



CALL TO Adventure

Epic Campaigns

By Christoffer Lundberg

Campaign Rules

The Epic Campaign consists of three chapters played in succession. Each chapter features one set of Adversary and Final Adversary and plays much like a normal session. Failing a chapter does not mean that the campaign is over, it only means that the next chapter will become harder.

The following changes to the rules apply when playing the Epic Campaign:

- Only two Act cards are visible at any time. A player can either select one of the face-up cards or take the top card from the Act deck.
- The **Journey** action changes to the following: when taking the top card from the Act deck, the player may pay 1 ♦ to draw an additional card. The player then selects one of the two drawn cards. The other is discarded.

Setup

Select a campaign from the list at the end of this document.

The game is set up in the same way as when playing a regular session. The only difference is when setting up the second and third chapters.

2nd Chapter

Each player if their Hero survived, discards their current **Destiny**, and draws a new one. They also keep all ♦ on their current **Class** card.

Then each player draws an additional **Class** card (see **Multiclassing** below) and tucks it underneath their current Class card.

3rd Chapter

Each player if their Hero survived, discards their current **Destiny**, and draws a new one. They also keep all ♦ on their current **Class** card(s).

Then each player draws an additional **Race** card (see **Epic Level** below) and tucks it underneath their current Race card.

Bad Omens (Legacy Mechanic)

The three chapters in the Epic Campaign are somewhat interconnected. Failing a chapter does not necessarily mean that the entire campaign is a failure, it only means that the next chapter will become harder as the undefeated Final Adversary tries to sabotage the Heroes' journey.

If the Final Adversary at the end of the first and second chapter remains undefeated, draw a **Bad Omen** card (see printable assets at the end of this document), and place it next to the game area. This card remains active for the rest of the campaign.

Survival


At the end of the first and second chapter, after each player has taken their turn fighting the Final Adversary, each player calculates their score and checks if they made it through the chapter.

Destiny Points	Outcome
< 20	Your Hero was killed during the fight with the Final Adversary. At the start of the next chapter, setup a new character.
20-24	Your Hero was seriously injured during the fight with the Final Adversary. Take a Serious Injury card and place it next to your tableau.
25-29	Your Hero was injured during the fight with the Final Adversary. Take an Injury card and place it next to your tableau.
30-35	Your Hero survived the fight with the Final Adversary.
36-40	Your Hero fought gallantly and earned a place in the Songs of Glory. When drawing a Destiny card next chapter, draw an additional one and select one of the two.
41+	Your Hero's fight with the Final Adversary has grown into legend. When drawing a Destiny, Class/Race card next chapter, draw an additional card of each type and select one.

At the end of the third chapter, calculate score as normal and determine the most epic Hero.

Multiclassing

When setting up the second chapter, each player will acquire a second **Class** card. This additional Class card only provides the abilities printed in the box, it does not provide any story icons or attribute runes. Tuck the second Class card underneath your first Class card, with only the text in the box visible.



The second Class card can be leveled up by using  per the standard rules.

Epic Level

When setting up the third chapter, each player will acquire a second **Race** card. This additional Race card only provides the ability printed in the box. It does not provide any story icons or attribute runes. Tuck the second Race card underneath your first Race card, with only the text in the box visible.

Injuries

After the first and second chapters, a Hero might have acquired **Injuries** (based on the amount of Destiny they accumulated during the chapter).

Injuries have a negative effect on the Hero during the next chapter and are also worth -1  and -1  when calculating score. They do not count as part of the tableau or story.

When the **Recovery** part (printed at the bottom) is fulfilled, the Hero can discard the card.

You can find the cards for Injuries in the printable assets at the end of this document.

Bad Omens

If the Final Adversary in the 1st and 2nd chapters are not defeated, a **Bad Omen** card will be drawn. These modify the next chapter, making them more difficult.

You can find the cards for Bad Omens in the printable assets at the end of this document.

Campaigns

Campaign	Chapter 1	Chapter 2	Chapter 3
Journey Into the Unknown	Choose or randomize Adversary	Choose or randomize Adversary	Choose or randomize Adversary
Darkness Behind the Throne	Mad Cultist The High Priest	Demon's Thrall The Demon	Slumbering Ancient The Old One
The Demon's Call	Master of the Dungeon The Tormentor	Great Wolf The Sorceress	Demon's Thrall The Demon
Fantastic Beasts and Where to Slay Them	Spawn of the Beast The Legendary Beast	Queen of Dragons The Elder Dragon	Fallen Angel False God

Journey Into the Unknown

Chapter 1

“Whether you grew up in the vale or in the comfort of the court, you always searched for adventure. As you grew older, the longing became so strong that you left your home and journeyed in the unknown.”

Shuffle the first Adversary’s special Adversary Card into the Adversary Deck.

Chapter 2

“Through triumph and tragedy, you have grown as a hero, but the future is an unwritten book and further adventures await you.”

Shuffle the second Adversary’s special Adversary Card into the Adversary Deck.

Chapter 3

“The years have brought glory and pain, misery, and riches. But a hero never sleeps.”

Shuffle the third Adversary’s special Adversary Card into the Adversary Deck.

From Beyond

Chapter 1

“Ever since you were a child you have heard stories about the Cult of the Old One. While on a trip across the sea you come to realize that there is more to the cult than stories...”

Shuffle the “Adversary’s Agent” Adversary Card into the Adversary Deck.

Chapter 2

“The High Priest summoned a demon from beyond time, but it managed to escape before you could banish it. With the Cult of the Old One shattered you set out to find the demon.”

Chapter 3

*“Having banished the demon, or so you are led to believe, a thunderous voice booms in your heads: ‘**You are fools for trying to thwart my plans! This world will burn!**’. You are overwhelmed by a sense of immense dread.”*

Shuffle the “Old One’s Madness” Adversary Card into the Adversary Deck.

Darkness Behind the Throne

Chapter 1

“Your blood has always boiled for excitement for adventuring and eventually it brought you to a faraway kingdom. There, rumors of an imprisoned prince and princess and a usurper on the throne have gotten you entangled in a dangerous situation...”

Shuffle the “Tormentor’s Grasp” Adversary Card into the Adversary Deck.

Chapter 2

“Having freed the prince and princess from the clutches of the twisted Tormentor you quickly find yourself on the run, hunted by the usurper’s dark agent. Will you manage to avoid the Dark Rider while trying to dethrone the usurper?”

If the Tormentor was defeated at the end of chapter 1, act 3, remove the “Tormentor’s Grasp” Adversary Card from the Adversary Deck.

Shuffle the “Adversary’s Agent” Adversary Card into the Adversary Deck.

Chapter 3

“With the usurper dethroned you should feel a sense of relief, but something stirs in the shadows. It seems that a darker power controlled the usurper as a puppet.”

Shuffle the “Dark Lord’s Call” Adversary Card into the Adversary Deck.

The Demon's Call

Chapter 1

"You find yourself in the employ of the city watch. A few months have passed when you find out that a powerful crime lord is being funded by a powerful warlord. In an effort to prove yourselves you track down the crime lord..."

Shuffle the "Adversary's Agent" Adversary Card into the Adversary Deck.

Chapter 2

"You have found leads that the warlord had a powerful patron in the form of a sorceress from a faraway land. You need to track down the sorceress, but she has conjured a dangerous familiar to try and stop you."

Chapter 3

"The sorceress gone; you find a magic ring of summoning in her chambers with clear evidence that she has conjured something far more powerful than the wolf."

Fantastic Beasts and Where to Slay Them

Chapter 1

“Seeking glory and fame you are seeking a way to find and hunt down the Legendary Beast.”

Shuffle the “Hunted by the Beast” Adversary Card into the Adversary Deck.

Chapter 2

“To further solidify your legacy in the bardic songs you set out to hunt for the Elder Dragon.”

If the Legendary Beast was defeated at the end of chapter 1, act 3, remove the “Hunted by the Beast” Adversary Card from the Adversary Deck.

Shuffle the “Dragon’s Majesty” Adversary Card into the Adversary Deck.

Chapter 3

“Your beast hunting has attracted the attention of a strange cult worshipping a god you have never heard of before. You manage to become entangled in their dreadful plot.”






















If the Elder Dragon was defeated at the end of chapter 2, act 3, remove the “Dragon’s Majesty” Adversary Card from the Adversary Deck.

Shuffle the “False Vision” Adversary Card into the Adversary Deck.

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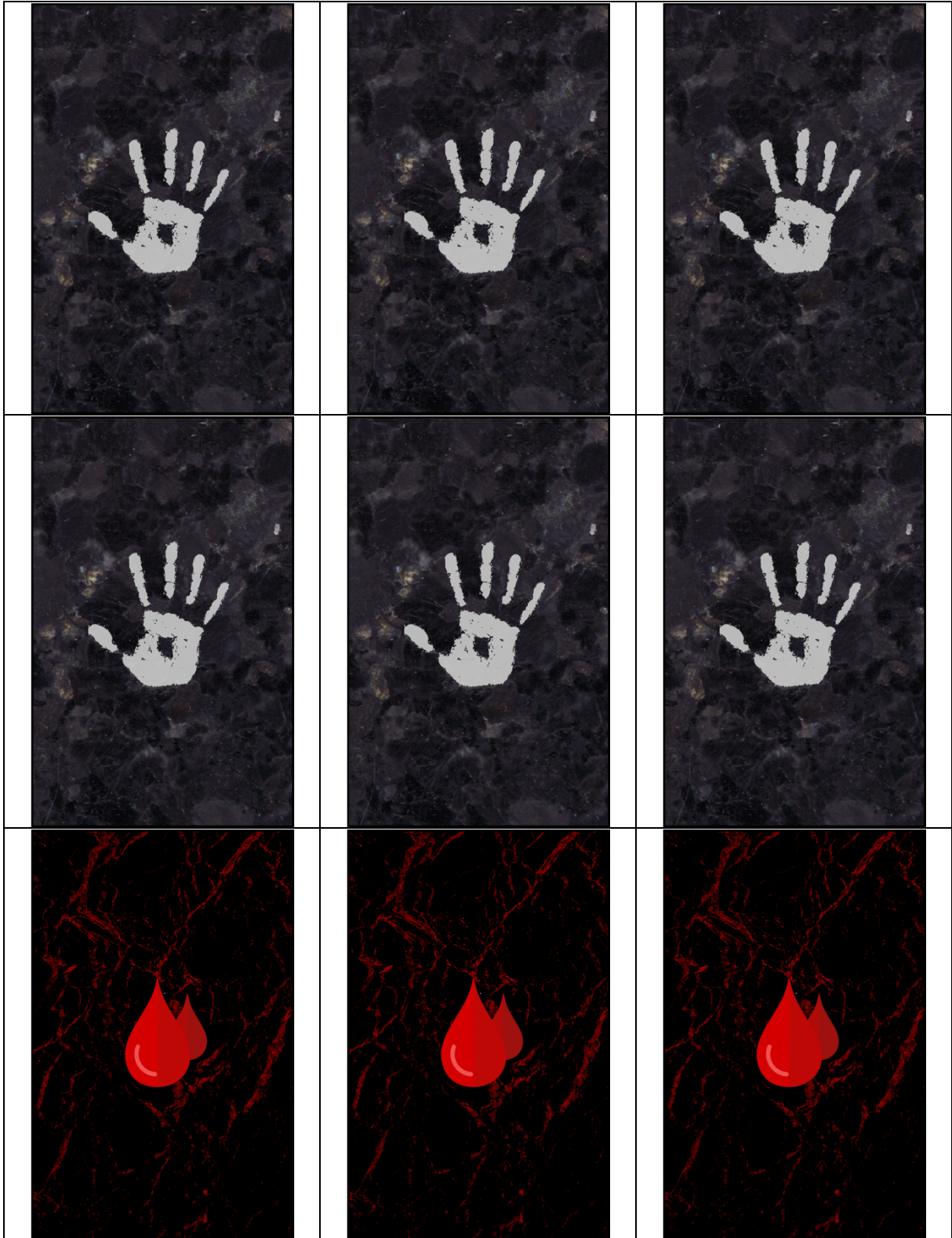
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<p>During this Chapter:</p> <p>When drawing an Adversary Card, draw and resolve an additional Adversary Card.</p>	<p>During this Chapter:</p> <p>The Adversary and Final Adversary starts with X additional .</p> <p>X equals the number of players.</p>	<p>During this Chapter:</p> <p>Ignore any Race ability.</p> <p>(When casting you need to take  or )</p>
<p>During this Chapter:</p> <p>Story icons are not worth any Destiny Points and are treated as blanks.</p>	<p>During this Chapter:</p> <p>Played  or  are not worth any  or .</p>	<p>Remove all but 2  from all Class cards.</p> <p>During this Chapter:</p> <p>Only 1  can be added to any Class cards per turn.</p>
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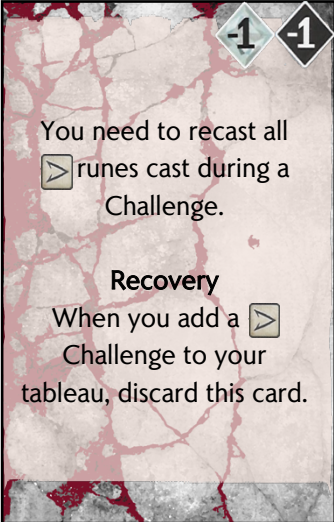


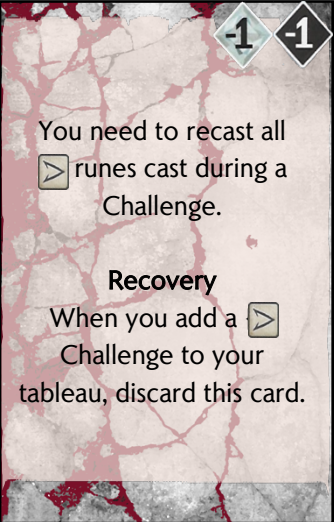


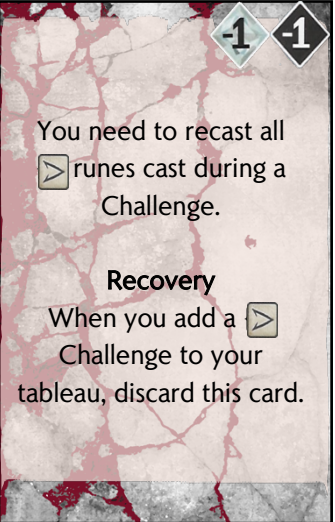


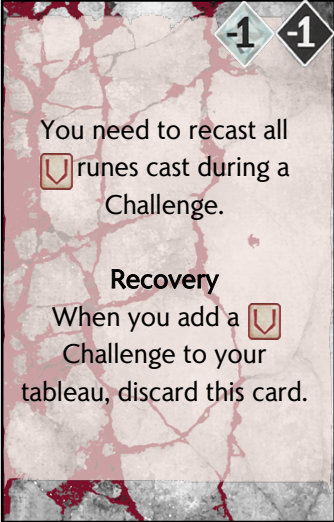


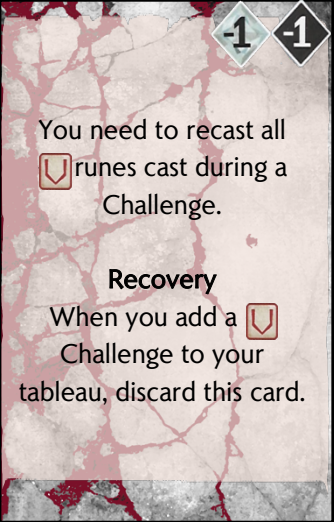


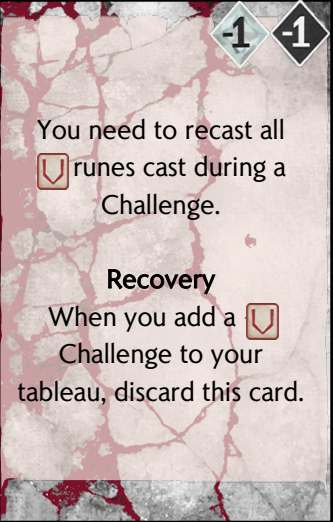


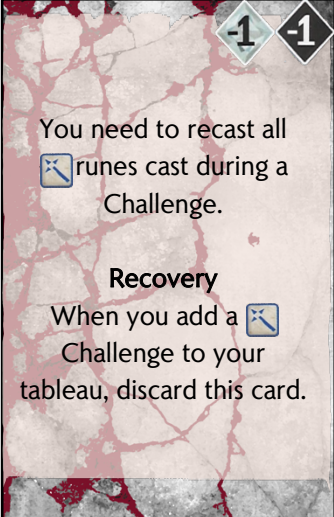


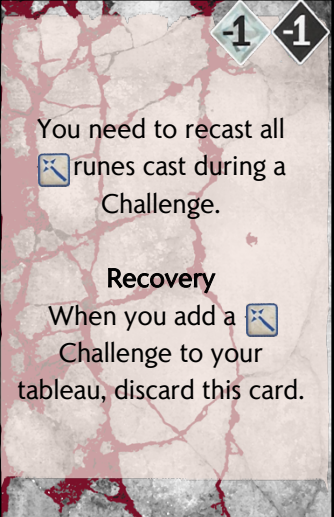


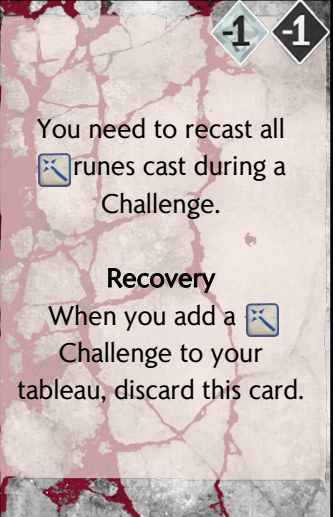


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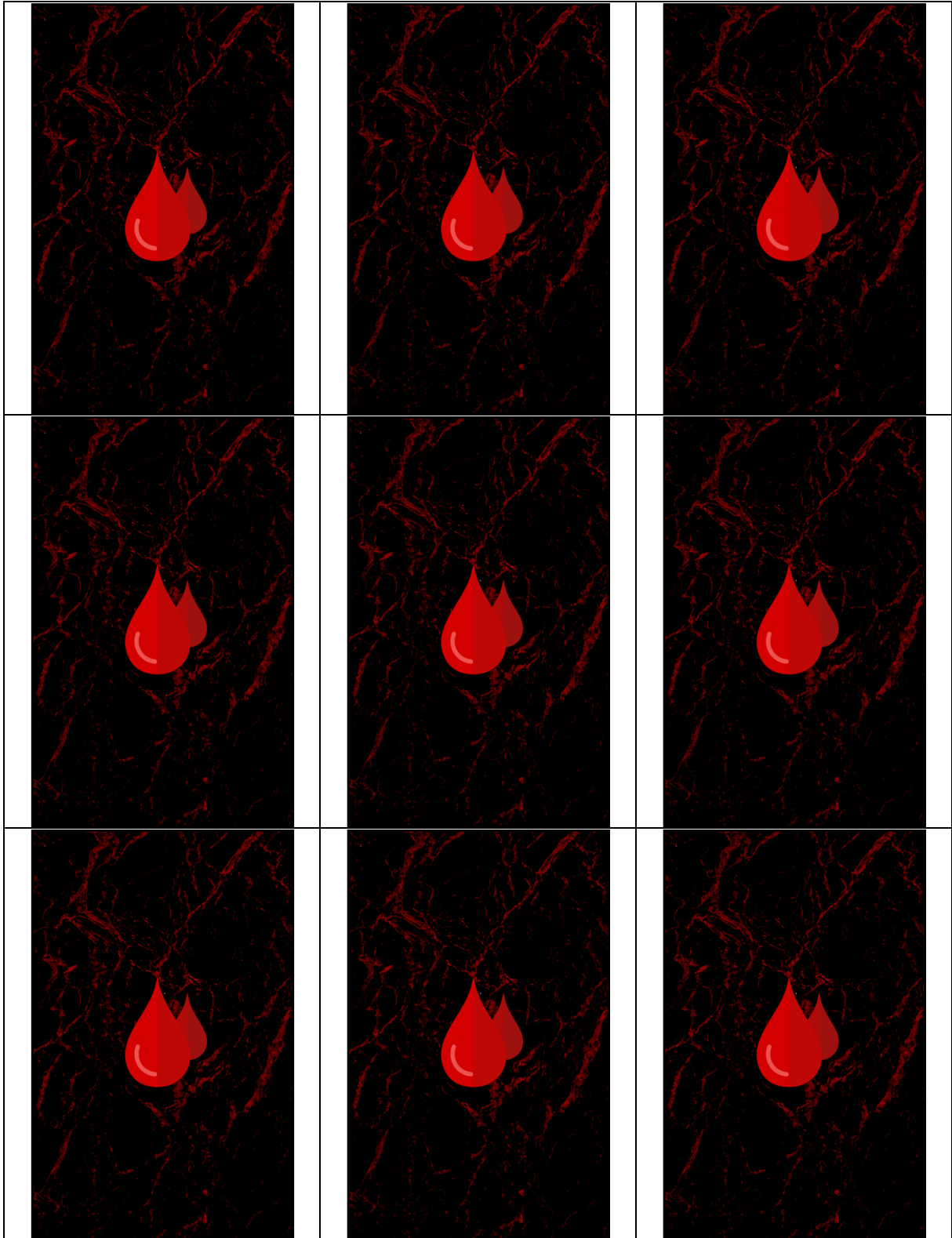
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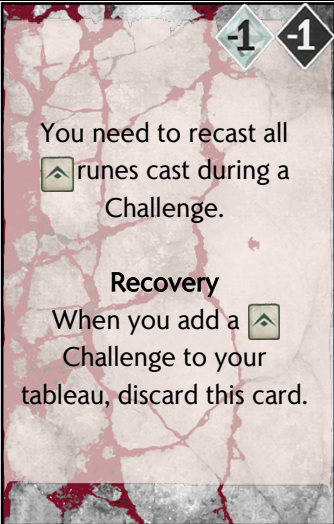


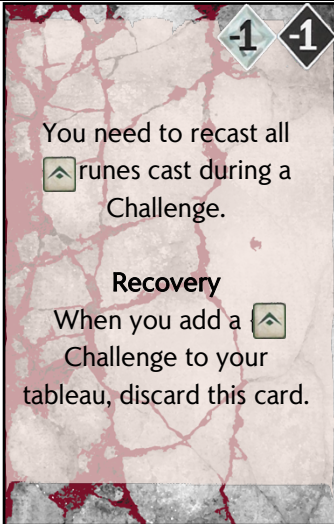


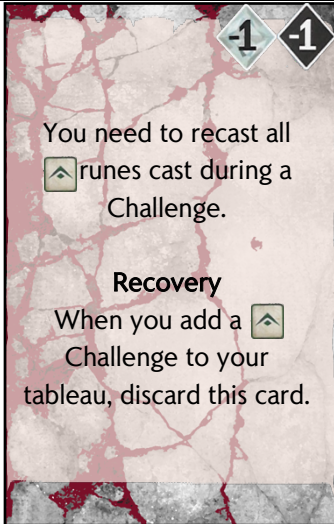


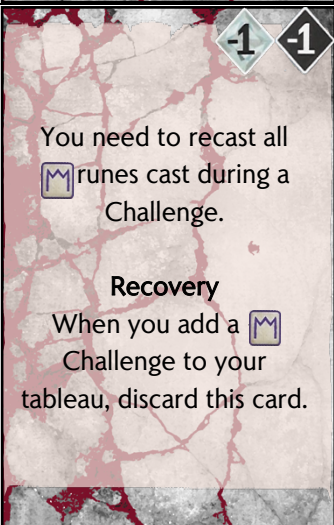


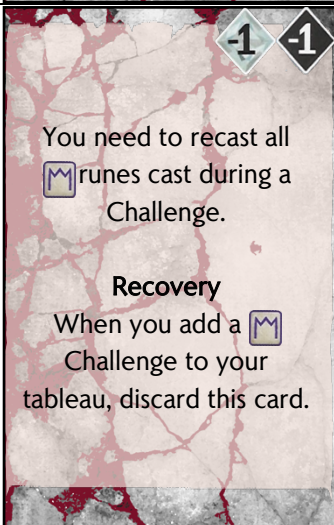


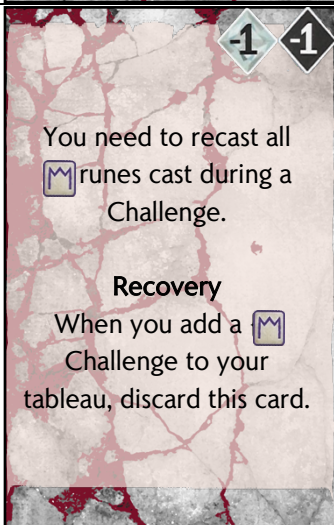


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