

# BETWEEN LIGHT & SHADOW

A SOLO ROLL & WRITE DICE ADVENTURE

CHAPTER I: DAWN

EXPANSION I

Magistra Artium



*Nervously, you break the seal, unfold the letter and skim the lines. Well, a difficult task indeed, one of the most complex potions of all, but you are ready to face the challenge...*

Welcome to the first expansion for Between Light & Shadow Chapter 1. In this expansion, you will follow the story of the alchemist from Scenario 2 and learn how she graduated from the alchemists' guild in the gardens of Sandgate, so that she could later fight the Shadow Plague.

## **1. How to play this expansion**

To play this expansion, you need the base game of Between Light & Shadow: Chapter One. You can then play this additional scenario either as a standalone scenario or as the first scenario in a new campaign. Accordingly, it is numbered S0 and is played in the campaign as per the rules before S1.

If you are playing this scenario as a standalone scenario, first remove all the markings from the consequences of your last campaign on all four game sheets. Then follow the setup instructions on the next page. All the rules of the base game apply as well as the special rules for this scenario, which you will also find on the next page.

If you are playing this scenario as part of the campaign, start the campaign with this scenario. Follow the campaign rules from the base game. Once you have completed this scenario, deal with the consequences of this scenario as intended and then continue the campaign with S1. All the rules of the base game still apply to a campaign, including the rules for consequences.

## **2. Components**

This expansion contains the following materials in addition to this rulebook:

- 1 City Encounter card.

Use this just as the City Encounter cards from the base game.

- 1 Event card.

Use this card in exactly the same way as the event cards in the base game.

- 1 Potions card.

Place this card on your character sheet. It offers new potion effects.

See special rules (1).

- 1 Light & Shadow stand (not oncluded in the print & play file).

You can use this special stand instead of the stand from the base game for the acrylic standees.

Attention: the standees from the base game are protected by foils on both sides.

Please remove these foils before using them with the new stand.




## SO: MAGISTRA ARTIUM

Anxiously, you had stared out of the laboratory window. The alchemists' gardens stretched out before you, a beautiful world of flowers, vines, fruit and all the beauty of nature. But you weren't interested in all the splendor today. Today was the day you had been waiting for for so long. The day of your final exam. You had still been staring blankly out of the window, your backpack ready for what lay ahead, while some mixtures were bubbling in their cauldrons behind you, when a third grader had entered and reverently handed you the sealed envelope. This was your last task. You would have to brew this potion, then your training would finally be complete and you could call yourself an alchemist.



Only three words had been written on the parchment, which had been carefully folded in the envelope: "Potion of Potions". That couldn't be true! This was one of the most difficult potions of all, consisting of five individual tonics. And the regulations required you to procure all the ingredients yourself. How were you supposed to achieve that? Why did your old teacher give you such a task to complete? Did she want you to fail the exam? Was it some kind of test to see how you deal with impossible situations? Or did she actually trust you to complete this challenge? If you succeeded in brewing this potion as your final test, you would be guaranteed a place among the alchemists of Sandgate. You could continue your research in the gardens and devote yourself entirely to the art of alchemy. Sure, it was a difficult task, but also a great opportunity...

**Goal:** Have at least 1 of each potion, as well as 1  & reach Sandgate



2 Cards: 1x city encounter (encounter sheet), 1x events (supply sheet).

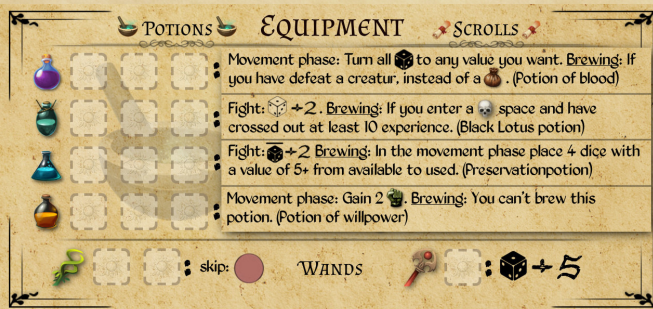
Start: **Sandgate** Resources: 5  0  3  1  **Normal** 

Starting instructions: You have learned a lot in your studies, but you have never really had to work physically. In this scenario, you may not place a die on "Strength" in a fight. Cross out the "Strength" placement space on your character sheet. Instead, you may unlock any one ability at the start of the game, i.e. fill in any dotted line on your character sheet.





Starting instructions (continued): Place the additional card S0 Potions included in this expansion



into your equipment box on your character sheet so that the scrolls are fully covered by the card, but each potion has three free spaces to mark and each potion is assigned to one of the four sections on the card.

### Special rules (1)

- 1) Although you are a master of potions, you cannot use scrolls : there are no scrolls in this scenario.
- 2) The potions in your equipment are four of the five potions you need to brew to make the Potion of Potions. You must therefore own at least one of each (i.e. marked and not crossed out) and also a healing potion. If you then return to Sandgate, you will obtain your diploma and win the scenario.
- 3.) The potions all have different effects than in the basic game. However, you still have to cross out a potion to get its effect. You can also brew the potions yourself. Each time you fulfill the condition of a potion after "Brewing:", you will receive one of these potions.

: You can turn all in Available to any value you want during the movement phase.  
**Brewing:** Gain one less after a fight to brew this potion (this is also possible multiple times per fight).

: During a fight increase the value of any white die by 2.  
**Brewing:** When you enter a dangerous location and have crossed out 10 or more experience at this moment (before you receive experience), you can brew this potion.

: During a fight increase the value of any unleashed black die by 2.  
**Brewing:** To brew this potion, during one movement phase place four dice with a value of at least 5 from available to used. You don't move with these dice.

: Gain two determination during the movement phase.  
**Brewing:** You can only obtain this potion by completing tasks and cannot brew it.

### Special rules (2)

- 4.) The creatures are not ferocious yet and have hardly attacked any other travellers. So there is less loot. In this scenario, you do not roll for loot, but instead have to choose either one or for each after a fight.



## Tasks:



### Hillwick




**A** The mixture: Brew a powerful potion from bloodstones and mountain herbs *Hissing and bubbling, the bloodstones begin to dissolve in the decoction you made from the mountain herbs. You knew it! So it had been worth it, to read this old book hidden in the last corner of the library and learning the recipe for the potion of willpower...*

If you have the bloodstones with you, i.e. task E has been completed, you can collect mountain herbs here and brew a potion from these ingredients with a little time. Lose 2 energy to receive a potion of willpower.



### Woodstead

**C** Root Potion: Exchange potions with the druids.  *You have already read a lot about the potions of those strange druids, but what you see here in Woodstead beneath the great tree surpasses everything written down: their potions are made in a completely different way. Their recipes are intuitive and chaotic rather than mathematically balanced.*

You can exchange potions with the druids if you wish: lose a potion of willpower, which they really need, and receive a black lotus potion in return.



### Bloodcave

**E** Bloodstone: Gather some of the dangerous, but mighty stones.

*The moment you put your hand around the small, round stone, you can literally feel some of your strength leaving you, your breathing becomes heavier and your heart begins to pound wildly.*

If you want, you can take some bloodstones with you, which can be used to brew potions. Lose 2 health.

**F** Bat blood: Gather a vial of healing blood from these cave animals

*You know that these beasts, these bats, are said to haunt this cave. You've often used their blood in the laboratory, but it had been bottled carefully. Here's your chance to gather some fresh blood from them. You just have to proceed slowly so that the beasts don't notice you...*

You can lose 2 energy to get a healing potion in return.



### Stormhurst

**H** Working: Help the blacksmith by producing some acids.

*As you stroll through the town, you notice a blacksmith talking to a much smaller man and seemingly about to attack him. As you get closer, you hear him say: "And how am I supposed to separate my metal from the stone without your acids? Without this stuff, I'm ruined!"*

You can help the blacksmith. He will provide you with all the materials and even pay you for them. Cross out two energy and get one money.






## Events:

### 1 The fellow student.

*You know that voice, don't you? Although you hear it in the middle of nowhere and is obviously coming from a bush, it reminds you of many hours spent in the alchemists' classrooms. Back then it was stuttering trying to find an answer, but now it's cursing. That had to be Helge! Your fellow student! He too should be at his final exam now and it doesn't sound like it is going well...*

Your fellow student urgently needs your help to create his final potion.

Choose: You can help him, which will take some time given how he's handling it. Cross out  and lose three energy.

Or you can make better use of his previous results, as he will never become a proper alchemist anyway. Cross out , lose one energy and gain .


### 2 Profit.



*A merchant has spread out his goods, strange-looking mixtures, on a blanket in front of him. And judging by the pile of coins also lying there, business is going well. As you sceptically examine his offer, he quickly recognises you as an alchemist: "Oh, a professional. But still quite a young one. Probably still in training, eh? Well, let's see, at your age you can always use some money, can't you?"*


You can sell as many of your potions as you like for 2 coins each.


### 3 Quid pro quo.

Condition:  is crossed out. If it is not crossed out, activate event 4 instead of this event.

*"Wait! It's really not working! You just have to help me! Please kust once more!" Helge again, your fellow student, but this time he seems to be in a really bad shape: his clothes are tattered, his eyebrows have obviously been burned off while brewing a potion and he seems to be almost in tears...*

He hasn't really made much progress on his final potion withou you, is it worth helping him?

Choose: You can help him and just brew more of the potion, which you can also use. Cross out  **3**, lose an energy and gain a healing potion.

Or do you think it's enough and take his previous results, either way. Cross out **3** , lose one health and gain a potion of blood.

### 4 Mind over matter.

*You barely stagger along the path and little stars dance before your eyes. When was the last time you slept? Never mind. It's about your future as an alchemist!*

You're completely exhausted, but the prospect of graduating drives you on. Cross out an energy and get a determination. Do not cross out this event when activated.



## Consequences:



When you have achieved the goal.


*You have graduated with honours as an alchemist and are now working and researching with the alchemists of Sandgate.*

The alchemists can sell more potions, which means there are more in circulation. Delete the white 1 in the loot table. Re-roll the loot dice for the rest of the campaign until you no longer have a white 1. This increases the probability of receiving potions as loot.



If task C  is crossed out.

*The druids have learned quite a bit about brewing potions from your potion of willpower and will surely use it on important missions.*

The druid in S1 starts the scenario with one determination  as a bonus.




This consequence has no condition.

*You have reduced the population of wild creatures before they were possessed.*



There are not so many creatures of this type left that could attack travellers and take their






belongings: Delete one loot  from the creature with the highest number that you have defeated, i.e. crossed out.



Example: If you have defeated the worm (number 1) and the scorpion (number 3), delete one loot from the scorpion.



If yes is crossed out at task 3  

*Your fellow student Helge manages to graduate, despite everything and especially thanks to you. He then leaves Sandgate and lives a quiet life in the mountains near Hillwick, where he has settled down as a hermit and sells his more or less effective potions to the population and travellers.*

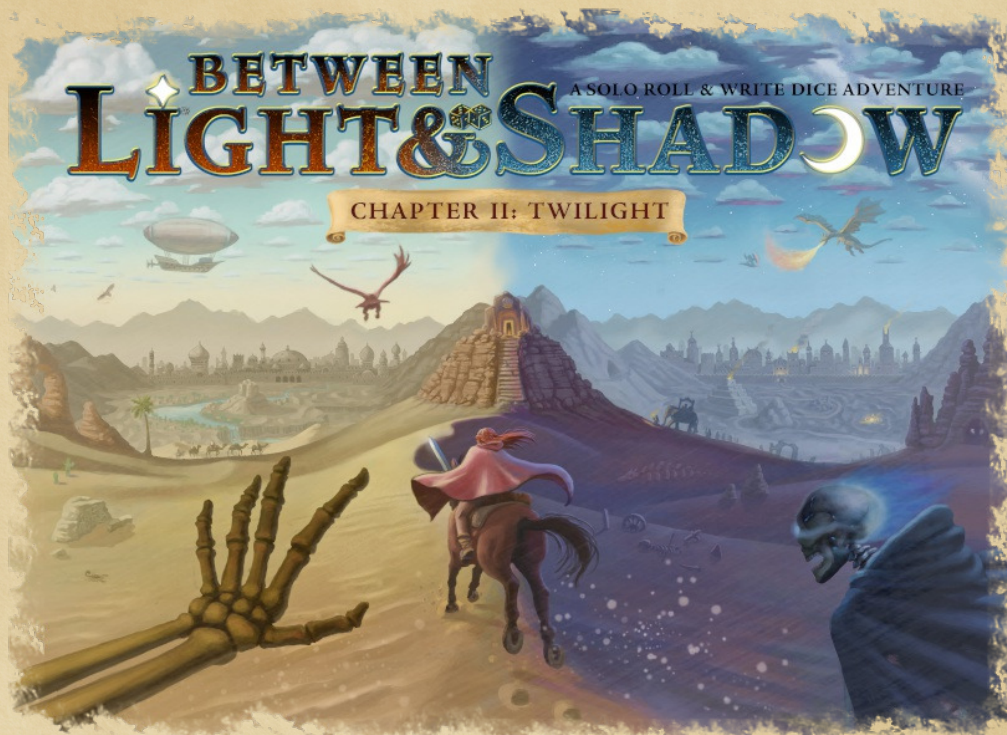
Mark the space   from Hillwick with this  symbol.

Helge has settled there. For the rest of the campaign, if you end your movement in this space, you can buy any potion  for one .





THE TALE OF MARA AND THE RETURN OF THE SHADOW WILL CONTINUE SOON. DISCOVER A WORLD IN TURMOIL, IN A STRUGGLE BETWEEN LIGHT & SHADOW, A WORLD IN TWILIGHT...



BETWEEN LIGHT & SHADOW  
CHAPTER 2: TWILIGHT



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