


## Temple Ruins

### Location - Open

*You stand in what was most likely the atrium of an ancient temple. How you ended up here is anyone's guess. Despite your unfamiliar surroundings, you sense a strong connection to home.*

**REVEAL:** Encounter **Seek and Destroy**.

**EXPLORE:** If Distance = 0, move to **Forest Road**.

**THREAT:** If TEST  < 1, a random friendly unit is damaged by falling masonry.

**REGROUP:** You may draw a card.

**DISTANCE:** 2

Quantum Rift Adventure Card Game

Andares


## Forest Road

### Location - Open

*The huge canopies and thick trunks of the trees on either side of the dust track are making it difficult to see. With your eyes of little use, it's your ears that first alert you to someone in peril.*

**REVEAL:** Deploy exhausted **Cara, Resolute Researcher**. Encounter **Primeval Hunger**.

**EXPLORE:** If Distance = 0, move to **Makeshift Bunker**.

**THREAT:** If TEST  < 1, place a gear you control on top of your Deck.

**DISTANCE:** 2

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## Makeshift Bunker

### Location - Interior

*There doesn't appear to be a floor in this room, although it is hard to be certain due to such poor lighting. You are standing on a creaking gangway over what you suspect is a very deep pit.*

Skip the Explore Phase at this location.

**REVEAL:** Deploy exhausted **Pietr, Defiant Survivalist**. Encounter **Hostile Takeover**.

**THREAT:** If TEST  < 1, discard a card from your Hand.

**REGROUP:** If TEST  > 1, remove 1 .

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

Andares

## Seek and Destroy

### Encounter - Scouting

*Not far from where you're standing, some peculiar beasts are digging feverishly through the rubble. They don't seem to have noticed you yet, but surely it's only a matter of time ...*

**REVEAL:** Spawn 2x **Hyvryx Scout**. Add 1  to this encounter.

**THREAT:** Add 1  for each Hyvryx unit here. If  > 5, remove 5  and then spawn 1x **Hyvryx Predator**.

**DURATION:** Ready Hyvryx units > 0.

**REWARD:** Each player gains 1  dice and may draw a card.

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

Andares

## Primeval Hunger


### Encounter - Deadly

*Frightened screams are soon drowned out by ferocious growls ...*

**REVEAL:** Spawn 2x **Hyvryx Predator**. Add 1  to this encounter.

**THREAT:** Add 1  for each Hyvryx unit here. If  > 5, remove 5  and then: If **Hyvryx Alpha** is in the Enemy Pool, spawn it, or if **Hyvryx Alpha** is in the Enemy Void, each Hyvryx unit is readied.

**DURATION:** Hyvryx units > 0.

**REWARD:** Each player gains 1  dice. If **Hyvryx Alpha** was defeated by a friendly unit, that unit's controller gains 1  dice.

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

Andares

## Hostile Takeover

### Encounter - Deadly

*A phrase involving the words frying, pan and fire springs to mind as a familiar smell alerts you to a hostile presence here ...*

**REVEAL:** Spawn 1x **Hyvryx Commander** and 2x **Hyvryx Predator**.

**THREAT:** Add 1  for each Hyvryx unit here. If  > 7, remove 3 , shuffle the Enemy Pool and then spawn the top card from it.

**DURATION:** Hyvryx units > 0.

**REWARD:** You have completed Chapter 1. Select one card from the Adventure Pool to add to your Deck for Chapter 2.

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Andares