

BOOK - OF - TALES



THORGAL

THE BOARD GAME



ADVENTURE 1



TORKAN'S TEMPLE

You expected to be awoken by birdsong, not by pokes, prods, and insult-filled shouts. Life is a string of surprises, it would seem...

Your experience compelled you to get to your feet, but the ruddy arrowheads at your throat dissuaded you from doing so and you let yourselves get caught like helpless cattle.

Slave hunters. It would be difficult to imagine a worse fate. You were dragged to an unknown place, shackled, separated, and then forced to work, as they yelled Torkan's name.

You've heard about Torkan, a cruel—or perhaps—a simply pragmatic priest. It is for him that you now endure the backbreaking work of raising a gargantuan Temple in honor of an unknown deity.

Your days pass chopping wood, cracking stones, and hauling huge stone blocks. Each evening you fall asleep faster, and each morning it's even more difficult to wake up. You have to escape, or else you'll soon be unable to wake up at all.











You'd like to take your companions in misery with you, but how do you break through the small army of slave hunters? There's only one way: you need to destroy the Temple.

Inciting a rebellion among the remaining slaves seems like the most reasonable option, but there's no saying how many of these people will die under the swords of the slave hunters, fighting for their freedom. Is their sacrifice a price you're willing to pay?

In your time here, however, you have also heard about the lunar stones mined at the foot of the mountains—mysterious rocks holding great power. Perhaps you could use them to destroy the Temple. But how in the name of the gods are you going to obtain them?

GOAL: DESTROY THE TEMPLE

— SETUP —

- × Beginning with the First player and continuing in player order, each player places their Character miniature in another Area #1.
- × Place the  on the yellow space of the Adventure track.
- × Place 1 , 2  and 1  in each .
- × Place 1  in each .
- × Place 1  in each  and .
- × Prepare 2 Event decks and place them above the Adventure sheet in the following order:



- × Initial Action Row:



SCENARIO SPECIFIC COMPONENTS:




- × Scenario marker

— SPECIAL RULES —

ADVENTURE TRACK



There is a special track for this Adventure located in the upper righthand corner of the Map.


- × The position of the  indicates Torkan's progress in building the Temple.
- × Whenever an effect instructs you to move the , move it in the direction and number of spaces indicated.
- × Once the  reaches one of the spaces at the edges of the track, read the corresponding Entry.

DISTRUST

After any player resolves an Assign action in $\{ \}$, you may immediately resolve the effect, or wait and leave the assigned Goods at the Location. If you decide to resolve the effect, roll the indicated die. If there are at least as many assigned Goods at this Location, as shown on the die result, the effect is successful, and you resolve the (WIN) effect. Otherwise, discard all assigned Goods there and resolve the (LOSE) effect.



LURING THE GUARDS

The effects of Locations marked with  let you discard, degrade, or move Enemy tokens between Locations.

SPECIAL GOODS













represents the lunar stones that are found in the deepest mines.






represents Rebels, led by the Characters fighting against Torkan.

YOU WIN

- × If you Assign more  to  than there are  on all  combined. Read .
- × If you Move the  to the leftmost space of the Adventure track by spending  and  in . Read .

YOU LOSE

- × If you don't achieve any of the Goals by the end of round 8. Read .
- × If the  is moved to the rightmost space of the Adventure track. Read .
- × If any Character dies.

— ENTRIES —


1

EASTERN WATCHTOWER

The crowd of Rebels topples the Eastern Watchtower with a war song on their lips. You watch as it crumbles into a cloud of debris and dust, and then lead the Rebels back to safety, followed by flaming arrows let loose from the Western Watchtower.

Replace all  in **WESTERN WATCHTOWER**  with .

Gain 1 .




Spend 1  to resolve either of the Side Plots:

- × STEAL A SIGNAL HORN AND RALLY MORE REBELS. — Gain 1 .
- × SEARCH THE RUINS FOR EQUIPMENT. — Gain 1 .


2

WESTERN WATCHTOWER

With a rallying cry, the Rebels set fire to the Western Watchtower. The guards cough, trying to escape through the barred doors. Horns sound from the Eastern Watchtower, rousing the remaining guards.

Replace all  in **EASTERN WATCHTOWER**  with .

Gain 1 .

Spend 1  to resolve either of the Side Plots:

- × SOME GUARDS SURRENDER AND WANT TO HELP YOU. THEIR HELP WOULD BE INVALUABLE. — Gain 1 .
- × LEARN THE NEW PATROL ROUTES. — Gain 1 .

3

REBELS

At sundown, the Rebels lead a charge on Torkan's Temple. They push their way inside, climbing over the bloodsoaked corpses that were once their friends. You disappear into the sunset—horrific screams echoing at your back—simply imagining the massacre within the temple.

You win!

4


PRISON CELL






You attach ropes to the nearby prison cart and use the horses to pull the cell doors from their hinges. The prisoners waste no time escaping Torkan's slavery. They show you the secret paths they used before their imprisonment.

Gain 1 .

You may swap the Collect Action card with  8.

Spend 1  to resolve either of the Side Plots:

- × LURE THE PATROL AWAY BY DESTROYING THE PRISON CART. — Move any 1  from a Location with multiple Enemy tokens to any Location in this Area without .
- × FREE THE REST OF THE PRISONERS AND DESTROY THE CELLS. — Gain 1 .

5


QUARRY


Whispered promises of freedom and a portion of your ore are enough to convince the slaves to follow you into the upcoming fray. With Odin's name on their lips, they're eager to fight their oppressors.

Gain 1 .

You may swap the Combat Action card with  20.



Spend 1  to resolve either of the Side Plots:



- × AMBUSH ONE OF TORKAN'S LIEUTENANTS AND LEAVE HIS MEN WITHOUT A LEADER. — Degrade 1  by 1 in any Location.
- × RAID TORKAN'S TRANSPORT OF GOODS TRAVELING THROUGH THE MOUNTAINS. — Gain 1 Item from the Display. Then discard all Items from the Display and refill it.


6



LUMBER MILL

The strength of your arms has saved many slaves' backs from the sting of the whip today. You're exhausted, but these people won't forget what you did.

Gain 1 .

If the  is on a space to the left of the , move it 1 space to the right.

Spend 1  to resolve either of the Side Plots:

- × MAKE A RAFT AND INTERCEPT THE BOAT CARRYING SUPPLIES TO THE TEMPLE. — Gain 1 Item from the Display. Then discard all Items from the Display and refill it.
- × USE THE WOOD TO START A FIRE IN THE LUMBER MILL. — Move any 1  from a Location with multiple Enemy tokens to any Location in this Area without .

7**TEMPLE FALLS DOWN**

The energy focused by the lunar stones melts a massive hole in the Western wall of the Temple. The heat burns through the windows of stained glass and turns tapestries to ash. Through the breach, the slaves storm the Temple head toward the highest tower, where Torkan is. You don't stick around to witness the massacre, but instead leave alongside the river, into the sunset.

You win!**8****THE DEEPEST MINE**

As you enter the mines, you're swallowed up by complete darkness. The miners stop you before you can light a torch and explain that they extract lunar stones in the dark. These stones focus the light around them, and when their energy is released, they can burn through anything.

Gain 1 ♣.

You may swap the Combat Action card with 24.

Spend 1 ⚡ to resolve either of the Side Plots:

- × HELP THE MINERS AND GATHER A FEW LUNAR STONES FOR YOURSELVES. — Gain 1 ♣.
- × STAY A BIT LONGER AND ASK THE MOST EXPERIENCED MINERS TO SHARE THEIR KNOWLEDGE. — Each Character gains 1 ♠.

9**FORGE**

From the ore you've gathered, the blacksmiths smelt strange-looking stones. After a few prayers, the stones begin to pulsate with energy and the smiths instruct you to keep them in the dark. You leave before the black smoke from the chimney attracts the guards' attention.

Gain 1 ♣.

You may replace 1 ⚡ in ⚡ with 2 ⚡.

Spend 1 ⚡ to resolve either of the Side Plots:

- × COME BACK LATER AND LEARN MORE ABOUT THE SMELTING PROCEDURES. — Gain 1 ★ and 1 ⚡.
- × THEY OFFER YOU ONE OF THE STRANGE TOOLS. — Gain 1 Item from the Display. Then discard all Items from the Display and refill it.

10

MERCHANT COLONY

The merchants spit when you mention Torkan's name. His Captains confiscated the merchants' equipment recently, leaving them with little merchandise. When they hear about the rebellion, one of them hands you a mysterious package with Thor's sigil embedded in it and warns you not to open it until you're in complete darkness.

Gain 1 ♣.

Move any 1 ♦ from a Location with multiple Enemy tokens to K or Z without ✓.

Spend 1 📦 to resolve either of the Side Plots:

- × ASK THEM TO PROVIDE SUPPLIES FOR THE REBELS. — Any 2 Characters gain 1 Item each from the Display and refill it.
- × HELP THE MERCHANTS FOR A DAY AND LEARN ABOUT THEIR GATHERING METHODS. — Discard all 🗑 from 2 Terrain cards of your choice.

11

FERRYMEN

Convincing the ferrymen to stand against Torkan wasn't difficult. Soon, a large patrol is dispatched from one of the Watchtowers. With luck, their search for the non-existing rebellion will last for days and weaken the Temple's defenses.

Move any 1 ♦ from β to M without ✓.

You may swap the Assing Action card with 📦 38.

Spend 1 📦 to resolve either of the Side Plots:

- × AMBUSH THE PATROL IN THE FOREST. — Instead moving ♦, discard 1 🟡 or 1 🟢 from β.
- × INTERCEPT AND BRIBE TORKAN'S MESSENGER. — Move 1 ♦ from the WESTERN WATCHTOWER to the EASTERN WATCHTOWER (or vice versa).

12

CAMPSITE

Discussing your strategy, you start a quarrel with a group of slaves that turns into a fistfight. A patrol emerges from a Watchtower and separates you with whips and kicks. By the end of the day, you shake hands with the slaves—you've found a way to lure the guards out into the open!

Place a Special Action card 📦 A below the Assign Action card.

Gain 1 ★.



Spend 1 📦 to resolve either of the Side Plots:


- × INCITE RIOTS IN MULTIPLE AREAS, FORCING TORKAN'S GUARDS TO THIN THEIR DEFENSES. — Degrade 1 🟡 in any β.
- × DISTRACT THE GUARDS AND SEND A GROUP OF REBELS TO GATHER MORE LUNAR STONES. — You may spend 1 ♣ to gain 1 ♣.

13**PASTURE**

The lunar stone falls from your pouch and almost immediately sets the pasture ablaze. Slaves chase the horses fleeing in panic, and the guards suffer heavy burns while trying to extinguish the flames. Other Rebels speak highly of your actions.

Discard 1  from any .

Gain 1 .

Spend 1  to resolve either of the Side Plots:


- × **SABOTAGE THE GUARDS' FIREFIGHTING EFFORTS BY SABOTAGING THEIR BUCKETS.** — Instead of discarding , discard 1  from any .
- × **CATCH THE HORSES YOURSELVES AND USE THEM TO YOUR ADVANTAGE.** — Place Special Action card  below the Assign Action card

14**SENTRIES**

You create an avalanche that swallows the nearby sentry and guards. Searching the rubble, you find a keyring that allows you to free yourself of your shackles. You'll be able to move much faster from now on. On your way out, you stumble upon a hidden passage in the mountains.

You may swap the Move Action card with .

Gain 1 .

Spend 1  to resolve either of the Side Plots:


- × **USE THE PASSAGE TO COVER A GREATER DISTANCE.** — Immediately move 2.
- × **TAKE SOME TIME TO HIDE AND HEAL YOUR WOUNDS.** —  1 Wound (3).






15**RUNAWAY MINERS**

The guards are young and inexperienced: they quickly drop their swords and flee as they fall into your ambush. The slaves, exhausted and grateful, share stories of the mines and talk about stones extracted in complete darkness. Supposedly, the energy of these stones can crumble even the hardest of rocks.

Gain 1 .

Place 1  in .

Spend 1  to resolve either of the Side Plots:

- × **USE THE LOW MORALE AND STRIKE FEAR AMONG THE GUARDS.** — Replace all  in a  of your choice with .
- × **INQUIRE ABOUT THE METHODS OF MINING LUNAR STONES.** — Gain 2  and 1 , distribute them between any players of your choice.

16

TEMPLE OF THE UNKNOWN GOD

The Temple looms over the horizon, its grim shadow cast over the whole valley. You're no longer needed, and Torkan himself begins ritualistic sacrifices on the newly built altar.

You Lose.

17

HAVEN

The clerk glares at you with disgust, then orders you to shave and get dressed. After you're released from your chains, he tosses a stained map your way and orders you to leave. Outside, you study the paths and patrol routes marked on the map.

You may swap the Move Action card with 5.

If the is on a space to the left of the , move it 1 space to the right.

Spend 1 to resolve either of the Side Plots:

× EXCHANGE SMALL TALK WITH THE OTHER MESSENGERS AND GAIN THEIR TRUST. —

Discard up to 2 .

× ORGANIZE A SERIES OF AMBUSHES ALONG THE PATROL ROUTES. — Degrade 1 by 1 in any .

18

BARN

After a long day of work, filled with spreading rumors, planting ideas, and strongarming your way through arguments, you convince a group of neglected architects to join the uprising. They make a straw model resembling Torkan and drown it in the river! Horns blast from the Watchtowers, and you leave before the guards can reach you.

Gain 1 .

Move 1 from any to any Location in this Area without .

Spend 1 to resolve either of the Side Plots:

× LEAVE A FORGERY OF THE ORDERS FOR THE GUARDS. — Instead of moving the from any , move the Enemy from any Location.

× GAIN INSIGHT ABOUT THE WATCHTOWERS' STRUCTURAL INTEGRITY. — Degrade 1 by 1 in any .

101

UNBELIEVABLE DISCOVERY

You descend into the depths of the dark crater, its walls seem to have melted from the heat, although the inside is cold. At the bottom you find shards of a lunar stone - did it really fall here from the moon?

Gain 1 .

102

MISSIONARIES

You encounter a group of armed men. They are missionaries pulling a pilgrimage to their shrine. Around each man's neck hangs a medallion depicting a blue bird, and their faces are decorated with pale paintings. You easily convince them that building of this blasphemous temple must be stopped.

Gain 1 .