

LEGENDSTM UNTOLD



A Print and Play Campaign for Legends Untold
A copy of The Weeping Caves Novice Set is required to play this content.



SAVING THE SAX CAMPAIGN BOOK

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Saving the Sax — Campaign Guide

"It's not enough." Worry lines began to crease Dorica's face. "At this rate, they are going to get sick and there won't be enough of us left to make it to the Great Diversion, never mind reach the city beyond."

"Have faith, Dorica." Feran smiled at her wryly. "The late Earl's son and his companions have shown great bravery, considering the circumstances. They will find a way to overcome this. We will be safe."

"Feran, your optimism is commendable. You know this place better than any of us, from your travels. Are you sure they can cope with the challenges ahead?"

"There is something different about them; they stand larger than life amongst our kin. I have seen their kind before only rarely. They are the ones who become heroes, whose deeds become legends, and through whom our history is told."

Introduction

Welcome to a new Cinematic Campaign arc for *Legends Untold: Saving the Sax*. This campaign is free to play; simply print off this document and use it with your existing copy of the Weeping Caves Novice Set. We hope that by playing through the campaign you will enjoy this new story about the Sax, while trying out some of the new gameplay mechanics we are introducing in our upcoming Campaign, *The Illumination of Deepsorrow*. As ever, your support and enthusiasm for the Legends Untold project is incredible; building a world together with you is something to be cherished, a torch we hold high in a world where things are bleak.

- Inspiring Games, July 2020

New gameplay mechanics

We are so excited about the *Deepsorrow* Campaign, we wanted to give you this special preview of some of the new mechanics we are introducing.

Non-linear Episode progression

This Campaign uses some non-linear Episode progression: you will reach a point where you will get to choose which Episode to play next. In *Deepsorrow*, our intent is that you will play only a proportion of the included Episodes in any campaign run through. Each Episode also has a more detailed introduction and end-of-Adventure narrative, to help build some of the background around Mor Nadar.

Clues

In each Adventure, there are a number of a **Clues** that you might discover, either through Plot cards drawn from the Adventure deck, or other things that might happen during the Adventure. Clues not only give the Party new information about the story and setting, but also form a part of the Adventure, giving you more choices and challenges as you play. The included **Clue Directory** allows us to provide more thematic description than we can using just the cards.

Gaining Knowledge Boons and the Backpack

As the Party finds Clues, their knowledge of the Weeping Caves and their awareness of their own culture will increase. This experience and self-awareness will grant them access to Party **Boons**, allowing them to put their knowledge to good use in overcoming challenges in the Caves. In addition, the Party can acquire a **Backpack** of helpful items that can be used once per Adventure.

Playing the Campaign

Before you begin the Campaign, check that you have printed the following components:

- This guide (including the Episode summaries, the Clue Directory, and the Epilogue list)
- the *Saving the Sax* Cinematic Campaign Record Keeping Sheet (at the end of this Campaign Guide)
- 10 Episode cards
- 8 Boon cards
- 6 Backpack cards

Follow the setup for Campaigns and Adventures found in the core *Legends Untold* rules, but using the included *Saving the Sax* Episode cards, beginning with the first: Episode 1 — Recover Supplies.

You only need the resources from The Weeping Caves Novice Set to play this Campaign. If you have other sets, feel free to play with them as well! The vision of the designers is that you can play this Campaign as a 'third strand' of the Saga of the Reluctant Heroes using an alternate build from the Novice Set heroes. For example if you used the Male Evicted Noble in the Weeping Caves, you could perhaps play the Evicted Noble's sister this time using an entirely different mix of Talents and Equipment. There are victory conditions set out at the end of this campaign if you wish to do this.

For those among you who care about thematic purity (we totally understand that not everyone does) you might notice that Wanda and her fellow Elders seem to be needed in two places at once (using both the Weeping Caves and the Saving the Sax Campaign). Simply use the Elder cards mechanically and perhaps count them as additional Elders you have not met yet!

As ever, how you play *Legends Untold* is entirely up to you.

Special Rules

About Episodes

Each Episode in this Campaign begins with a Background section that should be read at the start of the Adventure, which provides some story and other details about that Episode. After you successfully complete an Episode, read the "End of Adventure" section. Depending on the number of Clues found during the Adventure, you might gain access to one or more Epilogues, which provide even more story details and other potential benefits.

Resolving Clues

As your Party progresses through each Episode, you will find Clues. Clues provide additional information on the history and background of the world, especially the Weeping Caves.

Each Episode card will tell you how the Party will gain Clues — usually by drawing Plot cards — and which entries to read from the **Clue Directory**. If you aren't drawing a lot of cards from the Adventure deck, you can increase your chances of finding more Clues by investigating Barriers and Search Zones. When the Party draws a Plot card that results in a Clue, it is treated in a similar manner to Event cards: first, finish resolving the Action that caused you to gain the Clue, then resolve the Clue. If an Action causes you to draw any Event cards along with a Clue, resolve the Events first.

Clues may lead to you receiving further Clues, and each should be resolved in turn.

When you have resolved all Clues, retain any Plot cards to help determine Epilogues at the end of the Adventure; do not place them in the discard pile.

Resolve Action -> Resolve any Event(s) -> Resolve Clue

Example: The Party moves into a Location that has a Discovery. They draw two cards from the Adventure deck: the first card is a Plot card — meaning the Party gains a Clue — and the second card is an Encounter. The Party must resolve the Encounter before resolving the Clue. As part of resolving the Encounter, the Party must Spend Time, which triggers an Event. The Party finishes resolving the Encounter, then the Event, and finally, resolves the Clue by reading the appropriate entry in the Clue Directory.

Epilogues

The End of Adventure section for each Episode will instruct you which Epilogue(s) to read depending upon the number of Plot cards you find.. Read the relevant Epilogue(s) and update your Knowledge tracks accordingly.

Elders and Gifts

During this Campaign, the Elders will join the Party at different points. Each Elder can only be used once during a Campaign. If an Elder is used during an Episode that is completed successfully, the Party gains that Elder's gift for the following Episode. When an Elder is used, note which Elder has been used and whether they survived, using the Campaign Record Keeping sheet, then return that Elder to the box.

The Knowledge tracks

During the campaign you will gain knowledge of the Caves and the Ancestral Lore passed down among the Sax people for generations. Record any change to your Knowledge Level using the Knowledge tracks on the Record Keeping Sheet. Note which level you have reached for each Knowledge track at the end of each Adventure, and draw any new Boons or Backpack cards accordingly when setting up for the next Adventure.

All bonuses only apply to the *Saving the Sax* Campaign and can be found on the Boons and Backpack cards. Each bonus can only be used once per Adventure.

Terminology

A **Reroll** means that you may choose to reroll all dice when undertaking a **Test** of the stated type. When you make a reroll you must reroll all the dice and use the rerolled result.

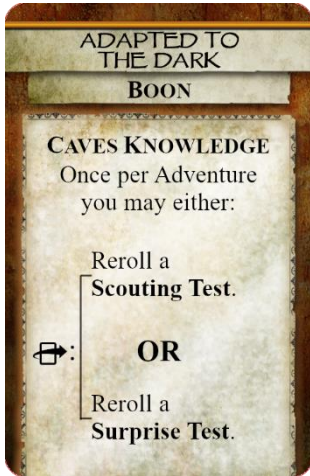
Divine means that you may look at that many cards in the named deck and then return them back to the top of that deck in any order.

Example: “Divine 2 Adventure cards” allows you to draw the top two Adventure cards and then return them back to the top of the Adventure deck in any order.

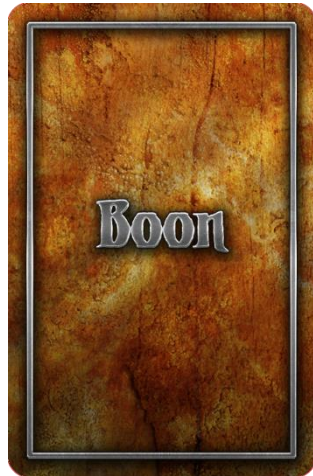
Boons

When a Knowledge track instructs you to receive a Boon Card take the named Boon card and place it face up somewhere on the table. Tick the box next to the relevant Card Name on the Knowledge tracks so that you know which Boons you will receive for the rest of the Campaign.

We recommend you keep all your Boon cards together either beside your Readiness Tracker or somewhere else that is convenient. This way, you can easily see all your available Boons at a glance.



Boon card face up

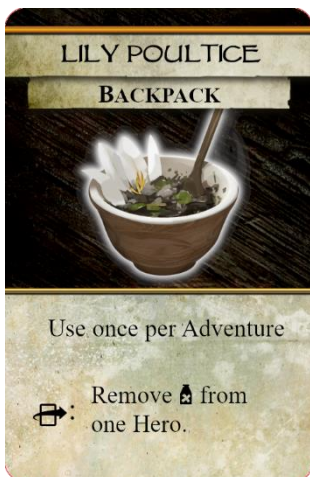


Boon card reverse

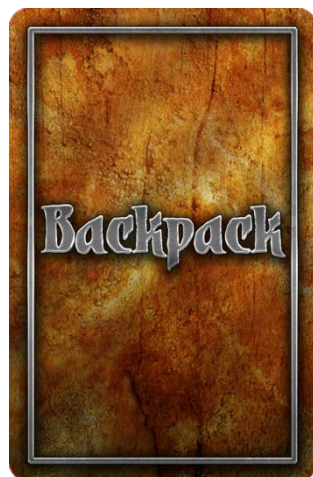
- Boons are for communal use and have two benefits listed on the card. The top benefit is always for use in a non-Combat situation, the bottom benefit is for use in Combat. This means that if you are in Combat, you only need to look at the bottom half of your Boon cards to see if they are of help to you.
- When you use a Boon's benefit it is Drained. Turn it over, it cannot be used for the rest of the Adventure.
- Boons are not a type of health, they cannot be Drained to absorb Damage.

Backpack cards

When a Knowledge track instructs you to receive a Backpack card take the named Backpack card and tick the box next to the relevant Card Name on the Knowledge tracks so that you know which Backpack cards you will receive for the rest of the Campaign. Backpack cards are subject to the same rules as Gaining Loot on p27 of the Core Rulebook.



Backpack card face up

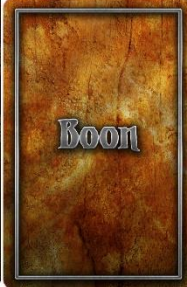
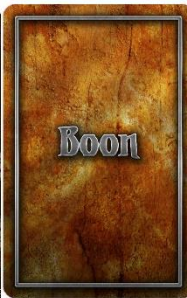


Backpack card reverse

- Backpack cards are for communal use and operate in a similar manner to Loot Items except that you receive them via the Knowledge tracks and not from the Adventure deck.
- When you use a Backpack card it is Drained. Turn it over, it cannot be used for the rest of the Adventure.
- Backpack cards are not a type of health, they cannot be Drained to absorb Damage.

READINESS
Readiness determined by Result vs Brightness Difficulty (p18 Rulebook)

	+4 OR MORE	BETWEEN 0 AND +3	-1 OR BELOW
	ALERT	BOLD	CARELESS
OBSTACLE	Retreat \boxtimes Resolve	Retreat \boxtimes Resolve	Retreat \boxtimes Resolve
Trial	Retreat \boxtimes Resolve	Retreat \boxtimes Resolve	Retreat \boxtimes Resolve
Trap	Retreat \boxtimes Resolve	Resolve	Triggered
BOOBY TRAP	Ignore	Ignore	Triggered (NB Careless Search = Triggered.)
Encounter	Resolve	Resolve	Resolve
Curiosity	Ignore Resolve	Ignore Resolve	Ignore Resolve



Boon card suggested layout
Place Boons next to the Readiness Tracker in two rows. The example shown here shows three used and two unused Boons.



Backpack card suggested layout
Place Backpack cards next to Outfits and Kits. The example shown here shows one used and one unused Backpack card.



Episode 1 — Recover Supplies

Background

Your people, the Sax, have travelled long and hard to get to the entrance to the Weeping Caves. You have fled from the Newcomers, who raided the towns and villages of your homelands, far to the east of here. Your kin are fewer in number than they ever have been before. Tired and low on food, you tried to gain access to the great city of Dun Mordhain but were turned away at the gates. The Elders of your tribe have sent others into the Weeping Caves to try to find a way into the city.

Meanwhile, your people urgently need food and supplies to keep them alive while they wait. The Weeping Caves are said to be dangerous, but if you are brave and clever, perhaps you can gather sufficient supplies to keep your people going for a while.

End of Adventure

You have succeeded in finding some supplies; enough to keep your people going for maybe a day or two more and buy the time to let others find a way through the Weeping Caves. You have also learned a great deal about the Weeping Caves themselves, and what lies within them.

If you found 0 or 1 Plot cards during your Adventure — read Epilogue 5.

If you found 2 or 3 Plot cards during your Adventure — read Epilogue 5 and Epilogue 3.

Next Adventure

Play Episode 2 “Exploring the Caves”.

Episode 2 — Exploring the Caves

Background

Your first forays into the Weeping Caves have been of great interest to the Elders of the Sax. Wanda and her fellow Elders have lived long and varied lives and carry the knowledge and history of your people within themselves. Taking one of the Elders on this trip will help you discover more about the Weeping Caves.

Taking one of the Elders with you is not without its dangers. Losing an Elder to the darkness and dangers of the caves would be a huge blow to your people. Choose who accompanies you wisely.

End of Adventure

Your journey deeper into the tunnels has shown you much of the wonders of the Weeping Caves. The whole place is a living ecosystem. The swift torrents of the river far below are a pulse which is pumped at great pressure via long arterial fissures running through the rock. When this lifeforce reaches the topmost fissures it gradually returns to its source, forming great tunnels and chambers through the softer parts of the rock. The excess water that is shed back down the hillside help explain why this place has its name.

If you found 0 or 1 Plot card during your Adventure — read Epilogue 11.

If you found 2 or 3 Plot cards during your Adventure — read Epilogue 11 and Epilogue 15.

Next Adventure

Play Episode 3 “News of a Plague”.

Episode 3 — News of a Plague

Background

Your journeys have kept you from your people for several days. Upon your return you discover that there are many who have fallen ill since they arrived here. Perhaps it is the camp that has spread this plague, or perhaps it is a curse laid upon them by the Newcomers. The Elders have gathered once more. They have experienced suffering like this in the past and know of cures that can be found by harvesting specimens of subterranean flora and fungi. With sufficient plants and herbs to work with, their wisdom and skill might be able to prevent the plague from spreading. You need the expertise of the Elders and ask one of them to accompany you to show you what is needed.

End of Adventure

You return to the surface, delighted to feel the sun's warm touch on your skin again. Your search beneath the ground has let you gather the specimens you believe will help your people. Your time with the Elder has given you many insights into life, giving you a new perspective on both the Weeping Caves, and your own culture.

If you found 1 Plot card during your Adventure — read Epilogue 16.

If you found 2 Plot cards during your Adventure — read Epilogue 16 and Epilogue 2.

If you found 3 Plot cards during your Adventure — read Epilogue 16, Epilogue 2, and Epilogue 9.

Next Adventure

After a brief rest, the Elders approach you with two ideas that might help track down the source of this plague:

They have heard of a sage, a man of learning known as Master Shug, who lives within the Weeping Caves. If you can seek him out, he might share his knowledge to help you.

If this is the path you wish to take, play Episode 4 “Seek the Ancient Man” next.

The Elders are aware that Gnimshka have been known to frequent this type of environment, sometimes settling within them if the conditions are favourable. If you can find them the Gnimshka may be able to help you by sharing some of their knowledge of the Weeping Caves.

If this is the path you wish to take, play Episode 5 “The Crystal Miners” next.

Episode 4 — Seek the Ancient Man

Background

The Weeping Caves are abundant with many forms of life including Cave Goblins, sentient plants and giant insects. However, they are also called home by many that have fled Dun Mordhain or other regions of the Cold Lands that surround the city. The Elders have heard that there is one of great knowledge, who has lived within the Weeping Caves for decades and survived. It is reasonable to assume that this hermit, known as Master Shug, might know of the cause of this horrible plague. Finding this hermit within the caves in which he has lived for so long will be difficult. Convincing him to help might be harder still.

End of Adventure

You have tracked down the hermit of the caves. He has much to say on the causes of such illnesses and from whence they came. “The Weeping Caves are not just a home to strange creatures,” states Master Shug. “The cure you seek lies beyond the simple creatures and plants of the Weeping Caves. There is old magic at play here, the ancient raw power that only the long-departed Areten were able to truly understand. I have been studying this phenomenon for years. You may experience that raw magic if you travel to the right places and show your strength of will. Deep in the ancient heart of the caves lies an old abandoned Areten shrine. Travel to it and prove to its guardian that you can pass and you will find the answers you seek.”

If you found 0 or 1 Plot card during your Adventure — read Epilogue 10.

If you found 2 or 3 Plot cards during your Adventure — read Epilogue 10 and Epilogue 17.

Next Adventure

Play Episode 6 “The Ancient Shrine” next.

Episode 5 — The Crystal Miners

Background

“The Gnimshka have long been known to live in the dark places, deep beneath the ground,” One of the Elders tells you. “They are one of the oldest cultures to wander these lands, and they possess much knowledge. Find them and persuade them to share the secrets of the caves.” During your travels underground you passed small flakes of crystal, something that the Gnimshka have long coveted. The Elders divulge a Gnimshka mining proverb that Feran once heard on his travels:

“Sing to the earth and the earth shall sing back to ye.”

Follow the miners’ trail and you might find someone who can aid you with the plague that blights your people.

End of Adventure

You have found the Gnimshka, thriving deep beneath the ground. They have spent many years in the caves and when you tell them of the plight of your people, they agree to help. They are no friends of the Newcomers, a culture that threatens to upset the peaceful status quo in the Cold Lands. The Gnimshka mention that the Goblins have fought many diseases within the Weeping Caves using an oil in their food, lights, and the weird lobgourds they fling at their foes. If you can obtain a sufficient supply of this oil, it might help your people.

“Be careful,” a Gnimshka says. “You do not wish to upset the balance within the Weeping Caves. We are cautious when we mine for gems. This place is connected to something much deeper and older we do not wish to disturb.”

If you found 0 or 1 Plot card during your Adventure — read Epilogue 6.

If you found 2 Plot cards during your Adventure — read Epilogue 6 and Epilogue 13.

If you found 3 Plot cards during your Adventure — read Epilogue 6, Epilogue 13, and Epilogue 18.

Next Adventure

Play Episode 7 “Goblin Supplies” next.

Episode 6 — The Ancient Shrine

Background

“The Weeping Caves are a place of power; they are more than just a wonder of nature,” says Master Shug. “The shrine is far older than the Celti who built Dun Mordhain alongside their Brethren friends. Nobody has seen their like in centuries but the Areten are remembered as a beautiful people. They communicated using Aetheru, a language now lost to us, that used the very essence of raw magic as its words and forms. I have approached the shrine on many occasions, but it is guarded by a powerful Golem which demands much of those that wish to pass to the shrine beyond it. Answers its questions, be humble, and you may get the help you need from the spirit that inhabits the shrine.” You talk long into the evening with the Elders and one of them agrees to accompany you on your journey. You must guard the Elder and get to the shrine to understand what is happening.

End of Adventure

Your exploits have unlocked another mystery of the Weeping Caves. They are more than just tunnels carved from the rock by the tides. They also contain pathways of magical energies; a convergence that empowers the curiosities and creatures that you have met within their walls. The shrine told you the source of the plague lies with the animals of the caves. If you can obtain samples of the animals that live within the Weeping Caves, your Elders can create a cure for the blight which afflicts your people. However, you cannot shake the great unease that comes with the voices from the shrine; they are voices from deep within the caves, voices from the past, and yet they answer you now.

If you found 1 Plot card during your Adventure — read Epilogue 7.

If you found 2 Plot cards during your Adventure — read Epilogue 7 and Epilogue 12.

If you found 3 Plot cards during your Adventure — read Epilogue 7, Epilogue 12, and Epilogue 1.

Next Adventure

Play Episode 8 “Source of the Blight” next.

Episode 7 — Goblin Supplies

Background

“We’ve lived down here a long time,” one of the Gnimshka miners tells you. “We’ve faced a lot of predators and survived many unusual events, including plagues like the one your people are facing. We learnt from others down here; the Goblins have dwelt in these caves far longer than us, and, as you can see from their numbers, they have thrived. They also faced such a plague a while back and found a treatment, a medicine that helped those who suffered the most. We’ve tried their medicine and it worked for us, maybe it will work you. Beware mind you! The treatment is more than a little flammable, and if you anger those Goblins, they are more than likely to throw it at you... on fire.”

The Gnimshka tell you that the Goblins have hoarded lobgourds of the medicinal oil in their barracks. If you can find the barracks and defeat any guards therein you should be able to get enough oil to help your people.

End of Adventure

The last of the guards lies dead on the floor and you’ve found their supply of lobgourds containing the oil your people need. Grabbing as much as you can carry between you, you head back towards the surface and start distributing it to those suffering from the plague. Almost immediately you bring relief to those in pain and for the first time in a while you can breathe more easily.

If you found 0 or 1 Plot card during your Adventure — read Epilogue 4.

If you found 2 or 3 Plot cards during your Adventure — read Epilogue 4 and Epilogue 19.

Next Adventure

Play Episode 8 “Source of the Blight” next.

Episode 8 — Source of the Blight

Background

The creatures of the Weeping Caves appear to be linked to the plague. The Elders believe that taking samples from the nests of some of the animals, reptiles, and insects that live there will allow you to create a cure — or at least improve the treatments you have — for the plague that is causing your people to suffer.

“Take me to the homes of these creatures,” intones the Elder you chose to accompany you. “I’m sure I can use what we find to create something that will bring respite to our people.”

It is time to return to the darkness once more. You are getting used to this. The Weeping Caves almost feel like a second home now.

End of Adventure

Success! You managed to gain a variety of samples from all manner of living things that were hidden away in corners of the Weeping Caves. The Elder that you brought all the way down here spends several hours examining the samples in small glass bottles, comparing them with every last plant they can see nearby.

“Often the cure is found near the curse,” says the Elder. “Something here might help; we must collect it all.”

Your nostrils burn with the acrid stench of your labours but your journey back to the surface is filled with a new hope.

If you found 0 or 1 Plot card during your Adventure — read Epilogue 14.

If you found 2 or 3 Plot cards during your Adventure — read Epilogue 14 and Epilogue 8.

Next Adventure

Play Episode 9 “A Portal to Safety” next.

Episode 9 — A Portal to Safety

Background

A haggard figure appears at the entrance to the Weeping Caves. “Your people cannot stay here forever,” says Master Shug, out of breath from his journey to the cave mouth. “I have at last found the rest of my notes, and with them, a way to use the power of the caves to take your people to a place of safety.”

Master Shug quickly sketches out a map in the dirt at your feet. “Near the Cave Mouth I have observed there is a crossroads, where both the cave divides and the pathways of light connect. Previously you may have found rifts within the Weeping Caves where the energies of the depths cross. If you can find three such rifts and connect them to the one at the crossroads, it should open a portal to a chamber once used by the Areten deep within the Weeping Caves, to an ancient place where your people might find respite.”

Your Elders agree; you cannot stay here, and you cannot go back. The only way is forward, into the dark.

End of Adventure

You have connected the pathways of light from the other chambers, forming a nexus which has given you power over the magical tear in reality at the crossroads. The Elder asks you to join and focus your minds together as one, using all of the knowledge that you have accumulated on your travels.

The glimmering portal no longer just shows another time, another place, it stretches wide and with a pulse of energy stabilises to form a magical gate, through which you can see a large, ancient chamber. This place seems unlike the rest of the Weeping Caves that you have seen. As the light flickers chaotically around you, the Elder commands: “Quickly now, return to the surface and muster our people. I will hold the gate open until you return, and we can escape this place!”

Add 1 to the Ancestral Lore and Cave Knowledge tracks.

Next Adventure

Play Episode 10 “Attack of the Goblins” next.

Episode 10 — Attack of the Goblins

Background

“Goblins!” comes the call of alarm from guards running towards you as you set off from the crossroads. You notice the remaining Elders are being escorted by these guards. The sweat drips from their brows and their breathing is laboured after the exertion. “There were Goblin scouts near the cave entrance, and they attacked us openly. Now there are sightings of Goblin raiding parties emerging all over the caves and the hills above Dun Mordhain.”

“We must act quickly,” decide the reunited party of Elders. “We cannot fight so many; our people are only just recovering from the plague. We are too weak to fend off such numbers for long. You must deal the Goblins a telling blow, seek out the Goblin Queen and rid us of her. This will hopefully throw the Goblins into enough confusion that we can move our people to safety through the portal. We do not take such actions lightly; this place is clearly the Goblins’ home and we are the ones invading, but our people must survive!” You prepare to enter the depths once more; the Goblins are angry, and you do not have much time to spare.

End of Adventure

The Goblin Queen lies defeated, her people scattered and in disarray. You might not have wanted to hurt so many to save your people, but survival is never an easy path. The rage and madness of the Goblins was caused by... something... whatever that thing was. An ancient spirit, an incarnation of the darkness, or perhaps a taste of things to come.

Proceed to the Campaign End section to establish your ending.

Clue Directory

Clue 1

Your exploration continues to take you deeper into the Weeping Caves. You have become accustomed to the water dripping from the ceiling above, but here that slow drip has turned into a curtain of water that forms pools in the deeper recesses of the tunnels, obscuring the view ahead. You see something lying at the bottom of one of these pools, maybe it is of use?

Do you want to investigate further, or ignore it?

- If you choose to investigate further — then one Hero must make a Swim (Brawn) Basic Test vs 12, then proceed to Clue 11.
- If you choose to ignore it — there is no effect. Continue the Adventure.

Clue 2

The bundle of plants tastes somewhat bitter, but revitalising.

- The Hero that consumed the bundle gains ❤️ and removes the 🦠 condition if they had it. Continue the Adventure.

Clue 3

You've listened too much; there are connections being made in your brain that really shouldn't work. The voices of the people you have talked to now echo in your mind.

Do you want to listen to the voices, or block them out?

- If you choose to listen to the voices — one Hero must make a Grit (Will) Basic Test vs 14 and then proceed to clue 15.
- If you choose to block out the voices — each Hero must make a Grit (Will) party Basic test vs 10. Any hero that fails this test must exhaust a Talent. Then, continue the Adventure.

Clue 4

The Goblin Queen staggers back from the barrage of blows against her. The rage in her eyes fades and a look of horror replaces it. "Stop!" she bellows, desperately fending off your attacks. "My kind are not your foes here." The Goblin Queen staggers from her wounds and falls to her knees.

"What you have done with the magic of the Weeping Caves has awoken something in the darkness that has possessed my people. There is an evil spirit, a malevolent, undying warrior that appeared in Warrenhome and has taken over the minds of my people. It has driven us to madness. You must destroy this spirit in the dark, or soon, it will be your people who are controlled by it."

The Goblin Queen falls to the floor and you realise that in saving your people you have endangered all others that live in the Weeping Caves. You must uncover and destroy this threat before it has a chance to dominate your people and in doing so, perhaps you'll save the Goblins as well.

- The Party must go to the Warrenhome Location and then Resolve Clue 43 rather than fighting the Foe that is there. If Warrenhome has already been Resolved, then resolve Clue 43 when you enter the Location.

Clue 5

As you head deeper into the Weeping Caves, you notice water seeping through cracks in the rock above your head and leaving small puddles on the floor along the tunnels. Apart from the steady dripping of water the caves around you are quiet, and dark. The occasional torch left alight reveals signs that others live here; as your eyes adjust to the dim light you notice the skeletal remains of several small animals that appear to have been gnawed upon by some larger creature.

Do you want to investigate the remains, or leave them be?

- If you choose to investigate the remains — make a Spot (Reason) Basic Test vs 14 with 🧑, then proceed to Clue 9.
- If you choose to ignore the remains — there is no effect. Continue the Adventure.

Clue 6

A dull boom echoes through the caves, reflecting off the walls of the tunnel and shaking the ground. You have not been this deep before, and the sound resonates with a quality that is new to you. It's hard to say what caused the noise, but there is now a steady thrum at the very edge of your hearing, like the breathing of some massive beast.

- Continue the Adventure.

Clue 7

You see the shiny rocks embedded in a stalactite. Perhaps you can get them free.

- One Hero may spend ⌚ and make a Probe (Handle) test and consult the table below:

16+	<i>The gems become free easier than you thought.</i> Gain the "Shiny Rocks" Loot card & 🗡️
12-15	<i>"Got them!"</i> Gain the "Shiny Rocks" Loot card
10-11	<i>The rocks break into pieces when you try to get them free</i>
<=9	<i>The rocks break into pieces and the Hero cuts themself and takes 💧</i>

- If the Shiny Rocks are given to the "Gnimshka Miners" for the Loot bonus on the Gnimshka Miners card, then the Loot bonus is increased to +4.
- If no Hero wishes to make the test, there is no effect.
- Continue the Adventure.


Clue 8

"I now understand more why Dun Mordhain is located here," says the Elder accompanying you. "For sure the Celti settled at the joining of the rivers that cross the land, however it is clear that something much older visited or lived here long before their arrival. This place radiates great power — not the new magic of those accursed Newcomers, but something raw and untamed. A much older magic, the life force of the world itself, that Master Shug called Aetheru. That is why Dun Mordhain has pulled in so many different cultures within her walls. If there are truly magical portals that can link together vast distances and move people, then those that can control these portals will wield great power." You push on to find the third portal within the caves. If this magic can provide a way into Dun Mordhain that might give your people a chance to survive, however slim it may be.

- All tests versus the "Hitch in Time" Discovery now have a -2 modifier for the rest of the Adventure.
- All Heroes are invigorated by the prospect of saving your people and may each Restore one Talent.
- Continue the Adventure.




Clue 9

The rotting remains stink of decay and have an awful green pallor to them.

- The Hero who made the Test gains .
- If that Hero succeeded on the Test, gain +2 to the next Surprise Test.
- Continue the Adventure.

Clue 10

The Goblins lie dead around you. You can hear a constant low-level chanting echoing from the deep caves. You'll have to fight past many foes to get to the Goblin Queen, but putting her down might cause enough chaos amongst the Goblins for you to find a place of safety and shelter for your people. It is as you round another corner in the spiralling passages of the caves that you spot an abandoned guard post. Perhaps you can prepare traps to buy yourself some time?

- One Hero may make a Probe (Handle) basic test with  vs 15. If that Hero succeeds, then . If they fail, then spend .




Clue 11

You wince in pain as you reach down into the icy waters. After a few attempts your fingers latch onto the object and you slowly bring it the surface.

- If the Hero failed the Swim Test, that Hero must Exhaust one Talent.
- Draw a Loot item from the Adventure deck, then continue the Adventure.





Clue 12

Journeying down the cave tunnels, you find an old manuscript wedged beneath a rock outcropping. Picking it up, you find it is a handwritten set of notes referencing some of the plants that grow within the deep rocky pools of the Weeping Caves. These plants look like they could be quite useful should someone become poisoned. Maybe you can obtain a few samples and find out?

- For the rest of this Adventure, during the Rest Phase if you are in a Location with  then one Hero may make an Identify (Reason) Basic Test with  vs 13. If they succeed, gain a Plot token. If they fail, there are insufficient plants here to be usable.
 - Any Hero may spend 1 Plot token to remove the Poisoned condition from one Hero.
 - Any Hero may spend 2 Plot tokens to heal a hero for .
- Continue the Adventure.

Clue 13

The stone floor of the cave is slick with water. At the edges of the path, small pools of water have formed and where that water has reached, plants have started to grow. An entire eco-system thrives here, and is far more diverse than you thought possible, all because of the water dripping from above. Perhaps the plants might be of some use?

- Add  to the Location.
- One Hero may investigate the plants by spending  to make a Solve (Reason) Basic Test vs 13 with . If they succeed, all Heroes heal for . Continue the Adventure.
- After you have made the Test, or if you choose not to make it, continue the Adventure.



Clue 14

"Aha, I think we have found enough," proclaims the Elder you are with. You have managed to find the largest part of Master Shug's notes. These should help you when you find the shrine.

- When you reach the Ancient Shrine, you do not need to make the Test. Instead you automatically pass at the highest Stage. Continue the Adventure.


Clue 15

Inky clouds swirl and coalesce into a murky black void. You sense glimpses of things moving in the darkness: the dead. You see the dead moving ahead of you. The dead fighting the dead. You see ancient standing stones...huge stone archways...that glow with a light that hurts your mind, without touching your eyes. The place you see is not the caves, but beyond. This strange place has leaked through to the Weeping Caves and changed it in unknowable ways.

- If the Hero succeeded on the Grit (will) Test — draw the top 3 Adventure cards and return them in any order. Continue the Adventure.
- If the Hero failed on the Grit (Will) Test — that Hero takes  . Continue the Adventure.



Clue 16

“We are used to the birds that roam the skies, but here, the only flying creature is the bat,” proclaims the Elder. “They swoop from place to place and eat all manner of insect and lizard. They bring together the different parts of the wildlife that live within the caves, and in doing so focus the energy from within those creatures. It is by examining the worst of the poison that this energy brings, that we may seek to reverse it. By observing their patterns, we can learn from them.”

- Gain +2 on your next test on an Event that requires . Continue the Adventure.

Clue 17


The darkness encroaches here, deep in the Weeping Caves. For some time, massive cracks in the sides of the tunnel walls have let in the rushing water, which soon disappears into the cracked floor below. You notice that although your feet are getting increasingly wet, this place is beginning to flood.

- Add a  token to this Location if it did not have one. If the Location already had , then all Heroes must make a Swim (Brawn) Party Basic test vs 13. Any Hero who fails this Test must Exhaust a Talent.
- Continue the Adventure.

Clue 18

Remnants of a well-gnawed meal are scattered on the ground here. It looks like something caught and ate some of the small animals that roam the Weeping Caves. The Goblins you have faced so far have been well-adapted to living in the caves. Their large eyes enable them to use what little light there is, while their ears, which never stop growing, help them to catch the footsteps of approaching enemies, making them accomplished trap makers.

Perhaps you can pick up some clues as to how they live by investigating their campsite?

- If you stop to investigate the campsite — spend . One Hero may make a Spot (Reason) basic test vs 12, then proceed to Clue 19.
- If you do not stop to investigate — continue the Adventure.

Clue 19

The remains on the ground suggest that rat and lizards were on the menu. Though the bones have little more to show, you see how the Goblins have arranged their camp sites, and perhaps this knowledge might come in useful later.

- If the Spot (Reason) Test was successful, gain +2 to your next Surprise test against a Goblin Foe. Continue the Adventure.

Clue 20

“This rat is larger than any we have seen before and is growing rapidly. Look into its eyes; you can see that it is touched with madness. If left to grow too large it would become a dangerous predator to all who live here. No wonder the Goblins hunt them so.” The Elder releases the rat back into the cave.

- Gain +2 on your next Test in a Location with . Continue the Adventure.

Clue 21

You have heard that the Gnimshka spend a great deal of their time mining for special gems found beneath the ground. In your last few adventures, you remember seeing such rocks in the grotto within the Weeping Caves. Perhaps if you can find that grotto again you might be able to recover those gems and gift them to the Gnimshka.

- If you are in the Grotto Location during any Rest Phase in this Adventure you may read Clue 7.
- Continue the Adventure.

Clue 22

One of the Goblin corpses from your recent battle draws your attention. Around its wrist, a charm of tiny bones contains a small package of plants and fungi, wrapped tightly by strings made of various grasses. The bundle almost smells inviting, especially compared to the stench of the dead Goblin. Perhaps the Goblins ward off the plague that racks your people by using these medicinal bundles?

Any Hero can choose to consume the bundle.

- If a Hero chooses to consume the bundle — proceed to Clue 2.
- If the Party ignores the bundle — there is no effect. Continue the Adventure.

Clue 23

Maybe it is because you have been down here so long that everything is making a bit more sense, or perhaps the madness of the inhabitants of the caves is spreading. The longer you spend in the caves the more you can hear something calling out to you from the darkness. Either way, the mad chattering of the people you have met is, startlingly, starting to actually mean something to you.

- Gain +1 on all Encounters for the rest of this Adventure. Continue the Adventure.

Clue 24

The air hums with the power of the rift within the crossroads. With your focus and willpower, the portal becomes stable, but it clearly needs more power. You can feel the flow of raw magical energy embrace and surround you.

Perhaps you can use this magical energy to see what lies ahead?

- All tests versus the “Hitch in Time” Discovery now have a -1 modifier.
- If you choose to stop and try to use the flow of energy to find the right path — one Hero may spend ⌚ and make a Grit (Will) test Basic test with ⚡ vs 15. If they succeed, draw 1 Location card and add it to one of the Exits to the Crossroads.
- If you choose not to attempt to use the energy — there is no effect. Continue the Adventure.


Clue 25

“I have heard much about Master Shug,” says the Elder accompanying you as you travel deep into the Caves. “I have heard that he was a scholar of some standing, studying the ancient ways of magic within the caves, who came here to write a book. It seems the madness of the Weeping Caves has affected him, and he has abandoned his old life. Perhaps if we found his old manuscripts they might be of some use with this ancient shrine?”

- Each time the Party resolves a Barrier they may roll a D6:
 - On a roll of 6+ — read Clue 14.
 - On a roll of 5 or less — gain a Plot token. Each Plot token you have adds +1 to all future rolls made for this test.
- Continue the Adventure.

Clue 26

Energy courses through you, highlighting the way to the portal. It’s almost as if you can feel a pathway of light filling the air ahead of you, heading down, deeper into the caves. You can now sense more of these pathways of light stretching in many different directions, criss-crossing the caves at many different levels. Where they join, the intensity of the light glows brighter still. Then, with a blink, the vision of these pathways vanishes from your senses.

- All tests versus the “Hitch in Time” **Discovery** now have a -3 modifier.
- The Hero that took the test for the Hitch in Time card must now make a Grit (Will) Basic Test vs 13
 - If they succeed — that Hero Exhausts one Talent.
 - If they fail — that Hero takes .
- Your actions have disturbed something nearby: draw and resolve a **Foe**.
- Continue the Adventure.

Clue 27



You have travelled deep underground for hours now, and yet the caves do not seem to end. The twisting, turning passageways have so many branching tunnels, you fear getting lost down here would be far too easy. As you turn yet another corner, your Scout’s foot finds a hole in the floor where something has been concealed.

Do you want to investigate or leave it behind?

- If you wish to investigate — draw until you find a Loot Item or a Booby Trap.
 - If it is a Loot Item, gain it.
 - If it is a Booby Trap, it is Triggered
 - Continue the Adventure.
- If you do not wish to investigate — there is no effect. Continue the Adventure.

Clue 28



Time is running short for your people. You may have found most of what you are looking for, but the way back to the surface is long and the sooner you get the medicine to your people, the better. The Elder that has accompanied you speaks up, saying: “I am slowing you down. Go on without me if time is short. I have lived a good life already.”

- If you choose to abandon the Elder then discard the Elder card and gain , then continue the Adventure. The discarded Elder is permanently removed from the Campaign.
- If you choose not to abandon the Elder, then spend , then continue the Adventure.

Clue 29

“I have heard of pathways of energy which span across Mor Nadar,” says the Elder accompanying you. “Where they cross, are places of power. Perhaps this shrine is powered by such energy? If this is so, we could try tapping into it to find which direction is best to go next? Though it may take some effort to attempt such a thing.”

Do you want to attempt to tap into the power?

- If you choose to tap into the power — spend . One Hero may make a Solve (Reason) test with  vs 14, then proceed to Clue 37.
- If you choose not to attempt to tap into the power — there is no effect. Continue the Adventure.

Clue 30

You have heard that the Goblins are led by a Queen, larger and stronger than any you have faced so far. Guarded by massive Mole Dogs, or Mologs as the Goblins call them, the Goblin Queen is known to crush her enemies and only the swiftest can escape her. You talk amongst yourselves, discussing how to overcome your fear and face such an enemy.

- All Heroes must make Grit (Will) Party Basic test vs 11.
 - Each hero that succeeds gains **Mastery** on their first attack in the next combat.
 - Each Hero that fails gains **Weakness** on their first attack in the next combat.
- Continue the Adventure.

Clue 31

“The insects that inhabit these caves are numerous in both their numbers and varieties,” says the Elder. “They appear to dispose of the corpses of all that is left behind, and make food for the plants that grow here.”

- Gain +2 on your next Test in a Location with . Continue the Adventure.

Clue 32

You are astonished by how many different denizens you have met in the Weeping Caves. The Goblins have made their lair here in great numbers, and yet many others have also made the Weeping Caves their home. You find tracks showing that creatures of all shapes and sizes make their way through the tunnels here.

Perhaps by following some of these tracks, you might find someone to aid you?

- If you choose to follow the tracks — draw from the Adventure deck until you draw either a Foe or an Encounter (whichever comes first) and then resolve it.
- If you ignore the tracks — there is no effect. Continue the Adventure.

Clue 33

The journey into the depths of the caves has left you slightly lost. You are now passing more and more crystal outcroppings, with tiny amounts of the odd crystals the Gnimshka covet. They seem to glow with increasing intensity the closer you get, dimming as you march away.

Perhaps you can investigate the Gnimshka's leavings to discover which direction they went?

- If you choose to investigate the leavings — one Hero may make a Solve (Reason) basic test with **T** vs 14.
 - If they succeed, draw the top Location card. You can either discard it, or return it to the top of the deck. If they fail, spend ⌚.
 - Continue the Adventure.
- If you choose to ignore the leavings — there is no effect. Continue the Adventure.

Clue 34

"We found that many of the things you managed to recover from the caves had been touched...tainted by the animals that lived there," says the Elder accompanying you. "We have learned that those who touched those items the most, became sickest with the plague. We believe the droppings of the bats that live within the caves carry this plague. If we can find more of these bats and where they breed, perhaps we can find a cure."

- The Party gains the **👥** Specialisation for all non-combat tests for the rest of the Adventure. Continue the Adventure.

Clue 35

The walls of the caves seem to close in around you. The journey this deep has been painful and long. Many foes have crossed your path through passages abounding with booby traps, and the Weeping Caves echo with the continued chanting of the Goblins. The end to your quest cannot be far away...can it? The depths of the shadows here seem somehow worse than a lack of light. It feels like the Goblins are calling to something ancient and dark beneath the ground.

- Until the end of the Adventure all **Scouting** and **Surprise Tests** are made at -2 unless the Party has **👤**. Continue the Adventure.

Clue 36


"Do not go so fast, I am not as young as you and this journey has taken the breath from me," says your Elder as you push through the Caves. The journey troubles you. You are full of worry for your fellow Sax; you do not know what has been brought upon your people, but you hope to find something that can help them within the Caves.

The Elder asks you to pause for a while so they can catch their breath.

- If you stop for the Elder — spend ⌚ and proceed to Clue 40.
- If you push on — there is no effect. Continue the Adventure.

Clue 37







The air fills with the scent of ozone as you attempt to access the ancient conduits of power. There are flashes of light and the image of a tall golem fills the air, in a crackling portal in front of you. Your path forward becomes clear, but the portal overloads, sending bolts of energy careening in all directions.

- If the Hero succeeded, all Heroes Exhaust a Talent. If the Hero failed, all Heroes take .
- You may draw the top 2 Barrier Cards and discard up to one of them, returning the Barrier cards to the top of the Adventure deck in any order.
- Continue the Adventure.

Clue 38

“We believe that the Weeping Caves are a special place,” says the Elder as you journey deeper. “Combining the power that runs through the rocks with the animals that live here creates all number of aberrations; from giant spiders, to fungal creatures, and the many arcane and unusual things that you have found already. This journey is to the deepest part of the caves, where we hope to find the oldest animals and plants, which have bathed in this energy the longest. Gather some of the local creatures and I will show you.”



Choose one of the tests below:

- If there is  in the Location — one Hero may make a Move (Grace) Test with  vs 14. If you succeed, proceed to Clue 20.
- If there is  in the Location — one Hero may make a Probe (Handle) Test with  vs 13. If you succeed, proceed to Clue 31.
- If there is  in the Location — one Hero may make a Leap (Grace) Test with  vs 12. If you succeed, proceed to Clue 42.
- If none of the above icons appear, or the Hero fails the Test, there is no effect. Continue the Adventure.

Clue 39

You have heard many things about the Gnimshka. They claim they walked the lands of Mor Nadar long before man, and that they alone discovered the secrets of the earth: how to make arms, armour and even tap into the magic of the land below. It is not by accident that the Gnimshka have settled in a part of the caves filled with the crystals they covet. You see a shard of such a crystal, discarded in a pile of spoils left behind.

Do you wish to stop to investigate it?

- If you stop for the crystal — one Hero makes a Solve (Reason) basic test with  vs 13. If they succeed, gain  for the rest of this turn. If you fail on the test that Hero must Exhaust one Talent. Continue the Adventure.
- If you ignore it — there is no effect. Continue the Adventure.


Clue 40

You stop for a moment and all catch your breath as your Elder’s laboured breathing slowly improves. “Do not worry too much, I will be with you for quite a time to come,” the Elder says, reaching into a bag to draw out an item. “This will help our travels.”

- Gain this Elder’s gift for the rest of this Adventure. You still gain the Gift for a future Adventure if you complete this Adventure successfully.

Clue 41

You push deeper into the tunnels, gaining a new sensitivity to the magical energy that fills this environment. You realise there is more to this place than just the wondrous bounty of animals and plants. There is a life-giving energy that has created so much more than you might find in any normal cave. Perhaps you can tap into that power to help heal your wounds or give you the energy to go on?

- Each Hero may make a Grit (Will) basic test vs 12 to tap into the magical energy. If a Hero succeeds, they may heal for  or Restore one Talent. If a Hero fails, they must Exhaust one Talent.
- Once all Heroes have rolled or declined to roll, continue the Adventure.

Epilogues

Do not read an entry unless instructed.

Epilogue 1

The ancient energies that fill the Weeping Caves can be used for good — your test of them has shown that. However, they are not to be dabbled with lightly, as use of these powers by the untrained would surely lead to horrific results. You have gained from your experience, but it is not one you wish to repeat in a hurry.

Add 1 to the Ancestral Lore track.

Epilogue 2

Your journey with the Elder in the Weeping Caves has helped you open your eyes to what stands before you. By taking the time to study your surroundings, you now see beyond the morass of green, picking out individual herbs that stand amongst them. “This,” your Elder says, “is the difference between looking and seeing.”

Add 1 to the Ancestral Lore track.

Epilogue 3

Your brief exploration has barely uncovered the true depth of the Weeping Caves. It is clear there is an abundance of life in this place, an ecosystem sustained by the waters that flow through the tunnels and caverns of rock. There is also all manner of other intelligent creatures that call the Weeping Caves home; understanding them will help you to stay alive in the caves in the future.

Add 1 to the Caves Knowledge track.

Epilogue 4

Your exploits have alerted the Goblins and they perceive you as a threat, more than casual intruders. You have noticed that the number of Goblin camp sites is growing, and that they are ranging outside of their usual homes. Increasingly they are setting up guards and scout closer and closer to the entrance to the Weeping Caves.

Add 1 to the Cave Knowledge track.

Epilogue 5

The Weeping Caves truly live up to their name, for water within the caves drips constantly from the ceiling, pooling upon the floor. This adds to the strangeness of the complex as they sit well above the city of Dun Mordhain and the rivers that pass outside the walls of the city. The constant trickling has worn out huge tunnels and caverns within the caves system over time, and these spaces, hewn by nature, have been claimed by all manner of creature. Getting lost in them will be all too easy if you delve too far.

Add 1 to the Caves Knowledge track.

Epilogue 6

Your previous journeys beneath the ground helped you learn to harvest the plants and animals that live within the Weeping Caves. This journey, and the Gnimshka, have helped you learn how to gather resources from the very rocks themselves.

Add 1 to the Cave Knowledge track.

Epilogue 7

The Elders have reminded you of the ancient knowledge that many seek within the Weeping Caves. Those that have come down here may have lost their way, or lost their mind entirely, but many were intelligent and dedicated men and women before they entered the Weeping Caves.

Add 1 to the Ancestral Lore track.

Epilogue 8

“Most intriguing!” exclaims the Elder. “The animals, insects and reptiles here are not just diverse in their types, but there is such diversity even amongst their own kind. I have seen more types of flying insect here than in a lifetime

elsewhere. I can only think that the magical nature of this place is somehow causing an evolution of the creatures themselves. Such divergence is fascinating — so many new threads of life emerging from a single place.”

Add 1 to the Ancestral Lore track.

Epilogue 9

The time you have spent beneath the ground has led you to understand that sometimes, sacrifices must be made. Sometimes the group sacrifices for the individual. Sometimes the individual sacrifices for the group. In either case there should be no hesitation and no regret in accepting the gift that such acts grant, only thanks for the gift that was given.

Add 1 to the Ancestral Lore track.

Epilogue 10

The people you have met have been unusual indeed. Most of them are misfits, or people fleeing the harshness of a world that is cruel all too often. Even the Goblins that call this place home seem odd. Living deep underground, with the ever-dripping water and strange creatures, is likely to take a toll on even the hardest individual.

Add 1 to the Cave Knowledge track.

Epilogue 11

You are starting to believe that the Weeping Caves are more than just tunnels in the rock; they are indeed a living, breathing entity. This part of the world has come alive, sustained by the raw energy of the Mor Nadar itself.

“The curiosities of the Weeping Caves are not common,” says the Elder who accompanied you. “To find a single such marvel would be rare; finding so many, so close to one another only leads me to believe that there is something extraordinary within these caves. There is much more that we can learn here, given time.”

Add 1 to the Ancestral Lore track.

Epilogue 12

Tapping into the magic that courses through the Weeping Caves has shown you there is another system of tunnels, or pathways; those of the ancient Areten. Here in this ancient place, these pathways of energy cross with one another, creating curious features and unusual creatures. Perhaps this energy is more dangerous than helpful, but knowing that it exists will help your people to prepare for its effects.

Add 1 to the Ancestral Lore track.

Epilogue 13

The Weeping Caves now have another aspect to them, one you did not see before. The rocks of Mor Nadar seem filled with magic. The Gnimshka have found a way to mine these treasures and have lent you some of their knowledge to pass on to your people.

Add 1 to the Cave Knowledge track.

Epilogue 14

“The animals within these caves are truly magnificent,” says the Elder. “I had not realised such diversity existed in such a small place before. We should take notes on everything and in doing so it will help us to understand the Weeping Caves themselves.”

Add 1 to the Cave Knowledge track.

Epilogue 15

You have pushed far into the hillside above Dun Mordhain, exploring a great distance and descending deep into the bowels of the Weeping Caves. The deeper you go, the greater the flood you encounter.

“This place is most unusual,” states the Elder accompanying you. “I surmise that far below us are a series of grottos, fed by the great rivers that course around Dun Mordhain. The swift currents of those rivers push water up through constricted channels under enormous pressure into the narrow caves at the top of the complex. In turn, this water then rains back down the winding tunnels through which we journeyed. The booming noises we heard are the great

surges of water crashing upon shores below our feet. We should not travel so deeply in future, lest we be washed away."

Add 1 to the Cave Knowledge track.

Epilogue 16

The Weeping Caves offer more than just tunnels of rock and flowing waters. There is more variety in life in the crevices and pools here than you could possibly have imagined when you working the fields you once called home. If you can find a way to cultivate and survive within these caves, then they might serve as a home, even temporarily, for your people.

Add 1 to the Cave Knowledge track.

Epilogue 17

You've uncovered something stranger than the people here. There are whispers in the rock walls that echo without sound, and yet you can hear them even over the din of a waterfall or the clash of battle. Listening to the voices gives you a sense of the past, of a more peaceful time, and help to explain some of the oddities you have encountered. After hearing them for a while you begin to find them soothing, and notice a sense of foreboding at the idea of leaving them behind. You feel a reluctance to return to your people, as the abrupt disconnection from the voices causes the feeling that you are lacking something.

When you arrive back at camp it is hard to explain to the Elders what you have experienced. They caution that such voices may be evidence of ancient magic and following them may lead to a horrible fate.

Add 1 to the "Ancestral Lore" track.

Epilogue 18

You understand now why the Gnimshka sing to the rock, and why the miners have many songs to fill the gloom in which they labour. In singing to the dark, they draw out the radiance of Mor Nadar, harnessing the light to banish the darkness for a time. They call it earth magic, or "Petromagicka" and awareness of it might help your people.

Add 1 to the Ancestral Lore track.

Epilogue 19

A Goblin Queen...that could be a real problem. Taller and stronger than humans, Goblins continue to grow throughout their lifetime, and Goblin Queens grow to be the biggest of them all. Often guarded by Goblin Mole-dogs, or Mologs, the Goblin Queen rules her people through a combination of love and fear. Love because she is the greatest of them, and fear that her wrath could kill another Goblin in an instant.

Add 1 to the Cave Knowledge track.

Campaign End

To determine which ending your Party receives, consult your Campaign Record Keeping Sheet, and add together your total progress on the Caves Knowledge and Ancestral Lore tracks. This is your Knowledge score for the Campaign. Read the appropriate section below according to your Knowledge score as well as the number of Elders that survived the Campaign. Note: you must meet both criteria to achieve the Victory Level).

Knowledge Score 0-3 — Failure

You have failed. With the Earl dead, and the Elders now joining him in the afterlife, you are left rudderless and without hope. You have not gained the knowledge you need to progress further into the caves and within a few short weeks your people fall prey to the horrors found within. The Sax fade from memory.

Knowledge score of 4+ — Read this passage AND the appropriate passage below

You return to the portal. You have learned much on your adventures, but this phenomenon is beyond anything your people have ever known. The strange, chaotically raw power it exudes is fascinating, exhilarating, frightening. There is however no alternative: you must lead your kin to safety. Summoning all your courage, you step through the gate.

You experience a resistance as you step forwards, as if you are walking underwater. The air begins to feel heavy, and as your head passes through the gate, the resistance suddenly reverses and you are pulled, hard. Immediately your senses are assaulted by an orgy of stimuli. You sense the heat of the summer sun. You see beautiful strands of energy coalesce together into forms unknown to you, and as they do voices of beauty and power intone their meaning.

Abruptly, the voices stop. Torches flicker to life as you arrive in a strange new chamber, the one Master Shug had described. There is no immediate danger, and you ready yourself to help the others arrive. You have succeeded; you are safe! It takes some time to ferry your people through the gate but eventually, they all arrive safely.

Now read the relevant passage below.

Legendary Victory - Knowledge Score 12+ and 4 Elders alive

“Come, come, stand and be recognised by us all!” The Elders give you each a small bracelet. “Carry these with pride, from now on you shall be known as Shadeguards, in recognition of your heroic endeavours.”

You are passed a mug of something strange and warm. Gladly, you accept the refreshment and take a seat on the cool stone slabs that the Areten have left here. As you taste the sweet mushroom tea, you wonder how your companions have fared in their own exploits. For now though, you may rest.

Epic Victory - Knowledge Score 10-11 and 3 Elders alive

You look around the ancient Areten chamber, regaling the others with tales of your exploits. One of the old brewers has discovered how to make a drink from a fungus that Shug told you about. The sweet mushroom tea fills you with warmth and hope. The Elders beckon you to join their circle, “Come, join us. You have earned your place at our fire, help us plan the next stage of our journey.”

Heroic Victory - Knowledge Score 8-9 and 2 Elders alive

The Elders smile at you, acknowledging your achievement, “Bats, fungi, endlessly cascading water. You have experienced so much of the environment on your travels, but perhaps the real journey was of another kind? We grow old and these caves are harsh on us. The time has come for new leaders to begin to learn our ways. You have learned our lore and taken the first steps on the path to wisdom. In time, we believe you may well lead our people to safety.”

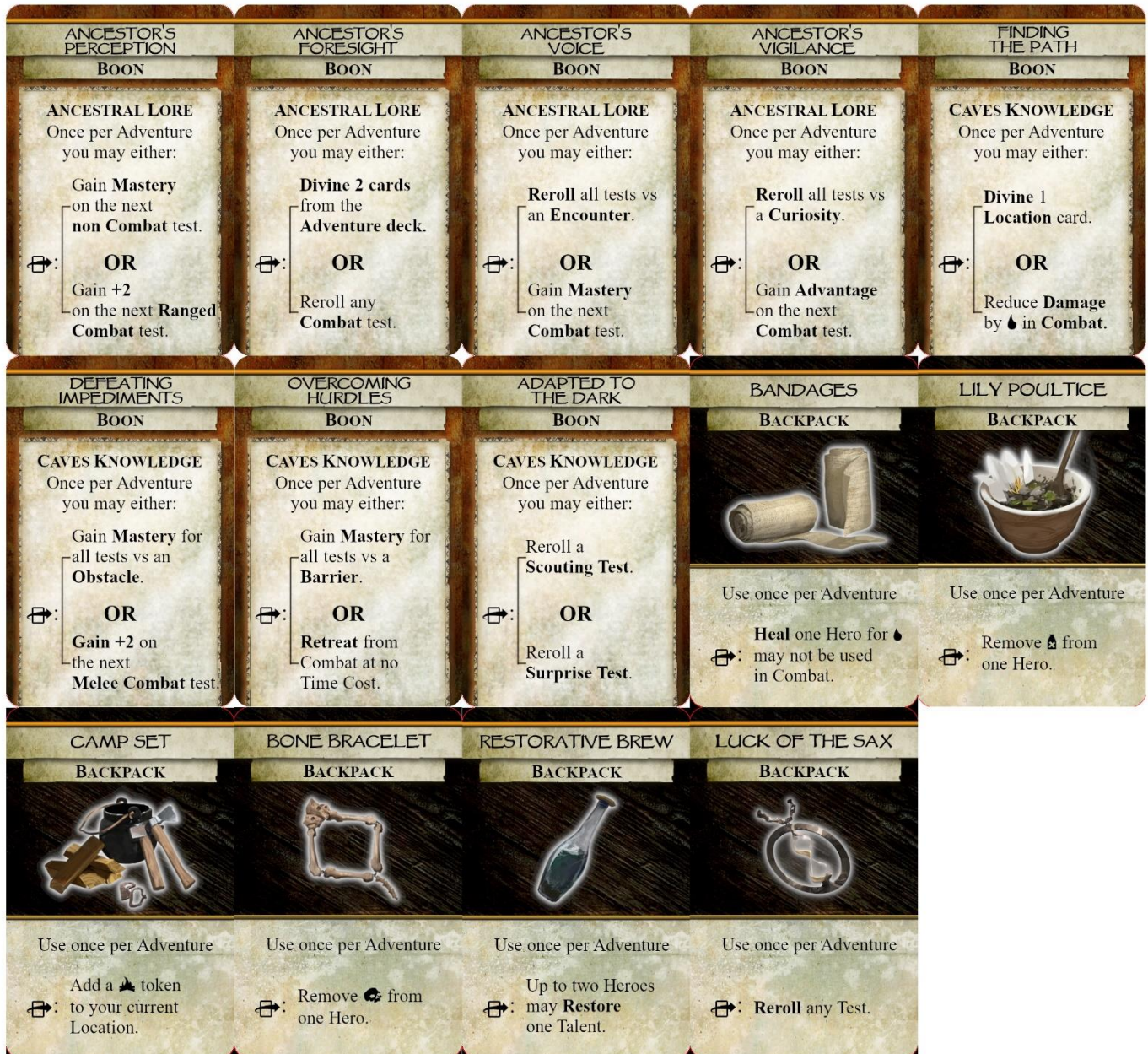
Success - Knowledge Score 6-7 and 1 Elder alive

You have learnt to take what you need from your surroundings and use it to help yourself and your people. The skills you have gained will put you in good standing for your future. You wait and hope that your kin have succeeded with their own parts of the greater plan to escape the wrath of the Newcomers.

Partial Success - Knowledge Score 4-5

Your people have survived but their strength is in tatters and the time spent in the Weeping Caves has taught you little to continue your campaign and save your people. Unless a remarkable leader emerges quickly it is unlikely the Sax will survive long in this place.

Boons and Backpack card - Card fronts



Print these cards off to use with the Saving the Sax Campaign.

If you wish to print the reverses use the following sheet and either glue both sides of each card together or place them together in a small card sleeve.

Note these cards are deliberately made at this new, smaller scale.

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Boons and Backpack card - Card reverses



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Saving the Sax Cinematic Campaign Record Keeping Sheet

Episode	Elder Used	Elder Survived?	Knowledge Track Level	
			Caves Knowledge	Ancestral Lore
Recover Supplies				
Exploring the Caves				
News of a Plague				
Seek the Ancient Man				
The Crystal Miners				
The Ancient Shrine				
Goblin Supplies				
Source of the Blight				
A Portal to Safety				
Attack of the Goblins				

Use the Table above to track use and death of Elders and Knowledge Levels at end of each Episode.

Saving the Sax Campaign Knowledge Tracks

		Caves Knowledge		Ancestral Lore	
Level	Type	Card Name	✓	Card Name	✓
1	Boon	Adapted to the Dark		Ancestor's Vigilance	
2	Backpack	Bandages		Bone Bracelet	
3	Boon	Overcoming Hurdles		Ancestor's Voice	
4	Backpack	Lily Poultice		Restorative Brew	
5	Boon	Defeating Impediments		Ancestor's Perception	
6	Backpack	Camp Set		Luck of the Sax	
7	Boon	Finding the Path		Ancestor's Foresight	

Use the Table above to track progress and find the relevant card as you progress.