

GLORY

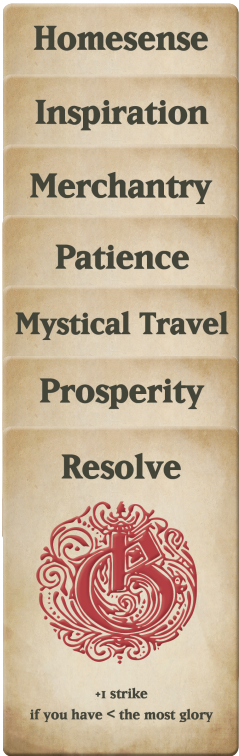
SOLO PLAY SCENARIOS



SOLO MODE

Remove the following cards from the game:

ABILITY



BATTLE



GOODS



FATE



Remove every fate card except for 1-12

Unlike the multiplayer game, **do not gain an ability for each 5 fate you collect.**

INTRODUCTION

Each scenario effects the future and must be played in order. Most scenarios are a race against the fate deck: you draw a fate card every 2nd turn and try to achieve a goal before the deck is depleted. In these scenarios, avoid fate spaces at all costs.

Two of the scenarios do not use the map at all; they are extended battles with special rules. The final scenario gathers all the consequences from the previous scenarios, follows two heroes across the map, and concludes with special rules for combating a host of villains as a team.

LORE

Our story depicts a prosperous land falling upon hard times. Dark forces stir unseen. Only old-man Adventurer understands the danger. If he can delay the inevitable onslaught, other heroes will wake up and take up arms according to their abilities. Time is of the essence; battles begin with imperfection written in; everyone must start before they are ready. Only wisdom & bravery counteracts the mire of chaos, hard luck, & intimidating odds.

Should the forces of good prevail it is possible that heroism will leave inspiration in its wake, beginning a promising new age.

PREP NOTES

Lairs & quests placed on the map are face-up. Set up everything else as normal except for when otherwise instructed. Check each scenario's diagram for help.

SOLO MODE

SCENARIO ONE THE END TIMES BEGIN

Strategy

Time is of the essence!
Fortunately you are
mobile- use that re-
roll for movement, not
just combat. And don't
forget your magic map!

A long period of peace leaves the kingdom complacent- except for one old adventurer. Trouble is coming from the north, far too great to stop. A brave veteran dons his adventure cap one final time to forestall calamity.

VICTORY

Defeat the 2 northern lairs

DEFEAT

The fate deck is empty



Place the following on the map:

NE-lair- Blue Dragon

NW-lair- White Dragon

SE-lair- Wolf

SW-lair- coin

S-town- quest 3

N-town- quest 10 & Veteran Wisdom

Start play as the Adventurer on the W-Town
with 3 coin.

Shuffle fates 1-12 and place face-down
beside your hero board.

LEGEND CHANGES

SE lair- gain Wolf

N town- gain Veteran Wisdom

All towns- regain lost health

If you visit both the E & W towns-
gain an ability

FATE

At the end of every 2nd turn,
draw a fate card.

FUTURE ADVENTURE

Start scenario 2 with an Animate Cloak if
you win with ≥ 2 fate cards in the deck.

SOLO MODE

SCENARIO TWO THE GOBLIN KING'S ARMY

Strategy

Buy wisely! And don't have coins left over, or else the GOBLIN KING will have an advantage. Heal tactically; don't expect to win all battles. And don't forget you gain abilities for each 5 glory you earn!

The Goblins are the first to take advantage of chaos. Into the turbulence walks calmly the stoic Golem. Woe to the armies of the Goblin King, for the cure to chaos is equanimity.

VICTORY / DEFEAT

Defeat as many Battle & Lair cards as you can.



SET UP

Take all goblins, hobgoblins, & 1 stone elemental from the battle deck; take the Goblin King & the Giant from the lair deck. Make a single face-up deck with the goblins on the top, followed by hobgoblins, the Goblin King, the stone elemental, and the Giant on the bottom.

Grab your Golem sheet, Fey Ribbon, and 12 coins. Then, set out 20 random goods cards face-up.

BAZAAR PHASE

Buy exactly 12 coins worth of the 20 goods on display. If you can't use exactly 12 coins, the Goblin King will have an advantage (see the card). When you are done buying, set all the goods cards away.

BATTLE PHASE

You will now try to defeat all the battle & lair cards in 1 single combat. Start with the goblin on top- when you defeat it, discard it. Then, battle the next card revealed. Continue to battle. **For the sake of your special ability, all the cards together count as one battle.** For goods & abilities, each battle card still counts as its own single battle.

Every 5 glory you earn, draw 3 abilities and keep 1- but do not gain a coin.



If you want to regain health, you must withdraw from battling your current foe. Set that card you withdrew from aside- it will be used in the other scenarios. When you withdraw, regain all lost health.

FUTURE ADVENTURE

Keep all the cards you did not defeat in a separate pile- keep track of it, you'll need it for scenario 4.



SOLO MODE

SCENARIO THREE THE YEAR OF THE DEAD

The soil of the kingdom churns with the rising dead. The Warlock has fled the castle, now overtaken by necrotic forces. Although the Goblin uprising is subdued, a shadow of grief darkens the four lands.

VICTORY

Slay the Skeleton Queen. Defeat as many undead as you can.

DEFEAT

You fail to slay the Skeleton Queen before the fate deck depletes.

The scenario only ends when the last fate card is drawn or you are dead.



Place the following on the map:

Castle- Skeleton Queen & Crow

SW-lair- Naga

SE-lair- Animate Cloak

N-town- Talisman & quest 12

W-town- Mud Elemental

E-town- Poltergeist

Remove all non-undead from the battle deck

Start on the NW-lair with 3 coin and Lich Flag, but not your Crow.

Shuffle fates 1-12 and place face-down beside your hero board.

WISDOM PHASE

Mark off 20 Glory. Draw 5 piles of 3 Abilities. Choose one pile to start the scenario with.

LEGEND CHANGES

Castle- lair until defeated;
gain Crow upon victory

NW-lair- buy goods as normal

SE-lair- gain Animate Cloak

W+E towns- battle spaces until defeated

N-town- gain Talisman when quest is done

S-town- gain a coin

Towns (all)- regain lost health

UNDEAD

Undead cards you draw from the battle deck but do not defeat go to the bottom of the deck.

FATE

At the end of every 2nd turn, draw a fate card.

FUTURE ADVENTURE

All undead left in the battle deck or on the map move into the next scenario along with any cards undefeated from scenario 2...

Strategy

There's a lot of risen dead out there! You start max'ed out on Glory, but with your Lich Flag you gain 1 coin for each undead you slay. That could add up to a lot. Gear up to tackle the Skeleton Queen to liberate your Crow before trying the Vampire or Naga.



SOLO MODE

SCENARIO FOUR

SEER'S END

Strategy

This is your chance to prevent battle cards from moving to the final scenario. Don't expect to win every battle, but each card you defeat makes the final fight of the final scenario a little more manageable.

A Basilisk joins the ranks of chaos spreading throughout the kingdom. It strikes fear into all- all but the Seer! Who better to hold the petrifying gaze of fear incarnate than she who sees nothing but the future. The Seer sees what is unfolding and knows the part she is destined to play in it.

VICTORY / DEFEAT

Defeat as many Battle and Lair cards as you can. The scenario ends when there are no more cards to battle or you are dead.



SET UP

Take all the undefeated cards from scenarios 2 & 3 and shuffle them together face-down. Put the Basilisk on top. Then turn the whole deck face-up (so that the Basilisk is now on the bottom).

Grab your Seer board, your Fairy Lantern, & any two 2-cost goods. Take Destiny from the ability deck, 3 coins, & give yourself 3 glory.

BATTLE PHASE

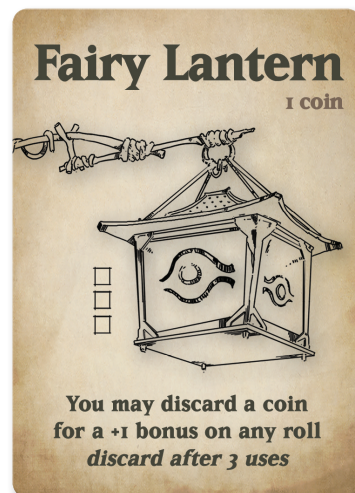
You will now try to defeat all the battle and lair cards in 1 single combat. Start with the card on top- when you defeat it, discard it. Then, battle the next card revealed. Continue to battle. For goods & abilities, each battle card still counts as its own single battle.

Every 5 glory you earn, draw 2 abilities and keep 1- but do not gain a coin.

If you want to regain health, you must withdraw from battling your current foe. Set that card you withdrew from aside- it will be used in the final scenario. When you withdraw, regain all lost health.

FUTURE ADVENTURE

Whether you live or die, all undefeated battle & lair cards move on to the final scenario. Keep track of them!



In a moment of relative calm, towns gather resources to help a fabled Druid face a brewing Storm Elemental. Meanwhile, it is foretold that a young Knight will stop the dragon invasion from the west- but that Knight is mortally ill. The Druid must first find a remedy to redeem the prophesy.

VICTORY

Defeat all 3 lairs

DEFEAT

The fate deck is empty



Place the following on the map:

NW-lair- Shadow Wyrn

SW-lair- Black Dragon

NE-lair- Heroe's Shield & Journy

W-town- Seafoam Ring & a coin

N-town- Storm Elemental

E-town- Wolf & a coin

S-town- quests 4 & 5

Start as the Druid with 3 coins on the SE-lair.

The battle deck is composed of 1 of each dragon battle card and every elemental card except for 1 Stone Elemental.

Shuffle Amble (ability) into the fate deck.

LEGEND CHANGES

Castle- do not restock bought goods

NE-lair- Gain Hero's Shield & Journey

N-town- Lair

W/N/E Town- gain a coin;

you can buy the good there

FATE

At the end of every 2nd turn, draw a fate card. Abilities you draw count as fate cards for this purpose. Keep fates collected by the Druid & Knight seperate.

THE KNIGHT REVIVED

If you bring your completed Concoction to the S-town you may switch to playing the Knight, who gains your coins & goods (but not abilities).



BATTLE DECK

Battle cards you draw and do not defeat go to the bottom of the deck.

FUTURE ADVENTURE

Once all 3 lairs are vanquished, count the fate cards left in your fate deck. Remove that many cards from the top of your battle deck. All undefeated battle & lair cards from this and past scenarios move forward to the final game.

SOLO MODE

SCENARIO FIVE

THE AILING KNIGHT

Strategy

You may choose to play through as the Druid or switch to the Knight after the Concoction is complete. Don't dally; there's a lot to do and not so much time. Hit those havens whenever you can!

SOLO MODE

The Shadow Wyrms returns, taking the castle. It would seem that past prophesies and heroic work were for naught. But time was purchased; Totem rises from the grave of the Druid, bent on summoning the combined spirit of heroes past: Ender.

SCENARIO SIX
TOTEM & ENDER
VS
THE RETURN OF THE
SHADOW WYRM

VICTORY
Slay the Shadow Wyrms

DEFEAT
The fate deck is empty



Place the following on the map:

Castle- Shadow Wyrms
N-town- Lich Flag
W & E-towns- a coin
Havens- a coin
S-town- Quest 2
SE-lair- Quest 8

Lairs: shuffle Vampire, Lich, Aberration, Demon, and undefeated lair (not battle) cards from past scenarios. Randomly place one face-down on all Lairs but the SE-Lair. Place the rest beside the board.

Battle cards: combine undefeated battle cards from past scenarios. Place by the board face-down, creating the battle deck. Battles drawn and not defeated go to the deck bottom.

Fate cards: create the same fate deck as past scenarios, except- shuffle 1 Muse (ability) into the top 6 cards and 2 Stamina (ability) into the bottom 6 cards.

Start as Totem on the SE-lair with no coin and Amble (ability).

LEGEND CHANGES

Castle- see **LAST BATTLE**

N-town- gain Lich Flag

E/S/W-Town- can buy goods like the castle; regain lost health

FATE

At the end of every 2nd turn, draw a fate card. Abilities you may draw count as fate cards for this purpose. Keep fate cards collected by Totem & Ender separate.

SUMMON ENDER

When the SE-lair quest is complete and you return to the SE-lair, stop playing Totem and start playing Ender. Ender may take Totem's coins and goods (except Flying Sword), but not abilities.

LAST BATTLE

At any time declare the final battle and move both Totem & Ender to the Castle. Take undefeated lair cards (beside the board & on lairs) and put them on top of the Shadow Wyrms



in any order.

You cannot withdraw; you must defeat every card in order. For goods, abilities, & special abilities each battle card still counts as its own single battle. Roll for both your heroes and the enemy at once; the highest single roll wins. If the enemy wins a roll, you decide who takes (all) the damage. If your heroes both win with the same strike roll, you decide the winner. Divide glory you gain throughout the final battle between your two heroes as you see fit. **The Shadow Wyrms gains extra health equal to the number of cards left in the battle deck & a +1 strike bonus.**

Good luck! Glory to the four lands! You can do it!