and you, or someone else who is also you, will be victorious in the end and break the curse. You must hurry now, to avoid the Orc leader!"

Place the "Orc Shaman" card in the "Environments" space on the Tower Plan and apply its effects. It remains in the game for the rest of the Adventure—do not discard it at the end of a Tower Exploration!

If you completed the Tower Exploration's **Objective**, continue with "Iron Maiden" below. If you did not complete the **Objective**, follow the instructions on page 25 (using the current "Death's Candidate" card) and start a new **Tower Exploration**.

Iron Maiden

Your predecessor in the mirror found a secret passage behind the Iron Maiden in Borbarad's torture chamber, which leads deeper into the tower. Unfortunately, the other you died a short time later. Still, the efforts of the former you were not in vain; you can now explore an additional floor of the Mage Tower. This brings many new possibilities... and new dangers.

The current Tower Exploration is over. Reset your hero's Life Points ( ) to 40 and return all Fate Points ( ) to the Tower Plan. If you used your hero's special ability, put the token back on the Hero Card. Place all Action Cards into your Discard Pile and shuffle them into a new Hero Deck. Shuffle all Henchman Cards back into their respective piles.

Move the Time Counter ( ) back to the initial space of the Time Row. Discard the "Death's Candidate " card and replace it with the "Death's Candidate " card.

Place the "Hurry up!" card in the "Environments" section of the Tower Plan and apply its effects. It remains in the game for the rest of the Adventure—do not discard it at the end of a Tower Exploration, unless the game instructs you to do so!

If at least 3 Upper Floor Tower Cards are face-up in play, increase the Upper Floor experience level on the Tower Plan by 1. If all 6 Upper Floor Tower Cards are face-up in play, increase it by 2. Do the same for the Middle Floor.

Collect the 12 Tower Cards in front of you and add the 8 "Spaceship" Tower Cards. Shuffle the 20 cards and lay them out face-down in 4 rows of 5 cards each. Place the Hero Token on the "Entrance Stairs" card.

Draw 2 cards from the Henchmen Draw Pile and place them in the Row of Villains.

Start a new **Tower Exploration**.

I look up from the mirror and wonder how many times I have done this. I feel like I just watched a dream I had many years ago... or am I the dream? I cannot remember.

There were eleven of us in the beginning—eleven brave heroes sent by the Princess of Zorgan to find out who was responsible for burning the strange symbols into her palace wall and what the Curse of Borbarad meant. Alas, it seemed like the curse had already befallen us when we took our first steps toward Anchopal.

During the first week, Bonus, a boatman from the Sea of Pearls, fell victim to a scorpion sting. Three days later, a stone broke loose under Fat Mimm, leader of a brothel in Festum. She fell hundreds of feet from the Cliffs of Chenn.

Agur the sailor, who joined us along with the former mercenary, Doradore, engaged in a love affair with Foriana, the Amazon. Doradore caught them, and—beside herself with rage—stabbed Agur and attacked Foriana. It was Doradore's last battle, and Foriana was severely wounded. We had to leave her in a small village along our path.

Example Tower Card Setup

Shuk the Strong, Brother Timo from the Order of Praios, and Petasharo—flexible as a riding crop and skillful as a cat—were ambushed by vicious highwaymen. They fought like lions, but their souls bid Aventuria farewell before we could come to their aid.

Finally, Rachel and Turan died at the foot of Borbarad's cursed tower.

Rohezal listens to my sad tale with a thoughtful look, then points to the companion next to me and says, "But that's not exactly how it happened, is it?"

Suddenly, the scales fall from my eyes. Rohezal is right! During our arduous journey here, I suddenly had a premonition and—in a moment of clarity—was able to prevent my friend's death. It's hard to comprehend how a single gesture or word at just the right moment can save a life!

I look at my companion. My gift of providence allowed me to save only one, but it is better than the alternative and infuses me with newfound courage. Together, we have a greater chance of defying the Orcs and breaking the Curse of Borbarad. It's time to take advantage of the experiences I've seen in the magic mirror and get to the heart of the matter!

Place the "Eleven Friends" card in the "Environments" section of the Tower Plan and apply its effects. This card remains in the game for the rest of the Adventure; do not discard it at the end of a Tower Exploration!

If you completed the Tower Exploration's **Objective** and there are at least 11 on the "Death's Candidate " card, continue with "The Mission of the Brain" on page 28.

If you did not complete the **Objective**, go to "Communication Problems," below.

Communication Problems

During my previous exploration of Borbarad's tower, I found strange rooms with metal walls, filled with confusing devices whose functions were unknown. I attempted to decipher their meaning, and—in some cases—I succeeded. In the end, however, my trial and error led one of the machines to consider me an interesting life form that should be preserved. Before I could react, a glass tube descended on me and a sticky, transparent substance enveloped me to preserve my body for all eternity—like an insect encased in amber. Unfortunately, I met my death during this procedure.

The current Tower Exploration is over. Reset your hero's Life Points ( ) to 40 and return all Fate Points ( ) to the Tower Plan. If you used your hero's special ability, put the token back on the Hero Card. Place all Action Cards into your Discard Pile and shuffle them into a new Hero Deck. Shuffle all Henchman Cards back into their respective piles.

Move the Time Counter ( ) back to the initial space of the Time Row. **Remove all from the "Death's Candidate " card!**

If at least half a floor's Tower Cards are face-up in play, increase the experience level of that floor by 1. If all a floor's Tower Cards are face-up in play, increase it by 2. A floor's experience level may not exceed the maximum of 10!

Collect the 20 Tower Cards in front of you, shuffle them, and lay them out face-down in 4 rows of 5 cards each. Place the Hero Token on the "Entrance Stairs" card.

Draw 2 cards from the Henchmen Draw Pile and place them in the Row of Villains.

Start a new **Tower Exploration**.

The Mission of the Brain

Before I met my death in the depths of Borbarad's tower, I came across strange rooms with metal walls filled with eerie, incomprehensible devices. There were boxes with flashing lights on the walls, and cables with lightning jumping between them hanging from the ceiling. Everything looked damaged and neglected.

In one of these metal rooms, I—or more precisely, my other self in the mirror—found a room that held a huge transparent sphere with a large brain inside it. A strangely emotionless voice spoke to me in several different languages until it found a language I understood.

The voice introduced itself as the "control brain" floating in the container and told me its fantastic story. The strange rooms were part of a so-called "spaceship," built by the inhabitants of a place called Rigel VII. They visited Aventuria more than 400 years ago in this spaceship, where they met the powerful black mage, Borbarad. Borbarad took control of their spaceship and enslaved the crew. He built his tower around the ship and tried to profit from the Rigellians' technological achievements.

Nevertheless, Borbarad was ultimately defeated in the Duel of the Mages, and the mages erased all knowledge about the spaceship from the annals of Aventurian history. This turned out to be a mistake, though, because Borbarad had experimented with the ship's reactor shortly before his death. Over the centuries, it gradually started to overload—and there was no one left who could stop this process.

Even the control brain was powerless, as Borbarad had cut its connection to the rest of the ship. The ship's former crew had degenerated to such an extent that they could no longer help the brain. So, it had no choice but to wait and hope for help.

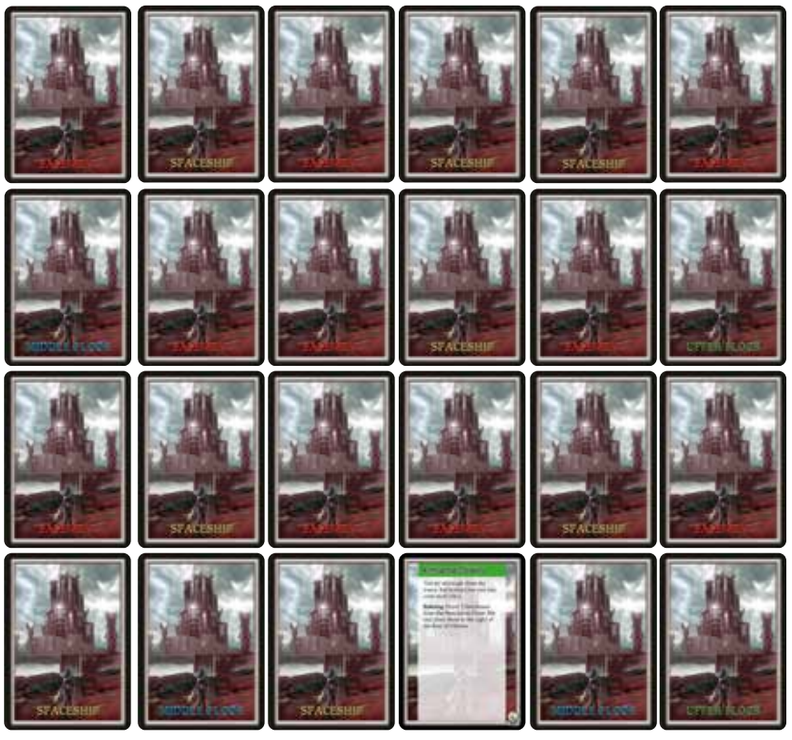
Now, hundreds of years later, the reactor is approaching a critical temperature. The control brain, in desperation, decided to use the last remaining remote-controlled laser to write the call for help on the wall of the Royal Palace of Zorgan.

According to the brain, the spaceship was still fully functional, despite its sorry state. The only thing necessary to regain control was to fix the on-board computer, flip a switch in the arboretum, and find a magnetic key somewhere in the depths of Borbarad's tower.

Unfortunately, the other me was so overwhelmed by this information that I was unable to help the control brain. And the current me is also extremely confused by this strange story, which I just heard in the magic mirror. But I have reason to hope, because I finally understand what the Curse of Borbarad is about, and I have a rough idea of how to stop it and save Aventuria from a devastating explosion.

Unfortunately, the Orcs have grown much stronger; their mysterious leader himself has started to make an appearance. The situation is coming to a head!

Example Tower Card Setup



The current Tower Exploration is over. Reset your hero's Life Points ( ) to 40 and return all Fate Points ( ) to the Tower Plan. If you used your hero's special ability, put the token back on the Hero Card. Place all Action Cards into your Discard Pile and shuffle them into a new Hero Deck. Shuffle all Henchman Cards back into their respective piles.

Move the Time Counter ( ) back to the initial space of the Time Row. Discard the "Death's Candidate " card and replace it with the "Death's Candidate " card.

Place "The Vagabond" opponent card to the left of the Row of Villains on the Tower Plan. All the usual rules for Leaders apply to this card.

If at least half a floor's Tower Cards are face-up in play, increase the experience level of that floor by 1. If all a floor's Tower Cards are face-up in play, increase it by 2. A floor's experience level may not exceed the maximum of 10!

Collect the 20 Tower Cards in front of you and remove the following cards (and their corresponding Learning Cards) from the game: "Verminous Bunks," "Teleportation Amulet," "Golden Miniature," "Confusing Staircase," "Cocoons on the Ceiling," and "Rockworms." **These cards are no longer used for the remainder of the Adventure!**

Add the 10 "Basement" Tower Cards, shuffle the 24 cards, and lay them out face-down in 4 rows of 6 cards each. Place the Hero Token on the "Entrance Stairs" card.

Remove the "Hurry up!" card and replace it with the "Endeavor" card. This card remains in play for the rest of the Adventure; do not discard it at the end of a Tower Exploration!

Place the **Task Cards** "Magnetic Key," "Trap Door," and "Analytical Engine" on the "Reserve" space on the Tower Plan. From now on, your hero can acquire and use these cards (see "Task Cards" on page 23).

Draw 2 cards from the Henchmen Draw Pile and place them in the Row of Villains.

Start a new **Tower Exploration**.

Important: Remember to place 1 on the "Eleven Friends" card and the "Orc Shaman" card at the start of each Tower Exploration! This is written on the cards, but it is often overlooked.

I did it! Thanks to the brave preparations of my other selves—whose fates I witnessed in the magic mirror—I finally succeeded at communicating with the spaceship's control brain and fulfilled all its tasks. Thus, I averted the Curse of Borbarad and saved thousands of lives!

The brain thanks me for my help and informs me the reactor is once again under its control. It sends an army of robots to repair the worst damage and get the former crew back on board. Once the spacecraft is fully functional, it will leave Aventuria, averting the danger for all time.

Satisfied, I return to tell Rohezal the good news. As expected, he is beside himself with joy. Then, he raises his hands and needle-sharp threads of energy pierce me and my companions. I feel a sharp pain and the metallic taste of blood on my tongue. One last time, my body rears up to fight back. But against whom or what? I am at a loss.

I sink to my knees as a torrent of blood pours from my chest and splatters the floor. Rohezal approaches and takes my weapon from my hand as he speaks in his calm, wise voice:

"Allow me to truly introduce myself—I am Liscom of Fasar. My name probably means nothing to you now, but I assure you, it will one day be famous throughout Aventuria. They will call me the Defiler of Time, the man who dared to bring Borbarad back into the world—and succeeded!

"But this will all take place many years from now. Until then, I must deal with heroes like you twice more. Both times, they will kill me—but, as you already know, death is nothing more than a new beginning! In the end, I will help Borbarad rise and start a new War of the Mages. Enormous, divine, and magical powers will collide and herald a new age. They may manage to stop Borbarad's advance, but that will not end the cycle. Of course not! I will always bring him back.

"The power, the energy source I need to accomplish my task is the Rigel VII ship, which is finally completely under my control. So, I must thank you for your help!

"Do you know why they can never defeat me? Look around! They cannot see this spaceship from an alien world! They simply do not believe it exists! And you cannot fight something you believe is impossible.

"So, you see, everything is already decided. You were just a pawn in my grand plan. I needed you to gain the control brain's trust. But now... it's time to remove you from the board."

I hardly hear that last sentence. The deep blackness embraces my gaze. The pain and horror leave me as Boron pulls me into his merciful arms. It is finally over.

I failed.

***

I look up from the mirror. A sense of vertigo washes over me, worse than anything this cursed artifact has done to me before. My heart beats wildly as I look around and see that Rohezal—really, the evil Liscom of Fasar—did not notice what just happened in the magic mirror. He turned away to flirt animatedly with Rachel. I have never been so grateful for her as I am at this moment.

In a moment of clarity, I know what to do. I grab the mirror, pull it toward me, and let go. With a loud thud, the artifact hits the ground and shatters into a thousand pieces.

Liscom whirls around in horror and shouts: "You fool! What have you done!?"

I feign a frightened and guilty face and answer tearfully: "I don't know... I was dizzy and thought I might fall. I grabbed the nearest thing... I am so sorry!"

Liscom looks at me in anger. If he suspects I figured out his double-cross, he does not let on. "Don't worry," he finally says. "I'll fix the mirror. It may take a few hours, though. If anything happens to you in the meantime, your death will be final, so be careful! I don't want to have to find another hero to break the Curse of Borbarad and collect the reward."

I nod, pretending to care. Then, I turn away while Liscom rolls up the sleeves of his robe and prepares a spell to put the mirror back together.

I only have a few hours left... and no free attempts remaining! Liscom of Fasar is far too powerful for me to defeat in a duel. The only alternative is to help the spaceship's control brain and make sure it returns to Rigel VII immediately. Launching the spaceship should turn Borbarad's tower into a pile of molten ash and, hopefully, send Liscom to his demise.

My own death is also certain, but I am prepared to make this sacrifice. However, I do not want to sacrifice my friends, so I explain my intentions and send them out of the tower. Only Rachel and Turan shake their heads. They are not willing to let me go alone, even if it means they die, too.

And that is that! One last time, I head into Borbarad's tower, to make a final attempt at stopping the evil and breaking the Curse of Borbarad—the true curse! There is no turning back now!

In fact, the point of no return is so far behind me that I've forgotten what it looked like when I walked past it.

The current Tower Exploration is over. Reset your hero's Life Points (🩸) to 40 and return all Fate Points (👄) to the Tower Plan. If you used your hero's special ability, put the token back on the Hero Card. Place all Action Cards into your Discard Pile and shuffle them into a new Hero Deck. Shuffle all Henchman Cards back into their respective piles.

Move the Time Counter (⏳) back to the initial space of the Time Row. Discard the "Death's Candidate " card and replace it with the "Death's Candidate / " card.

If you removed "The Vagabond" opponent card from play (either by defeating it or by applying the effect of the "Bull Skull Shrine"), bring "The Vagabond" back into the game.

Put all Task Cards you gained during the Exploration back in the "Reserve" space of the Tower Plan. Reduce the number of ⊗ on the "Eleven Friends" to 2.

If at least half a floor's Tower Cards are face-up in play, increase the experience level of that floor by 1. If all a floor's Tower Cards are face-up in play, increase it by 2. A floor's experience level may not exceed the maximum of 10!

Collect the 24 Tower Cards in front of you, shuffle them, and lay them out face-down in 4 rows of 6 cards each. Place the Hero Token on the "Entrance Stairs" card.

Draw 2 cards from the Henchmen Draw Pile and place them in the Row of Villains.

Start one last **Tower Exploration**.

Important: Your hero has only one Tower Exploration to complete the **Objective** on the "Death's Candidate / " card! If they fail, you lose the Adventure (Section). If they succeed, the Adventure ends successfully in section .

I look up from the mirror and feel relieved. The person who experienced all this and failed before my eyes—that was not me!

I am a completely different person. And yet, I have followed the same story up to this point. How is that possible? Perhaps the gods are playing a cruel joke? Or maybe there are infinite versions of this story, with infinite protagonists...

Am I just one of these characters? Do my actions have any meaning, any value? A moment of deep despair washes over me, but I shake it off. I am an adventurer with a mission, and I won't let these whispers of the Nameless One divert me from my path. All my companions are dead; I'm the only one left who can complete our task!

The scene blurs before my eyes and I find myself in the desert, at the foot of the cursed Mesa. Angrily, I shake my fist at the sky.

"Nameless One! Nameless One!" I scream in anger, "I will defeat you!"

Your hero failed the Adventure; you may now replay the Adventure from the beginning. Remove all cards and tokens obtained during the Adventure from the game, but keep your Hero Card, Skill Card, and Hero Deck. The Adventure starts fresh on page 19.

It is done! Once again, I contacted the control brain and fulfilled the necessary tasks to save the reactor from a meltdown. It amazes me how much I know and understand about the spaceship, and how it no longer looks strange and frightening to me.

The brain is just about to thank me for my help, but I raise my hand to stop it and say, "A powerful mage is here in the tower. He plans to subjugate you again. As soon as he discovers we have the reactor under control, he will strike. You must launch the spaceship right now, before he realizes I warned you! Leave this place! Leave Aventuria as quickly as you can!"

I hesitate for a moment and add, "Don't worry about me and my companions. We'll try to get out of the tower before it explodes, but whether we make it out safely is not your concern. You must get out of here, now!"

I turn around and my group starts to run. We dash through a hole in the spaceship's outer wall, where robots are already making repairs, and up the stairwell. A tremor runs through the entire Mesa. The control brain is truly not wasting any time!

The ground trembles beneath us—the tremors rapidly increase until they become so strong, they knock us off our feet. Dust and debris envelop us, making it difficult to breathe. We are not going to make it out of here alive!

Fire and light envelop us, as a strange tingling sensation runs through my body and I start to dissolve.

When my body reassembles, I am lying on a metal platform inside the spaceship. The control brain speaks from a device on the wall: "Thank you for your help and your warning. We are already high above the continent of Aventuria. Our engines melted down the Mesa and everything in it. Since I was not under the impression you wanted to die at all costs, I used the transporter to teleport you aboard at the last moment. We will welcome you as honored guests on Rigel VII."

Well, all right. I suppose this is an acceptable ending!

***

I look up from the mirror.

For a moment, I feel as though I'm standing in Borbarad's tower in the Gorian Desert, with Liscom of Fasar standing next to me.

But, of course, that is not the case. I observed everything here in this magic mirror in the Caravansary of the Mada Basari.

The exciting events already begin to dissolve in my memory—like a dream—but the feeling that I just watched a great adventure remains. My friend Alrik did not lie—this experience was worth the 20 ducats I paid for it!

I wonder, though, if this was just someone's crazy fever dream, or if these events really happened somewhere, in another world. And which world is the real one? What if someone else is watching me in a magic mirror right now? Is it even possible for anyone to ever answer this question with absolute certainty?

Alrik abruptly interrupts my thoughts when he shows me an old, rolled up parchment. "This," he says proudly, "is Turan's treasure map! I think it's time we have our own great adventure!"

You have overcome the Adventure and the "Curse of the Desert" campaign. As a reward, you receive the **Player Title** card "Truth in the Mirror" (No. 165). This card is not tied to any specific hero but to you. Every time you play **Aventuria**, you may place this card next to your Hero Card at the start of an Adventure and profit from its effect during the Adventure.

Rules Questions and Answers

Death's Candidate

Q: Some "Death's Candidate" cards say the current Tower Exploration only ends with the death of the hero. Does this mean that during such Explorations, you always play until you die?

A: Yes, that is correct.

Entrance Stairs

Q: Do I receive the "Entrance Stairs" Learning Card automatically at the start of the first Tower Exploration, or do I have to actively enter it first?

A: As with all other Tower Cards, your hero must actively enter the "Entrance Stairs" at least once before they learn from the experiences there. So, you do not automatically get the Learning Card at the start of the first exploration; your hero must stop on the "Entrance Stairs" or use a move action to enter them later.

Defeating Opponents with Learning Cards

Q: If I use a Learning Card to defeat one or more opponents, do I receive Fate Points (🪶) for them as if I had defeated them in combat?

A: No, you do not receive Fate Points (🪶) for such opponents, unless the card says otherwise.

Henchmen Attacks

Q: The henchmen the hero encounters in Borbarad's tower have a variety of criteria that determine their attack targets. When using them in the solo adventure with only one hero, that hero is always affected, right?

A: That is correct. Since the solo hero is the only valid target, the henchmen's actions always affect them.

Cocoons on the Ceiling

Q: The game includes 2 Drugone cards. If the "Cocoons on the Ceiling" Learning Card asks me to place another Drugone, but both are already in play, what should I do?

A: In this case, your hero is lucky and no additional Drugone appears.

Endeavor

Q: This card allows me to discard any number of Fate Points (🪶) and Endurance Cards to make the same number of additional moves. Do I have to discard all the Fate Points (🪶) and Endurance Cards before I move the hero, or can I expend them one after the other while I move the hero accordingly?

A: You may expend 1 Fate Point (🪶) or Endurance Card at a time, perform the movement, and then decide whether to expend 1 additional Fate Point (🪶) or Endurance Card for another movement, and so on.

The Vagabond

Q: "The Vagabond" reduces the damage Orc henchman suffer from Learning Cards by 2. Does this also help henchmen defeated by Learning Card effects?

A: No. When your hero directly defeats an Orc henchman with such an effect, "The Vagabond's" ability does not apply.

Bull Skull Shrine

Q: The Critical Success result mentions, among other things, that I should no longer use the normal Orc Henchmen Pile. May I also discard all Orc henchmen currently in the Row of Villains?

A: No. Orc henchmen already in play remain in the Row of Villains. However, no additional Orcs arrive after this moment.

Doubler

Q: Am I interpreting this Henchman Card correctly...? I cannot defeat the "Doubler" henchman normally in combat because it multiplies even more?

A: Yes, that is correct. This is a reference to the original *The Dark Eye* adventure *Curse of Borbarad*, which—we suspect—was probably a reference to the Tribbles from *Star Trek*.

Ship's Computer

Q: I don't understand how to use the "Ship's Computer" Learning Card to gain the "Analytic Engine" Task Card. Please explain it to me in detail!

A: The exact procedure is as follows:

First, use the various Learning Cards in the game to collect at least 10 ⊗ on the "Death's Candidate 🚪" card. You may use different Tower Cards to achieve this, including the "Ship's Computer" Tower Card itself.

Once you collect at least 10 ⊗, you must make one more successful roll on the "Ship's Computer" Tower Card to gain 1 ⊗ (increasing the total to 11 ⊗, or more). In doing so, you achieve the **Objective** and gain the "Analytical Engine" Task Card.

Multiplayer Version

We designed **Curse of the Desert** for a single hero, but you can also play the campaign with a group of heroes. To do so, however, you need the **Aventuria Box "Chalices of Power"** for its multiplayer rules, game materials, and additional heroes.

Nedime, the Caliph's Daughter

To play this adventure as part of a Multiplayer Campaign, make the following adjustments:

Less Time: At the start of the Adventure, remove 2 tokens from the Nedime card.

Reduced Maximum : The heroes have reduced maximum , depending on the number of heroes ( ).

Number of Heroes	Maximum
2	30
3	25
4-6	20

Each hero starts each Exploration with this number of and can only be healed up to this number of .

Hero Group: The Hero Token on the Palace Plan represents the entire group. The group cannot be split up.

Starting Hero: Use the Starting Hero Token and pass it along at the end of each round as usual. The attacks of Leaders and other effects that would affect the solo hero, are aimed at the current Starting Hero instead.

Step 0: In this step, starting with the current starting hero, each hero performs a movement and fully resolves its effect before the next hero's turn. The game effects of Palace, Story and Manticore Cards triggered by this movement only apply to the hero who performed the movement!

In a group of 4-6 heroes, only the first three heroes perform a movement.

More Dangerous Leaders: Increase the number of shown on the "Baradarasch," "Engrit Sila," and "The Singing Manticore" cards (after applying modifiers from Story Cards if applicable) by the number of additional heroes and the by the number of additional heroes x 10. For example, with 3 heroes, their would increase by 2 and their by 20.

Henchmen: At the beginning of each Exploration and every time reinforcements arrive according to the Time Scale ( ), you do not draw 1 henchman, but ( ) henchmen. The heroes do not receive Fate Cards for eliminated henchmen, but the usual .

Unconscious Hero: If at least one hero has 0 at the end of a round, the current Exploration ends immediately with the heroes' retreat.

End of an Exploration: In the multiplayer version, an Exploration ends when Nedime is freed or the heroes decide to retreat, or if one of the heroes has drawn the last card from their Hero Deck. It also ends if a hero is unconscious at the end of a round—see above.

Finishing the Adventure: Once you have overcome the Adventure, each hero receives the rewards mentioned in the corresponding section.

Curse of Borbarad

To play this adventure as part of a Multiplayer Campaign, make the following adjustments:

Fellowship of Pain: Be warned: the regular Solo version of this adventure is a harrowing experience for the protagonist, and in the multiplayer version this experience is multiplied.

Reduced Maximum : The heroes have reduced maximum , depending on the number of heroes ( ).

Number of Heroes	Maximum
2	30
3	25
4-6	20

Each hero starts each Tower Exploration with this number of and can only be healed up to this number of .

Hero Group: The Hero Token on the Tower Plan represents the entire group. The group cannot be split up.

Starting Hero: Use the Starting Hero Token and pass it along at the end of each round as usual. The attacks of Leaders and other effects that would affect the solo hero, are aimed at the current Starting Hero instead.

Group Time Scale: Use the Group Time Scale *(No. 158)* instead of the regular Time Scale.

Orc Henchmen: Add all Henchman Cards with the "Orc" keyword from the "Chalices of Power" box to the Henchmen Draw Pile.

Starting Henchmen: At the beginning of each Tower Exploration, you do not draw 2 henchmen, but (x 2) henchmen.

Step 0: In this step, only the starting hero makes a move and fully resolves its effect. The game effects triggered by this movement only apply to the starting hero!

Learning Cards and Permanent Effects: The Learning Cards and experience levels apply to all heroes in the group, regardless of which hero gained the Learning Card. Permanent effects listed in a box also apply to all heroes, and when there are on the "Hunger" or "Thirst" space of the Tower Plan, they apply to all heroes as well.

More Dangerous Leader: Increase the number of shown on the "The Vagabond" card by the number of additional heroes and the by the number of additional heroes x 10. For example, with 3 heroes, the would increase by 2 and the by 20.

Dying Heroes: Every time a hero becomes unconscious, they count as dead and cannot be revived in any way during the current Tower Exploration. They only return in the following exploration.

End of a Tower Exploration: The regular conditions on the **Death's Candidate** cards apply. The dying condition only applies to the last hero of the group, when they bite the dust.