

Materia
Prima
*Campaign
Book*





The Inquisition

The alleys still belong to the rats, whose kingdom has always hidden the darkness, as two unremarkable dressed men step onto the fountain courtyard of Azalea Grove, the oldest quarter of Troquesia. They tediously drag a lifeless body, wrapped in coarse burlap, across the centuries-old pavement. They act silently, avoiding the night watchman's route, which they have studied well. Nothing in their appearance, dress or demeanor reveals which master they obey or on whose behalf they act. Only their heinous work, done under cover of the night veil, will testify to their disposition. But when the first rays of the sun turn the roof gables bright red and the light, as it does every morning, gains dominion over the realm of shadows, they have long since disappeared.

Life stirs behind the closed doors. Shortly thereafter, a shrill scream resounds across the fountain courtyard, its echo breaking, swelling and dying away in the adjacent alleys. It is not long before a huge crowd of people pushes out of the houses onto the small square below the cathedral to gaze at the momentous deed intended to have an impact far beyond the city walls of Troquesia. Stunned, they stand before what only the deepest darkness can unleash.

The large fountain wheel is adorned with a corpse. Arms and legs are spread in it like spokes. On his head he wears a crown and is dressed in blue velvet, a robe like the elders of the alchemists' guild have always worn. His facial expressions are strangely distorted, his jaws are dislocated, and blood runs from his mouth. The shield he wears around his neck looks just as grayish as his disfigured body. His blood has served as ink and his tongue as a writing tool, which has been lifelessly nailed to the piece of wood. In letters that have not yet dried, it says: „The king of heresy must be silenced.“

Quiet speculation and guarded conjecture mingle with silent accusations. Who could be responsible for such a heinous crime? In their hearts, people know the answer, but no one dares to say it aloud. As the news of the „Dead Alchemist King“ spreads through the city like an incurable plague, the Grand Inquisitor stands on his balcony high above the rooftops of Azalea Ground and watches his seed sprout and take root deep in the minds of the people. With a small gesture, a point of his finger, he summons his two nameless lackeys to give the order in a toneless voice, almost a whisper, „The hunt has begun!“

The rulebooks

It is recommended to learn the rules of the cooperative game with the prologue tutorial, which can be found in this campaign book. It serves as an introductory scenario and explains the most important rules. Reading the rules of the competitive game is nevertheless important, as knowledge of some basic mechanics is assumed.

The complete set of rules for cooperative campaign play can be found in the „**Cooperative Game Rulebook**“.

The cooperative game can be played as a free game or as a campaign. The campaign „The Inquisition“ is included in this campaign book. Other campaigns will be released as separately available expansions.

This campaign book is structured as follows:

- Prolog-Tutorial S. 3
- Scenarios of the campaign „The Inquisition“ S. 18

Setup Tutorial

NOTE: This is the setup for the tutorial. In all other scenarios, the homunculus, equipment, and philosopher's stone recipes, as well as the city orders, are randomly placed. Also the alchemists as well as the towers and their position can usually be chosen freely. However, in order to play the tutorial step-by-step, the exact cards that can be seen on the layout plan must be placed. Also the alchemists as well as the positions of the towers are not freely selectable. Of course, in a later run, when everyone is familiar with the rules, the prologue can be played without these specifications.

Gameboard Setup

1. The game board frame is assembled and the seven **I** game board pieces are arranged exactly as shown in the illustration.

2 The town cards are placed on the game board frame. The tower extension markers are shuffled face down and one marker is placed face up on each town card.

3 The temple card shown in the picture is placed on the game board frame.

4 The town missions (Mercennarius, Vigiles Viarius, Mercatus Condemis, Praedo Ferarum, Reliquiarum Theca, Vesper Vigiles) are laid out face up exactly as shown on the town cards. The remaining cards are placed face down in a draw pile on the top right of the game board frame.

5 Each player chooses one of the following alchemists with the corresponding tower and the five figure stands in one color.

- ♦ **Player 1 GREEN: Wilka Tuluweit with Teetum Tondae**
 - ♦ **Player 2 Yellow: Sejlou Jura with Lancea Luna**
 - ♦ **Player 3 BROWN: Lenka Pavatey with Arx Veteranus**
 - ♦ **Player 4 GRAY: Plot and Jacek Krol with Pharus/Aurora**
- Players 3 and 4 (Brown and Gray) can be omitted from the tutorial if playing alone, with two or three players.



3 Players 4 Players 2 Players 2 Players 3 Players 4 Players



6 Each alchemist receives a soul stone, which must be placed on the alchemist card.

7 From the 3 different recipe card piles (Homunculi, Equipment, Philosopher's Stone), the following cards are selected according to the number of players and placed face up above the game board. The element costs on the cards must also be taken into account (see illustration):

- 2 Players: Aeribos, Caligor, Cultro Pugna, Securis Ligna, 2x Lapis Philosophus (2x Water / 2x Earth)
- 3 Players: Telugai, Sacca Cingulum, Lapis Philosophus (2x Air)
- 4 Players: Olmos, Clypa Circum, Lapis Philosophus (Fire+ Air)

These recipe cards are available to every player, unlike in the competitive game play.

8 The remaining recipe cards are shuffled according to their recipe type and placed next to the game board.

9 The dice, the alarm markers and the element markers have to be placed next to the game board.

10 Each player places his alchemist figure and his tower figure on the game board exactly as shown in the illustration.

Turn to the next page and now read the introduction text to the prologue as well as the scenario mission and the additional rules.

Player board: **Player 2**





Prolog Tutorial

Night lies over Troqulesia like a black and leaden mantle that smothers all light. Even the flickering oil lamps on the high streets seem to have lost some of their radiance against the starless sky. When suddenly a raging hammering and angry shouts jolt Nikoleit from his sleep. „Even the children! Everyone is suspicious!“ resounds from the alley. Nikoleit hurries to the window that affords a view out from his fourth-floor parlour into the narrow alignment of Tengel alley. Three men with torches surround a woman and a man. They are tied up and kneeling on the damp cold cobblestones. Nikoleit recognises that they are the couple who own the small spice shop opposite. Two other men, all wearing the same uniform, drag the two daughters out into the cold night. Like their parents, they are dressed in nothing but their pyjamas. The guardsmen also push the girls to the ground. „We don't know any alchemists! We are ordinary ...“, before the father could complete his sentence, one of the uniformed men slams his clenched fist into his face and he slumps down unconscious. „Go on, get them in the wagon! Those weren't the last.“ A sixth guardsman rushes over with a bucket and a paintbrush and draws a big „X“ on the shop window with red paint. Suddenly there is a pounding at the front door, which leads up a stairwell to his flat. He knew this would happen. The dead alchemist at the fountain of the Azalea Grove was warning enough. He quickly slips into his coat and pulls an already packed suitcase out from under the bed. From his kitchen, a narrow door leads out onto the rooftops up a few steps. As he closes the hatch to the roof, he hears the guardsmen already storming up the stairwell. Nikoleit closes the hatch with a solid metal bolt and frees Gela, his faithful owl, from her lair. She, too, has noticed the commotion and immediately soars into the air. The alchemist's path leads past chimneys and oriels over steep roofs, housetops and balconies out of the old town. The darkness of the night is both a blessing and a curse. On

the one hand, it protects him from the watchful eyes of the Inquisition, and on the other, it makes his already impassable escape more difficult. But he knows the route and its hazards well. After all, he has tested it often enough. Without further incident, he is able to reach the Crow's Redoubt, a district where even the Inquisition has little influence. He descends a fire escape to the street, while Gela circulates vigilantly in the sky. Two alleys further on, at the Tanner Gate, a hooded figure is already waiting for him. As he approaches, he recognises Kajana. They fall into each other's arms. „You made it!“ she gasps. „Yes, but it was damn close,“ whispers Nikoleit, „quickly, we have to move on and warn the others. We are no longer safe in the cities.“



SCENARIO MISSION: In order to keep the Inquisition at bay, each alchemist must complete one town mission. Once each alchemist has completed a town mission, the scenario is considered successfully completed.

ADDITIONAL RULES: The alchemists cannot research recipes in the towns as long as they have not fulfilled their part of the mission. As soon as an alchemist has fulfilled his part of the mission, he may research new recipes.

Turn to the next page and follow the tutorial on how to set up the Inquisition board.

Inquisition board Tutorial

Scenario card

Each scenario comes with its own scenario card, which contains the most important information for the current scenario. You can find the following information on the scenario card:

- 1 At the top left you can read the title of the scenario. For the tutorial, take the scenario card with the title „Prologue“.
- 2 The scenario mission can be seen beneath the title in the form of a row of icons. The complete order with the special rules active in the scenario can be found here in the campaign book at the respective scenario descriptions.
- 3 The letters indicate which inquisitor cards are needed in the current scenario. In the tutorial you need all type A and B inquisitor cards (12 cards).
- 4 The table in the lower left corner of the scenario card shows how many scenario points must be reached to trigger the scenario events, depending on the number of players.
- 5 The duration of the game is also defined via the table. In the tutorial, the scenario ends after round 12.
- 6 In addition, you can see in the table which scenario events are triggered in every fourth round.



Inquisition board setup

- 1 Place the scenario card in the centre of the Inquisition board. In this case you must use the prologue scenario card.
- 2 Place the hourglass marker on day 1 of the timeline.
- 3 Shuffle all the alert cards and place them on the top right of the Inquisition board.
- 4 Take all the inquisitor cards indicated on the scenario card, shuffle them and place them on the bottom left of the inquisition board. In the tutorial, it must be all type A and B Inquisitor cards (12 cards).

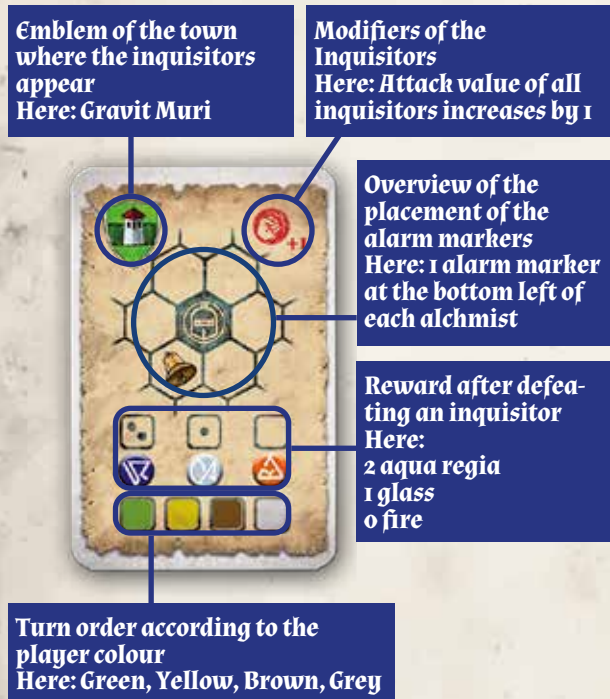
Now you are ready to start the game.

Gameplay Tutorial

In the cooperative game, there are three phases that must be completed consecutively: Alarm Phase, Alchemist Phase and Inquisitor Phase. In the following tutorial, the player turns of the first four game rounds (days) are fully described to learn the basic rules of the cooperative game. Afterwards, the prologue scenario can be completed independently.

Alarm phase 1

- Usually an alarm card is now drawn, but the tutorial deals with the alarm card shown here.



- Place an alarm marker on the game board for each alchemist as shown on the alarm card. In this case, the alarm markers must be placed in the spaces to the left below the alchemists. Pay attention to the orientation of the cards, which is always to the north.
- The alarm card determines the turn order in the alchemist phase. The green player starts, then the yellow player, then the brown player and finally the grey player.

Alchemist phase 1

Wilka Tuluwit wants to create a homunculus to sacrifice for a town mission.



Move to the left (see page 8)



Mining: As Wilka gets two elements for each mining action, you may take two air elements and place them on your alchemist card.



Move to the right (see page 8)

Sejlon Jura wants to transmute 2 weapons to better fight the Inquisitors.



Move to the right (see page 8)



Move to the right (see page 8)






Move up to the right (see page 8): Sejlon has an additional move action.






Mining: Take an earth element and place it on your alchemist card.

Lenka Pavatey wants to create a homunculus and then a fragment for the Philosopher's Stone so that she can take the homunculus with her into the next scenario.

-  Move down to the right (see page 8)
-  Move down to the right (see page 8)
-  Move down to the right (see page 8)

Piot+JacekKrol would like to create a homunculus and afterwards a fragment for the philosopher's stone in order to be able to take the homunculus into the next scenario.

-  Move up to the left (see page 8)
-  Mining: Take an air element.
-  Mining: Take an air element.

Inquisition phase 1

There are no inquisitors on the game board yet. This phase is therefore skipped.





Alarm phase 2

- Move the hourglass marker to day 2.
- Usually an alarm card is now drawn, but the tutorial deals with the alarm card shown here.
- Place an alarm marker on the game board for each alchemist as shown on the alarm card (see illustration). No alarm marker can be placed on a hex with a tower.
- Turn order: Yellow, Brown, Grey, Green.






Alchemist phase 2




SejlonJura

-  Mining: Take an earth element.
-  Move down to the left (see page 8)
-  Move to the left (see page 8)
-  Move to the left (special ability) (see page 8)


Lenka Pavatey

-  Move to the right (see page 8)
-  Mining: Take an earth element.
-  Mining: Take an earth element.



Piot+JacekKrol

-  Move to the left (see page 8)
-  Move to the left (see page 8)
-  Move to the left (see page 8)

WilkaTuluweit

-  Transmuting: Use the two air elements to transmute the homunculus Aeribos in your tower. Return the elements to the general supply, place the homunculus figure in your tower hex and display the homunculus card face up in front of your alchemist card. You may use Aeribos in the next round.



-  Move to the top right (see page 8)
-  Mining (special ability): Take two fire elements.

Inquisition phase 2

There are no inquisitors on the game board yet. This phase is therefore skipped.

Alarm phase 3

- Move the hourglass marker to day 3.
- Usually an alarm card is now drawn, but the tutorial deals with the alarm card shown here.
- Attention, the homunculus symbol is now shown in the centre of the alarm card. Place an alarm marker for each homunculus on the game board as shown on the alarm card (see page 8).
- As a second alarm marker must now be placed on a hex that already has an alarm marker on it, an alarm is triggered. Remove both alarm markers from the hex, reveal an Inquisitor card on the Inquisition board and place it on the discard space to the right of the draw pile of Inquisitor cards. No random card is revealed for the tutorial. Find the inquisitor card shown here from the deck, place it next to the draw pile and shuffle the draw pile.
- The town emblem at the top left of the alert card indicates where the inquisitor is placed on the game board. Place the figure depicted on the Inquisitor card in the port town of Bosvadum (see page 8).



- Turn order: Brown, Grey, Yellow, Green.

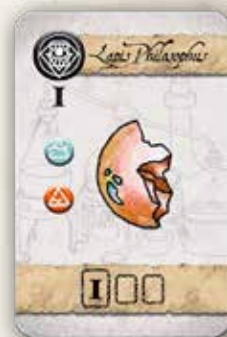
Alchemist phase 3

Lenka Pavatej

- Move to the left (see page 8)
- Move up to the left (see page 8)
- Move up to the left (see page 8)

Piot + Jacch Krol

- Move down to the left (see page 8)
- Mining: Take a fire element.
- Transmuting: Piot can transmute outside the tower. Use a fire and air element to transmute a **fragment of the Philosopher's Stone**. With the level 1 fragment, you may take a level 1 homunculus or a level 1 equipment item into the next scenario.



Sejlon Jura

- Move to the left (special ability) (see page 8)
- Mining: Take a water element.
- Move down to the right (see page 8)
- Mining: Take an air element.

Wilka Tuluweit

- Move down to the left (see page 8)
- Transmuting: Use the two fire elements to transmute the homunculus **Caligor**.
- Move down to the left (see page 8)



Aeribos (Wilka Homunculus)



Move down to the left (see page 8)

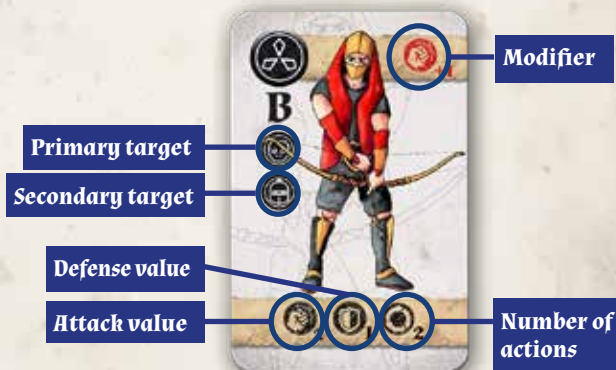


Move down to the left: Aeribos moves to the town of Rudus Figor, completing the town mission Praedo Ferarum located there. The homunculus figure is returned to the general supply. The homunculus card is placed face up on the homunculus discard pile. The town mission „**Praedo Ferarum**“ is placed face up on the card field at the top left of the inquisition board. By doing so, the alchemists have collected 2 scenario points. The meaning of scenario points will be explained later. A new town mission is drawn and placed on the Rudus Figor town card. Wilka, having fulfilled her part of the scenario mission, may now research for new recipes in the towns.



Inquisition phase 3

Now there is an inquisitor on the game board. Inquisitors always try to attack alchemists or homunculi. If there is no target to attack in an adjacent hex, they move first. Their movement is based on their targets. The following priorities must be considered when moving the inquisitors:



1. Next target outside a tower
 2. At the same range: next primary target
 3. At the same range: first player in the turn order (see alert card)
 4. All targets in a tower: next target in a tower
 5. At the same range: next primary target in a tower
 6. At the same range: first player in the turn order
- Alchemists in a tower cannot be attacked by Inquisitors. The primary target of the inquisitor in this case are alchemists. Since Sejlön is the nearest alchemist outside a tower, the Inquisitor moves towards him by the shortest route. The Inquisitor has 2 actions, which he performs as follows:

Inquisitor B



Move down to the left (see page 8)



Move down to the left (see page 8)

Alarm phase 4


- Move the hourglass marker to day 4.
- Usually now an alarm card is drawn, but in the tutorial the alarm card shown here is dealt with.
- Place an alarm marker on the game board for each homunculus as shown on the alarm card (see page 8).



Alarm phase 1

- Since a second alarm marker must be placed on two hexes that already have alarm markers on them, the alarm is triggered again. Remove all alarm markers from the hexes on which the alarm has been triggered and turn over inquisitor cards on the inquisition board according to the number of triggered alarm hexes and place them on the discard spaces to the right of the draw pile of inquisitor cards. In this case, there are two alarm hexes and thus two inquisitor cards. No random cards are revealed for the tutorial. Find the inquisitor cards shown here from the deck, place them next to the draw pile and shuffle the draw pile. If more alarm hexes are triggered than there are alchemists in play, the maximum number of cards drawn is the number of alchemists in play. Make sure that Inquisition cards of the same type are placed on top of each other so that the modifiers remain visible on the top right of the cards.



- Now place the inquisitor figures of the newly drawn inquisitor cards on the game board in the city of Troqulesia (see page 8). The modifier with this symbol  means that a second figure of the corresponding inquisitor type must be placed on the game board.



- Scenario events take place in the alarm phases of days 4, 8, 12 and 16, which are handled as follows:
 - Check how many scenario points are required for your number of players on day 4. This information can be taken from the scenario card. In this case, it is 1 scenario point for 2 alchemists and 2 scenario points for 3 or 4 alchemists.



- Check how many scenario points you have earned. Scenario points are earned by completing town missions. In this case, the town mission „Praedo Ferarum“, which is worth 2 scenario points, was completed.

- Spend these scenario points to activate the effect on the scenario card under the alchemist symbol and turn the card over so that it is face down on the corresponding space of the inquisitor board. The scenario points on this card are now used up and cannot be used for further scenario events.



- Handel the scenario effect of the alchemists and cover up the scenario effect of the inquisition with an X marker. In this case, each alchemist receives two earth elements which he may place directly in his tower. You can find an overview of all scenario effects at the back of this rulebook.

- Turn order: Grey, Brown, Yellow, Green.

Alchemist phase 1

Piot+Jacek Krol



Mining: Take a fire element.



Mining: Take a fire element.



Transmuting (special ability): Use a fire and air element to transmute the homunculus **Olmos**. Place the homunculus figure on the hex you are standing on. You may use Olmos in the next round.



Lenka Pavatey



Move up to the left (see page 8)



Transmuting: Use two earth elements to transmute the homunculus **Te-lugai**.



Transmuting: Use two earth elements to transmute **Sacca Cingulum**. The status change caused by the bag becomes active immediately.



Sejlon Jura



Move up to the right (see page 8)



Transmuting: Use an earth element and air element to transmute the **Cultro Pugna** equipment item. The status change caused by the dagger becomes active immediately.



Transmuting: Use an earth element and a water element to transmute the equipment item **Securis Ligna**. The status change caused by the axe becomes active immediately.



Fighting: Attack the Inquisitor standing in front of your tower. In this round you may use three attack dice, as the status changes of your equipment are active. The defense value as well as the attack value of the inquisitors are static and are not rolled. Since the inquisitor has a defense value of 1, Sejlon must roll at least an attack value of 2.

Defense value





NOTE: In a battle, all modifiers of the

- inquisitor cards,
 - the active alarm card and
 - the active scenario events on the scenario card
- must be added to the basic values. In this case, no modifiers are active that affect the defence value.

Inquisitor card	Alarm card	Scenario card
2 Modifiers: +1 additional attack dice +1 additional inquisitor	1 Modifier: +1 additional action	no Modifiers, as the scenario event on day 8 has not yet been triggered

Alchemist phase 1

- ♦ **LOSE:** If Sejlön loses the fight nothing happens and he can try again in the next round.
- ♦ **WIN:** If Sejlön wins the battle, the Inquisitor figure is removed from the game board. Since there is already a second figure of the same type of inquisitor on the game board because of the following symbol  under the modifiers, only the inquisitor card with this symbol  is placed beneath the draw pile.



In addition, Sejlön is allowed to get some loot by rolling a dice. The active alarm card shows which element Sejlön gets into his inventory (alchemist card) through his dice roll.



Example: If Sejlön rolls a 1, he gets a glass element.

Wilka Tuluweit



Move down to the left (see page 8)



Researching: In Rudus Figor, recipes for equipment items and fragments for the Philosopher's Stone can be researched. Draw two cards from the equipment pile. The players decide as a group which recipe they want to keep and place it alongside the other available recipe cards. The other recipe card is discarded face up on the equipment discard pile.



Researching: Draw two cards from the equipment pile.

Caligor (Wilka's Homunculus)



Equipping: Pick up 2 earth elements from the tower.



Move up to the left (see page 8)

Since Lenka has a very long way to go to the earth mine, Caligor brings her 2 earth elements. In the next round, either Lenka or Caligor can perform a trade action to transfer both earth elements from the homunculus card to the alchemist card.

Inquisition phase 1

The individual inquisitor figures are dealt with according to the layout on the inquisition board from left to right. In this case, the type B inquisitors are dealt with first followed by the type A inquisitor.

NOTE: In the Inquisition Phase, all modifiers of the inquisitor cards, the active alarm card and the active scenario events on the scenario card must be added to the values.

In this case it is an additional action (alarm card).

Inquisitor B (from days)

If Sejlön has already defeated this Inquisitor in combat, this Inquisitor can be skipped. If this Inquisitor is still on the game board, he moves towards Piot, as he is the next player figure to be outside the tower. If Piot is not in play, he moves towards Wilka.



Move down to the left (see page 8)



Move down to the left (see page 8)



Move down to the left (modifier) (see page 8)

Inquisitor B (from day 4) & Inquisitor A

Both inquisitors move towards Wilka, as she is the next player figure outside the tower.



Move down to the left (see page 8)



Move down to the left (see page 8)



Move down to the left (modifier) (see page 8)

Course of the game

Now you have learned the most important mechanisms of the cooperative game and you are free to finish the tutorial, which ends with day 12. On each day, including the 12th day, the alarm phase, the alchemist phase and the inquisitor phase are always dealt with in this order. Each alchemist must have completed a town mission by the end of day 12 in order to successfully complete the tutorial scenario.

HINTS:

Wilka still needs a level 1 fragment of the philosopher's stone so that she can take Caligor with her into the next scenario. She could also buy a tower extension that would be available to her in the next scenario.

Sejlon has to take care of the attacking Inquisitors, fulfil a town mission and still needs a level 1 fragment of the philosopher's stone so that he can take one of his weapons into the next scenario.

Lenka Lenka should first complete a town mission so that she can use her special ability. She also needs a level 1 fragment of the philosopher's stone so that she can take Telugai with her into the next scenario.



Im Tutorial markiert der 12. Tag das Spielende. Es müssen noch einmal alle 3 Phasen abgehandelt werden.

Piot & Jacek still have to fulfil a town mission. They could also buy a tower extension, which would be available to them in the next scenario.

NOTE: If an alchemist loses his soulstone in a fight against an inquisitor, he must also start the next scenario without a soulstone and he may not take any equipment or homunculus into the next scenario, even if he has transmuted an appropriate fragment of the philosopher's stone.

Do not read on until you have dealt with the last phase of the 12th day and thus completed the scenario.

End of Scenario

If each alchemist has completed a town mission, the tutorial scenario of the prologue is considered successful and you can continue reading here. If you have failed, you will have to repeat the scenario.

CONGRATULATIONS: Despite the watchful eye of the Inquisition, the remaining alchemists have managed to build a network of allies and well-wishers in the underground of the cities. Even though the Inquisition guards patrol the streets, the alchemists are able to enter the antiquarian bookshops and libraries of the cities via disused sewers, old supply tunnels, twisted cave systems and hidden back doors to research long-lost but useful recipes.

Once a scenario has been completed, the progress of the game must be saved in the campaign chronicle. To do this, read the chapter **End of Scenario** in the rulebook for the cooperative game. After you have saved the progress of the game, you can play the next scenario on page 18. If you are unhappy with the character selection, the tower positions or the arrangement of the game board, you are welcome to play the prologue scenario again according to your own ideas without the tutorial guide.



Purgatio/Cleansing

Sejlon senses the mood changing on the market square of Rudus Figor. „A thorn is in our flesh!“ resounds the voice from the improvised chantry. „A thorn so deep and inflamed. We have learned to live with it - to accept it.“ Sejlon tightens his hood deeper into his face and slowly turns away „The king is dead! And his disciples will suffer the same fate!“ The people are carried away by the hateful speech. „We must tear out this thorn and rid ourselves of the pain!“ The crowds huddle closer around the rostrum and new ones keep arriving. It becomes more and more difficult to make one's way unnoticed through the raging masses. There are many here who know me, whom I have helped, who know what I do. Sejlon tries to hide his nervousness. „You know this thorn and you know what it is called!“ the priest blares to the surging crowd. He did his job well and fired up the bakers, farmers, cobblers, blacksmiths and peons. „What is the name of this heretical thorn?“ „Alchemy!“ it erupts from the seething mass. Sejlon looks for a way out. He must remain quiet to avoid attracting attention. There's a side alley, an exit from this mob! He continues to push against the crowd when he is suddenly pulled to the ground and his cloak comes off. This has reliably protected him from prying eyes until now. He knows what happens if he is recognised. Devoid of another thought, he starts moving and pushes every hindrance to the side. For him there is only one direction - away! Not until he reaches the outskirts of Rudus Figor does he slow his pace. But he is far from safe.

Beginning in Troquesia, travelling merchants, itinerant workers and stallholders spread the news of the Dead Alchemist King to the remotest corners of Alka Sowa. The priests preach from the pulpit the dawn of a new era. They have declared war on the alchemists. It will not be long before our towers, laboratories and libraries burn. The Alchemists must rise up. It is time to refresh old alliances and forge new ones.



SCENARIO MISSION: Each alchemist must protect his tower from the Inquisition by generating a spell circle. Each alchemist must transmute a level 3 fragment of the philosopher's stone. As soon as each alchemist has transmuted such a fragment, the scenario is considered successfully completed. Note: The level 3 fragment of the Philosopher's Stone needed for the mission does not serve as a recipe for taking a level 3 homunculus or a level 3 item into the next scenario. For this you would have to transmute a second level 3 fragment of the Philosopher's Stone.



Do not read on until you have successfully completed the scenario.

CONGRATULATIONS: Even though the Inquisition has done everything to mobilise the masses against the Alchemists' Guild, you have managed to protect a large part of the laboratories and libraries. But protection alone will not be enough, there are rumours that the Grand Inquisitor has a greater plan. There must be a way to stop these deluded fanatics.

A stylized illustration of a mountainous landscape. In the foreground, a river flows through a valley. In the middle ground, a large, multi-towered castle sits on a hill. In the background, jagged mountains rise under a cloudy sky. The style is painterly and somewhat abstract, with a color palette dominated by blues, purples, and greens.

Vestigium / Trace

Nikoleit is aware that the capital is no longer a safe place for him. As the setting sun casts its last light on the towers of the cathedral, night has already fallen in the narrow, deserted streets of Troqulesia. Normally there is still a lot of activity at this time of day. But the pogroms against the alchemists have spread and the Inquisition has imposed a night curfew. Everyone is afraid to be associated with alchemy and to be denounced. When Nikoleit enters the tavern at the old gate, the conversations at the sparsely occupied tables fall silent. He is eyed suspiciously and it takes a few breaths before the gazes lower again and the murmuring swells. Only a small man next to the fireplace continues to fix him and nods at him. The man looks old and frail. There is neither wine nor food on his table. He is also still wearing his coat. As Nikoleit approaches his table, he sees that under the man's right arm, the coat has turned a deep red and the shimmering stain is slowly but steadily spreading. „Mr Obel?“ the man asks in a shaky voice. „You must be the librarian!“ retorts Nikoleit, „What happened?“ „We don't have time. It's too late for me anyway. Here!“ The man hands Nikoleit a small roll of parchment under the table. „Everything you need to know is in the document. Go now! I don't know who followed me.“ He has barely completed the sentence when the metallic footsteps of the heavily armoured Inquisition patrol sound from outside. „Through the kitchen! Quick!“ the old man barks at him with the last of his strength. Nikoleit jumps up, rushes to the counter and rudely pushes the innkeeper aside. The door to the kitchen is wide open and the back entrance is not blocked either. As he stumbles into the nocturnal alley, he can still hear from the innkeeper's room: „The kitchen! He's through the kitchen!“ Without looking back again, he runs down the alley. Skilfully avoiding the wide streets with the sooty light of their lanterns, he moves, enveloped in the safety of the shadows, towards the weirs. Beyond the great east gate, an

old smuggler's route leads him along rocky cliffs out of the city. The first rays of sunshine already herald the new day as the alchemist finally manages to get some rest. Exhausted, Nikoleit digs the librarian's document out of his coat pocket and opens it cautiously. He skims the lines quickly scrawled on the parchment. His expression darkens: „ So it's Tristigis, well?!"



SCENARIO MISSION: Tristigis is heavily guarded. To be able to travel to the city, each alchemist must bribe the guards with two gold elements. As soon as each alchemist has deposited two gold elements in Tristigis, the scenario is considered to have been successfully completed.

Note: Gold elements deposited in Tristigis are removed from the game and returned to the general supply. During the entire scenario,

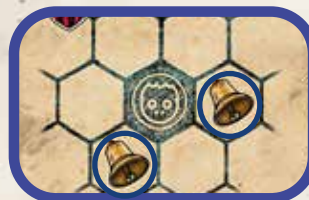
no tower extensions can be bought or town missions completed in Tristigis. Also, no sea voyages may be made out of or into the city.



ADDITIONAL RULES: The town guard is placed in Tristigis at the beginning of the chapter. The town guard cannot be attacked, nor may alchemists move onto or through the town guard's hex with a move action. The town guard is moved one space in the direction of the alarm marker symbol shown on the alarm card during the alarm phase. If the town guard would move beyond the edge of the game board or move onto a player's tower hex, it does not move. Once the town guard has left Tristigis, the town hex is also blocked for it.



If two bells are displayed on the alarm card, the city guard makes an all-out attack and all hexes adjacent to the town guard are attacked. This attack cannot be blocked by a defence roll. If the city guard moves onto a hex that has a homunculus or alchemist on it, this also counts as an attack that cannot be defended.



Do not read on until you have successfully completed the scenario.

CONGRATULATIONS: The last resistance of the alchemists has found a way into the city of Tristigis. Now the task is to find out what secrets their informant holds and whether it is still possible to stop the Inquisition.

A painting of a coastal town with a large rock archway leading to the sea. The town is built on a hillside, with buildings in shades of yellow, orange, and blue. The sea is visible through the archway and in the background. The sky is blue with some clouds.

Profection Departure

Tritigis is an ancient city. Even when the first settlers explored *Alka Sowa* from the north in the Third Age, they found ruins here that must have come from a much older civilisation. Even the dwellings and temples of *Trimori*, the oldest quarter of the city, stand on the remains of walls whose vaults and tunnels reach deep underground. A contact person has led Wilka and Farol from the harbour into the sewers. For hours they have been wading through the knee-high sewage. The darkness is pierced only by their guide's small oil lamp. Their path leads them deeper and deeper down through sacred vaults, up steep stairs and past sculptures and frescoes that are thousands of years old. At the bottom of a seemingly endless shaft, they encounter an enormous iron door. Its jamb is richly decorated and the relief on the wings depicts hideous scenes from the day of dawn, when alchemy was burnt out from one moment to the next by a dazzling pillar of light over an age ago. Flickering candlelight falls through the crack in the door and you hear footsteps and voices from the other side.

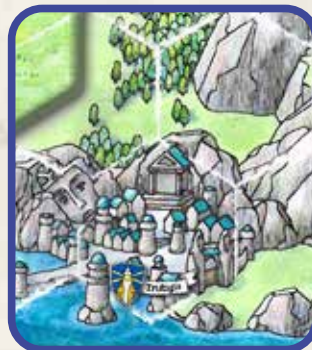
As Wilka and Farol walk through, their view opens up to a library hall that extends over several levels. A man in a long robe bows to them and says: „My name is Rahab. Come. I will take you to *Frega*, the elder of the *Anat*!“ As they turn into a side aisle of the great hall, they first realise how vast this collection of writings, folios, relics and ancient treasures must be. Crossing a gallery, they reach an inconspicuous wooden door. „She is already waiting for you,“ Rahab enters the room and with a bowing gesture asks the two to follow him.

In a deep leather armchair in front of the fireplace sits an old woman whose frail figure can be glimpsed even beneath the heavy brocade cloth. „At last you are here!“ her voice sounds impatient, „the Inquisition does not sleep. They have already found the tomb in the temple of *Senex Ara*.“ „What tomb? What does the Grand Inquisitor want in *Senex Ara*?“

gasps Wilka. Farol looks at her, then at the elder, clueless „What do you know about the Day of Dawn?“ „What everyone knows,“ Wikla retorts, „that a blinding light scorched all the alchemists, their creatures and products!“ „It is not what the light extinguished, but what it brought to light,“ Frega’s voice begins to quiver, „when the glare burned out, the first brothers and sisters of our order found a body at the source of the calamity, both beautiful and horrific, lifeless but full of energy. They brought it to Senex Hra and walled it deep into the rock.“ „The Inquisition wants that body!“ „Yes, the Grand Inquisitor believes it can be used to summon a second Day of Dawn. You must prevent that!“ „But how?“ „With this,“ she points her bony fingers at a richly decorated chest, „guide me to the mountain temple. Only there can we still avert disaster.“ Rahab helps Frega out of her chair, „We will need a ship. The land route is not safe!“



SCENARIO MISSION: Secures the sea route from Tristigis to Bosvadum. To protect Frega’s crossing, each alchemist must sacrifice a level 3 homunculus in a port town. This happens as soon as a homunculus is moved to the corresponding port town hex. At the beginning of the scenario the ship marker is placed in Tristigis. The first homunculus must be sacrificed in Tristigis, once done the ship moves on to Aestis Testa. The second homunculus must be sacrificed in Aestis Testa, once done the ship moves on to Bosvadum. Players three and four, must sacrifice their homunculus in Bosvadum. As soon as each player has sacrificed a homunculus, the mission is considered fulfilled. Note: The sacrificed homunculi are immediately removed from the game after the movement action into the respective port town and put back into the general supply.



Do not read on until you have successfully completed the scenario.

CONGRATULATIONS: Frega and her companions have already reached the Dracant by sea when new storm clouds gather in the center of Alka Sowa. The Inquisition is planning a major offensive against the last resistance of the alchemists.

Actions

Move



| Move to an adjacent hex!

Mine



| Draw elements from a mine!

Drop



| Drop elements on your hex!

Fight



| Attack on an adjacent hex!

Exchange



| Swap elements with another figure!



Convert



| Convert elements!

Transmute



| Create Homunculi or equipment!

Equip



| Swap elements and equipment!



Research



| Acquire a new recipe (draw 2, choose 1)!

Buy



| Obtain a tower extension marker!

Sail

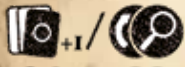


| Move to a connected port town!

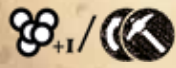
Abilities



Get the action displayed as an additional action per turn.



Draw four cards for each explore action and keep two of them.



Receive one additional element of the corresponding mine in each mining action.



Keep one additional recipe card on your hand.



You do not have to be on a town hex to perform an explore action.



You do not have to be on the tower hex to perform a transmute action.

Scenario events



Every alchemist gets the displayed element once straight onto his tower board.



Every alchemist loses the displayed elements. It does not matter who is carrying them or if they are in the tower.



Every alchemist loses either an equipment item, a homunculus or a fragment of the Philosopher's Stone, depending on the depiction.



Every alchemist gains the displayed status value upgrade until the end of the scenario.



Every Inquisitor gains the displayed status value upgrade until the end of the scenario.

Status values



| Number of dice in an attack roll



| Number of dice in a defense roll



| Number of elements a figure can carry



| Number of actions to perform per turn

Town missions



Attack on the town hex and beat the defense value of the town mission.



Drop the depicted element on the town hex and remove the element from the game



Move a homunculus to the town hex and remove the homunculus from the game.



Drop an equipment item and remove the item from the game.



Drop a philosopher's stone fragment and remove the fragment from the game.