



HEROES III

OF MIGHT AND MAGIC®

THE BOARD GAME

COVE

MISSION BOOK

Regna, the pirate kingdom and the land of the free. Regna, the quiet cove where the daring and the dashing await their lodestar to rise and guide them to fame and fortune. Regna, the home of two hotshot brothers who embark on an adventure that may offer them just what they seek. Are you bold enough to join them and find out whether your lodestar has risen? Hey ho! We are the pirates— are you?

In this expansion for **Heroes of Might and Magic III: The Board Game** you will find a pack of new features, including a new type of tiles, a new faction, a campaign, and new scenarios, as well as optional rules for the Core Game.

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COMPONENT LIST

5 × Map tile:

- 1 × Starting tile
- 3 × Far tile
- 1 × Near tile

7 × Sea Map tile:

- 6 × Near tile
- 1 × Center tile

1 × Town board

1 × Mission book

1 × Player's Aid

1 × Unit leaflet (Cove)

2 × Hero model

1 × Town model

7 × Unit model

2 × Hero card (double-sided)

7 × Unit card

7 × Town Building tile

7 × Neutral Unit card

3 × Astrologers Proclaim card

7 × Artifact card

6 × Spell card

6 × Ability card

12 × Specialty card

7 × Statistic card

- 3 × Attack card
- 2 × Power card
- 2 × Knowledge card

1 × Build token

1 × Population token

1 × Spell Book token

1 × Morale token

6 × Movement token

3 × Whirlpool token

6 × Weakness token

4 × Clone token

14 × Time token

18 × Gold token

- 6 × "1 Gold"
- 6 × "3 Gold"
- 6 × "10 Gold"

14 × Building Material(s) token

- 6 × "1 Building Material"
- 8 × "3 Building Materials"

9 × Valuable(s) token

- 6 × "1 Valuable"
- 3 × "3 Valuables"

8 × Damage token

- 4 × "1 Damage/2 Damage"
(double-sided)
- 4 × "3 Damage/5 Damage"
(double-sided)

30 × Acrylic cubes

- 10 × "Black"
- 20 × "Aquamarine"

NEW ELEMENTS

SEA MAP TILES

Discovering Sea Map tiles follows the regular placement rules, just like with any other Map tile. Moving over them, however, is somewhat different. Some Sea Map tiles may contain both land and sea fields. You move normally between two fields of the same type (sea to sea, land to land) and when you enter a land field from a sea field. However, when your Hero enters a sea field from a land field, their movement for the turn ends—they do not lose any unspent Movement Points, and they can still use them (for example, to extend Combat resulting from resolving the field they entered), but they cannot move anymore that turn, not even with the help of card effects.



Sea Map tile

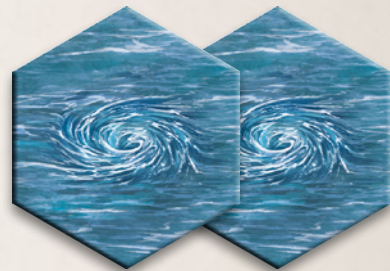
WHIRLPOOL TOKENS

The Whirlpool token marks a field that connects to another Whirlpool on another tile, allowing Heroes to travel between them. When you discover a Sea tile with a Whirlpool on it, place the token on the field indicated by the scenario's map layout.

Keep in mind that the Whirlpool token replaces the field's original location and cannot be placed on blocked fields, other tokens, or fields containing locations required to meet any of the scenario's victory conditions. You can

place the token however you wish, provided that it follows the above rules.

Each Whirlpool token shows a number that corresponds to an Attack die roll result. If there are three Whirlpool tokens on a map, each time your Hero enters one of them, roll an Attack die to determine where it takes them. If your roll result sends you to the Whirlpool your Hero has just entered, repeat the roll. After each such travel, lose 1 unit from your army—you can later Recruit this unit again.



Whirlpool token


WEAKNESS TOKENS

A unit with this token suffers $-1 \times$ or $-2 \times$, as indicated by the token's side. Each unit can have only one such token at a time—if a unit that already has such a token would gain another one, the player controlling it chooses which one to keep.



Weakness token






TIME TOKENS

To mark the remaining duration of an Ongoing  effect, you can use Time tokens. Just put them on the card or a token that provides the effect and reduce their total value by 1 at the end of the round. When there are no Time tokens left, the effect ends—discard its card or token.



Time token

CLONE TOKENS

There are two different-colored sets of two Clone tokens in the game—one set for each opponent in Combat—that are used to mark the effect of a “Clone” spell. When you cast this spell, choose an allied unit (depending on the  used) and an empty space on the Combat board that is adjacent to the unit. Next, place one Clone token on the chosen unit and another one on that space. The token on the empty space represents the Clone. It has the same statistics and special abilities as the original unit, but its  is only 1 and its  is 0. Additionally, its defense cannot be increased by any effects from cards and other units. Remember that if the Cloned unit is attacked or takes even 1  from a , it perishes. The Clone does not inherit any effects that have been played on the original unit.



Clone tokens

Example:

While playing *Casmetra*, one of your units in Combat is a *Pack of Sorceresses* whose initiative is 7. You “Clone” them—placing one Clone token on the *Pack of Sorceresses* and the other one on the empty space next to them.



Next, you decide to play *Casmetra's* Level 4 Specialty card on the original *Sorceresses* unit. It increases their initiative by 2. Now, the original *Sorceresses's* initiative is 9, but the Cloned unit's initiative remains 7.

MAP LOCATIONS

In *Cove Expansion*, you will find more tiles with new locations to discover. For the complete list of the locations, go to page 34.





ALLIANCE MODE

This mode requires at least one expansion and 4 players to form an Alliance of 2 players vs. 2 players.

ADDITIONAL RULES

When playing in this mode, the following rules apply:

- An Alliance is a team of 2 players that is determined at the beginning of the game and lasts for the duration of the chosen scenario.
- Each player chooses their faction at the beginning of the scenario.
- Allied players can exchange artifacts. To do so, they need their Heroes to occupy adjacent fields.
- Resources may be exchanged without the need for both players' Heroes to occupy adjacent fields. Members of an Alliance can exchange resources freely during the turn of either player in the team.
- Players in an Alliance cannot **Flag** locations that are already **Flagged** by another player from the same Alliance.

FINISHING SCENARIO

Allied players share the victory and defeat conditions. There is no additional step of comparing who did better in the given game or who contributed to the victory more.





Precarious peace in the strait was broken by invasion of Elemental Lords. They have created a portal in the heart of the sea. Even though you have strengthened the approaches to the monolith, the enemy did not retreat.

PLAYER COUNT

A scenario for 4 players (2 vs. 2).

SCENARIO LENGTH

This scenario plays out over 14 rounds.

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:



- 4 × Starting (I) Map tile, 1 of which must contain a Dungeon Town
- 6 × Near (IV-V) Sea Map tile
- 8 × Far (II-III) Map tile

NOTE: Place the Starting tiles with a blocked field (the field with a yellow border on each edge) as shown in the map layout.

NOTE 2: Place 2 Whirlpool tokens as shown in the map layout.




STARTING RESOURCES

Each player starts with the following resources:

14 ×  4 ×  1 × 

SETTING A PLAYER'S INCOME

Set the income on the income tracker to:

“10”  “0”  “0” 

STARTING BUILDINGS

Each player starts the game with these buildings:

-  Dwelling
- Mage Guild


STARTING UNITS

Each player starts with the following units:

- 2 × A Pack of  units with the lowest Recruitment cost

ADDITIONAL SCENARIO RULES

Before the start of this scenario:

- There are 4 starting locations divided into 2 starting areas. The teams choose their starting areas, and then each player picks their starting position within their team's starting area.
- Instead of the regular starting bonus, you can recruit a Secondary Hero for 5 . Ignore this rule if your Difficulty Setting is Impossible.

During this scenario:

- A player can send resources to an ally only during the player's turn.
- Each player can **Recruit** a Secondary Hero only once.
- No Main Hero can surrender in Combat against another Hero. Only Secondary Heroes can do that.

VICTORY CONDITION

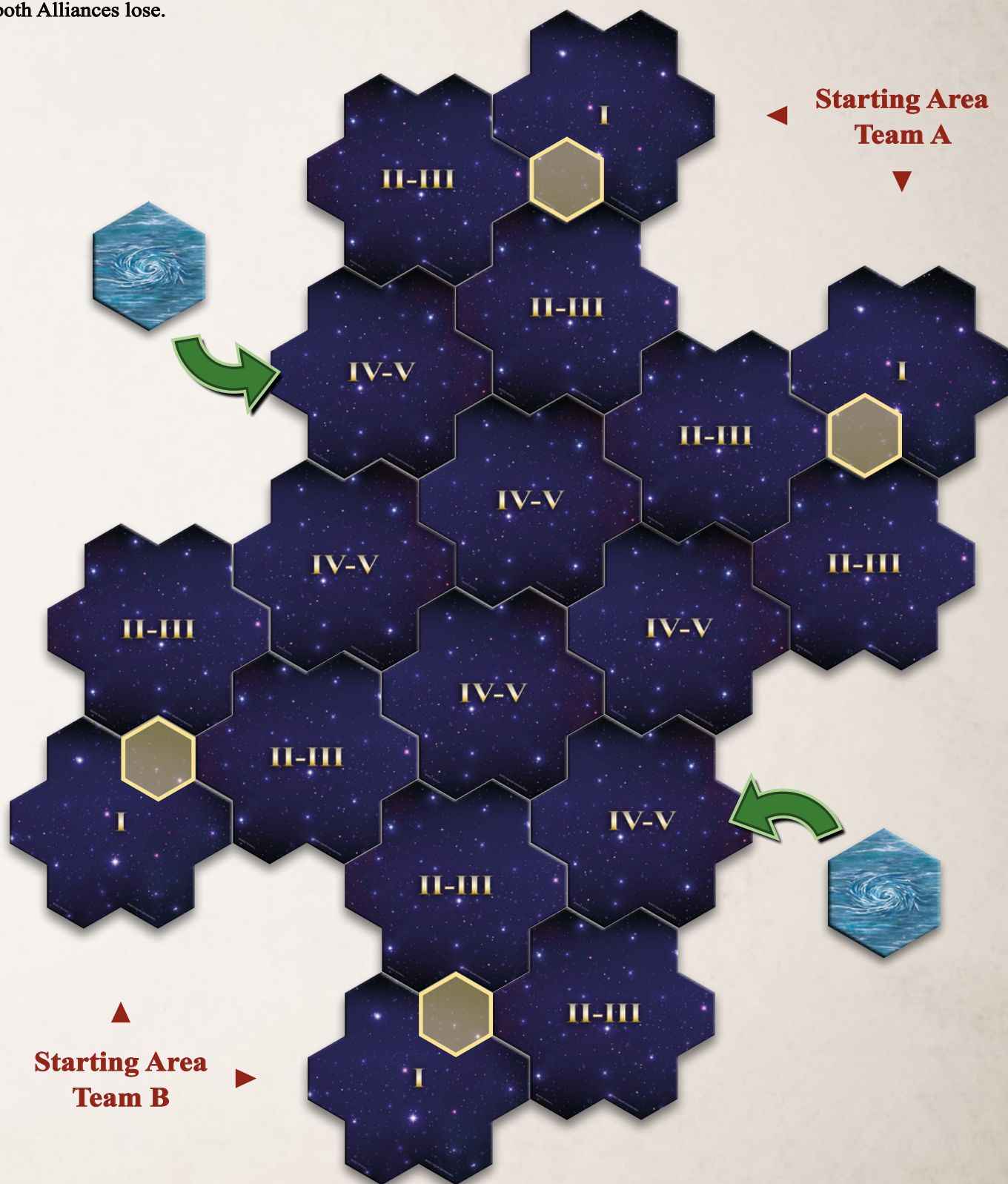
To win the scenario, an Alliance must either capture one of the enemy Towns and maintain Control over it for the next 2 rounds, or defeat both Main Heroes of the enemy Alliance.

ROUND TRACKER

If the above condition is not met, the game ends with the 14th round. If one of the players **Flags** an enemy Town in the 13th or 14th round, the game extends until the end of the 15th or 16th round, respectively. If both teams meet the victory conditions, the game ends with a draw, and if no team meets the victory conditions, both Alliances lose.

TIMED EVENT

There are no timed events in this scenario.



CLASH MODE

WITH SWORD AND FIRE



There comes a day when even a ranger as legendary as Kyrre can't find her way out of the forest maze. To make things worse, the woods are peppered with traps and riddles. Seeing as elves can't bring themselves to hurt the trees, she will have to hack and burn someone else.

PLAYER COUNT

A scenario for 2 players.

SCENARIO LENGTH

This scenario plays out over 11 rounds.




MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

- 2 × Starting (I) Map tile
- 4 × Near (IV-V) Sea Map tile
- 4 × Far (II-III) Map tile, none of which must contain a Settlement




STARTING RESOURCES

Each player starts with the following resources:

13 ×  3 ×  1 × 

SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

"10"  "0"  "0" 

STARTING BUILDINGS

Each player starts the game with these buildings:

-  Dwelling
- Mage Guild

STARTING UNITS

Each player starts with the following units:

- 3 × A Few of  units

ADDITIONAL SCENARIO RULES

During this scenario:

- No player may have a Secondary Hero.
- Players can use their deck of Might and Magic when paying gold to defend their Faction Town.

VICTORY CONDITION

To win the scenario, a player must capture their opponent's Town or defeat their Hero.

ROUND TRACKER

If the above condition is not met by the end of the 11th round, the game ends in a draw.

TIMED EVENT

During the 3rd, 6th, and 9th rounds, players can exchange resources as if they visited a Trading Post.





CLASH MODE

BLAZING ARCHIPELAGO



Terrible heat, lack of resources, and the constant danger of being attacked by sea creatures make these islands a truly godforsaken place. But what does attract the adventurers here?

PLAYER COUNT

A scenario for 3 players.

SCENARIO LENGTH

This scenario plays out over 13 rounds.

MAP SETUP




Take the following Map tiles and set them up as shown in the scenario map layout:

- 3 × Starting (I) Map tile
- 6 × Near (IV-V) Sea Map tile
- 1 × Center (VI-VII) Sea Map tile
- 6 × Far (II-III) Map tile, none of which must contain a Settlement

NOTE: Place 3 Whirlpool tokens as shown in the map layout.




STARTING RESOURCES

Each player starts with the following resources:

14 ×  4 ×  1 × 

SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

“10”  “0”  “0” 

STARTING BUILDINGS

Each player starts the game with these buildings:

-  Dwelling

STARTING UNITS

Each player starts with the following units:

- 1 × A Pack of  units with the highest Recruitment cost

ADDITIONAL SCENARIO RULES

During this scenario:

- No player may have a Secondary Hero.
- Players can use their deck of Might and Magic when paying gold to defend their Faction Town.
- After defeating the level VII Neutral Army, do not place any cubes on its field. Each time a Hero enters the location, they trigger Combat.
- After the first player defeats the level VII Neutral Army, in order to win, the remaining players must also defeat the level VII Neutral Army in their next turn. Ignore this rule, if it is already the 13th round.
- When you win Combat against the level VII Neutral Army, remove your Hero from the map.
- In this scenario, all players can achieve victory.


VICTORY CONDITION

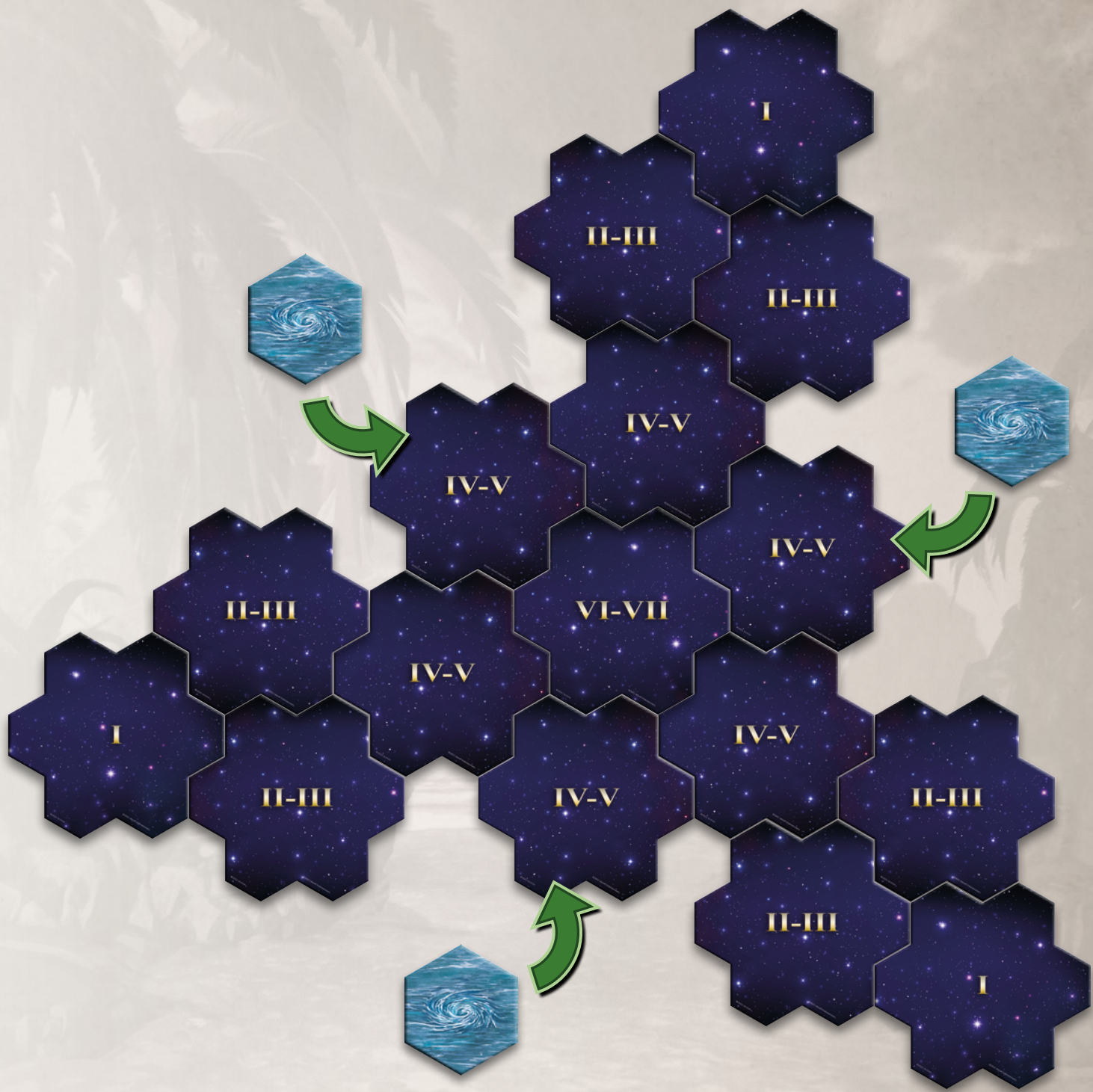
To win the scenario, a player must defeat the level VII Neutral Army.

ROUND TRACKER

The scenario ends with the 13th round or the moment the last player meets the above condition. All players who meet the Victory Condition, win. All players who fail to do so, lose.

TIMED EVENT

During the 3rd, 6th, and 9th rounds, each player can either reroll 1 die once or roll and resolve 1 .





CAMPAIGN RULES


By the campaign, we understand a series of scenarios designed for solo play.

Each scenario is divided into two sections:

- The game-mechanics section.
- The story section.

Campaigns make use of an additional set of rules that are described in the first Mission Book, in the Core Game. Reading them before starting the campaign below may be a good idea.

CLARIFICATION ON SOME RULES FROM THE CORE GAME

- You cannot surrender to AI Heroes.
- The AI Heroes move after the player.
- When an AI Hero's Skill card calls for drawing a card, draw another AI card and resolve its effect.
- The AI cards that raise  or trigger the use of other cards that do so stay on the units till they are used for defending against one attack. Use them in a manner similar to how a real player would use them.
- The bonus from the campaign's scenario setup replaces the default starting bonus.

USING DIFFERENT HEROES

Although each campaign has its own recommended Hero for whom it is balanced and who is also the main character of the story, you are free to play with any other Hero—there is only one condition, the champion you choose for your cause must belong to the same faction as the recommended Hero.

YOUR MIGHT AND MAGIC DECK BETWEEN SCENARIOS

After finishing a campaign scenario, follow these steps:

1. Return the cards from your hand and the discard pile to your deck.
2. From these cards, take out all the Statistic cards and the level 1 Specialty card, and set them aside.
3. Now remove the rest of the Specialty cards.
4. From the remaining cards, choose 5 and add them to the cards you set aside in the second step—this will be your Starting deck for the next scenario.
5. Note down the cards that make your new Starting deck.

If you lose a scenario, reset your deck by removing all the cards that are not part of your current Starting deck.

REMEMBER! Every time you start a scenario, you reset your Hero's Experience Level to 1.

REMEMBER! Spell Scrolls are not part of the deck! You cannot carry them over to the next scenario.


If you choose to change your Hero between the scenarios or when you repeat the scenario with a different Hero, in step 3 replace all of the previous Hero's Statistic cards and the level 1 Specialty card with all of the Statistic cards and the level 1 Specialty card of your new Hero. If the previous Hero had Empowered Statistic cards, you can remove Statistic cards of the same type from the new Hero's deck, and replace them with Empowered Statistic cards of the corresponding type.

In step 4 you can replace any card that remains in the deck after step 3 with the new Hero's starting Ability card and Magic Arrow(s). You can neither add a second copy of the Hero's Ability card to your deck in this way, nor have more than 4 Magic Arrow cards. After replacing the cards, proceed with choosing 5 cards from the deck

and adding them to the new Hero's level 1 Specialty card and Statistic cards—this will be your Starting deck for the next scenario.

SETTING THE PLAYER'S INCOME

At the start of each campaign scenario, set your income by placing your faction cubes on the following spaces of the income tracker on the Town board:

“10”  “0”  “0” 

Special rules in each scenario can change the above values.

NEUTRAL UNITS IN AI ARMIES

Unit cards originating from the Neutral Unit decks are listed in each campaign scenario's AI Hero setup with both their tier (★, ★, ★, ★) and name. Before you start the scenario, find the indicated cards in their relevant Neutral Unit decks.

AI DECK SHARING

If the setup does not specifically say that a given deck (e.g., a Spell deck) or Skill is to be used exclusively by one AI Enemy Army, you should assume it is shared. After each Combat, shuffle the deck's cards—used and unused—back together.

DISPROPORTIONATE NUMBERS OF CARDS IN THE AI SPELL DECK AND MAGIC CARDS IN THE AI DECK

Sometimes in the AI Spell deck, there are more Spell cards than there are Magic cards in the AI Hero's deck. This is no mistake. Not all spells must be used, some are there for the sake of diversity.

If the AI Spell deck empties before Combat ends, shuffle the AI Spell discard pile to form a new Spell deck. After the Combat, shuffle the Spell deck and the discard pile together.

NOT ENOUGH CARD COPIES DURING SETUP










If you lack some of the cards listed in the setup because they are already in your Hero's Starting deck, you may use other cards instead.



During setup, if multiple AI Heroes use the same unit, and you do not have enough copies of its card, the AI Heroes must share it—set everything up without that card, and add it to the AI Hero's Army the moment you trigger Combat with them.

AI Skill cards cannot be replaced, so if setup assigns the AI Hero a card that your Hero has, remove the needed card from your Hero's deck and **Search (3)** the respective card's deck to compensate your Hero for the loss. If the AI Hero is assigned a Spell card that is unavailable, substitute it with a Magic Arrow card.

If your Hero is assigned a Spell, Artifact, or Ability card that is unavailable, **Search (3)** the respective card's deck to get another card in its stead.



AI UNDER SIEGE—ARROW TOWER, GATE, AND WALLS




The Arrow Tower is treated as a  unit of the ★ tier. When it attacks, follow the normal order of targeting enemy units—prioritize other  units of the same tier. If there are no valid targets, the Arrow Tower attacks lower tier  units (in the order of **descending** tier), and if there still are no valid targets, it attacks higher tier  units (in the order of **ascending** tier). When there are no  units to target, the Arrow Tower attacks the  and  units, following the same order. If there is more than one valid target, attack the one that is the closest to perishing—has the smallest difference between its  and the number of current . If there is still more than one valid target, then you can choose which unit is attacked.




When the Walls and Gate are mentioned in Combat preparation but no additional information on how to arrange them is given, arrange them just like a human player would—place the Gate in front of the  unit with the highest . By default, the units do not attack the Walls—they would rather fly over them to attack their target or move towards it through the Gate. If it is not possible, they take a Defense Action.

RULES FOR MORE COMPLEX SPELLS


In the following campaign, enemies use a number of spells whose effects are not fully compatible with the standard use of AI Magic cards. To fully use their effects, we present extended descriptions of how AI Heroes should use each of these spells.

Spells attacking multiple targets (like Fireball and Chain Lightning)—When activated, target any unit with one or two adjacent units from the player’s army, prioritizing the groups where there are more higher-tier units. If there is more than one valid group, attack the one that is the closest to perishing—has the smallest difference between its  and the number of current . If there is still more than one valid target, then you can choose which unit is attacked. If there are no player units adjacent to one another, target units that are not adjacent to any of the AI units. If that is also not possible, do not use this spell—instead, skip the AI card that activated this effect and put it on the bottom of the Enemy AI deck. Then, shuffle this spell back to the Enemy Spell deck.

Instant Defense spells (like Stone Skin)—When activated, put this card on the side of the Combat board, then put a Defense token on the unit with the highest defense to represent the card’s effect—it stays there until the defense is resolved. If there already is a Defense token on that unit, choose another one in the order of decreasing . In case of a tie in  value, give preference to the unit of the highest tier and then to the greatest value of .

Healing spells (like Cure)—When activated, remove the  from the AI unit with the greatest value of  tokens, starting with the highest tier available. If no AI unit has any , put the AI card that triggered the spell at the bottom of the Enemy AI deck. Then shuffle the “Cure” Spell card back to the Enemy Spell Deck.

Single-round buffs (like Fire Shield)—When activated, check the tier of the unit on which you are about to cast the spell and count how many units of the same or higher tier there are on the board. If more than half of them have already activated this turn, do not cast the spell now—instead, place it on the side of the Combat board and play it when the first AI unit activates in the next combat round. Skip drawing the AI card for that activation.

Attack-weakening spells (like Weakness)—When activated, if the AI’s activated unit is to perform an attack that will provoke a Retaliation, cast this spell on the Retaliating enemy to lower their . If the AI’s unit causes no Retaliation, do not cast this spell—instead, ignore the AI card that activated the spell and put it at the bottom of the Enemy AI deck. Then, shuffle the Spell card back to the Enemy Spell deck.





COVE CAMPAIGN—TERROR OF THE SEAS

1. EVENMORN

A quick glance, a misplaced word, a reckless decision... Any of that can make one's life go awry. By taking the decision to help the mysterious woman, Jeremy changed his and his brother's life dramatically. It is hard to tell a friend from a foe in advance, and it is just as hard to predict the moment when your life will change. Jeremy has been on this thin ice ever since his little war with the demons on the faraway island. So far, he's attributed the resolution of events around him to his good luck. But will fate favor him enough to make his life smooth sailing once again, or has he finally bitten off more than he can chew?

SCENARIO LENGTH




This scenario plays out over 13 rounds.

PLAYER SETUP

Faction: Cove

Faction Hero: Jeremy or any Cove Hero

Faction Army: A Few Oceanids, a Few Sea Dogs

Starting Resources: 10 × , 2 × , 0 × 

Town Buildings: ★ Dwelling

Bonus: Choose one of the following options:

- Search (4) the Artifact deck
- Search (4) the Spell deck
- Reinforce Sea Dogs

AI HERO SETUP

Enemy Heroes: Drakon, Nimbus, Drakon Vanguard, Nimbus Vanguard

Enemy Armies:

- **Drakon's Army:** A Pack of Medusas, a Pack of Minotaurs, a Few Manticores, ★ Nix, ★ Trolls




- **Nimbus's Army:** A Pack of Zombies, a Pack of Wraiths, a Pack of Vampires, a Pack of Dread Knights, a Few Ghost Dragons
- **Drakon Vanguard:** Neutral Army of a level equal to the current round number divided by two (rounded up). If there are fewer than 5 units in the Army, add a Pack of Harpies.
- **Nimbus Vanguard:** Neutral Army of a level equal to the current round number divided by two (rounded up). If there are fewer than 5 units in the Army, add a Pack of Skeletons.

Enemy Decks:

- **Nimbus's Deck:** 2 × Might card, 4 × Magic card
- **Drakon's Deck:** 2 × Might card, 3 × Skill card
- **Other AI Heroes' Decks:** 3 × Might card, 1 × Magic card

Enemy Spell Deck: 3 × "Magic Arrow" Spell card, 2 × "Slow" Spell card

Skill: "Armorer" Ability card*

**Whenever this skill is activated, put a Defense token on the unit with the highest  to represent the card's effect. The token stays there till the unit resolves a defense. If there already is a Defense token on that unit, choose another one in the order of decreasing . In case of a tie in  value, give preference to the unit of the highest tier.*

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

3 × Starting Map tile (I):

- 1 × Necropolis (S1)
- 1 × Castle (S3)
- 1 × Cove (S9)

2 × Far Map tile (II–III):

- 2 × random tile from Castle (F3, F6, F9) and Cove (F25–F27)

3 × Near Map tile (IV–V):

- 2 × Necropolis (N1, N4)
- 1 × Cove (N22)

3 × Sea Map tile (IV–V):

- 3 × random Sea tile (from W1–W6)

HEROES PLACEMENT

Place your Cove Hero on the Town field of the Cove Starting tile. This tile is already discovered.

Use a Necropolis model for **Nimbus Vanguard**s' model and a Dungeon model for **Drakon Vanguard**s' model.

Keep them handy, they will appear on the map as a result of timed events. Nimbus and Drakon do not have models or appear on the map.

ADDITIONAL RULES

During this “Cove” campaign scenario, the following rules apply:

- When your Hero takes control of any of the Towns, gain 10 🍷. Then remove all Black cubes from all locations on the map—you can visit the locations again.
- Whenever you defeat one AI Enemy, gain 8 🍷.
- Entering a field with an Obelisk triggers a story event listed in timed events.

WIN/LOSE CONDITIONS

Win: You must Control both Necropolis and Castle Towns.

Lose: You fail the scenario if your Hero is defeated in any Combat or you lose control of your Faction Town. You can still retreat from Combat with non-Azure tier Neutral Armies.

TIMED EVENTS

When you reach the following rounds, follow the corresponding instructions:

1st Round:

- Read the “The Thin Ice Called Trust” section below.

3rd Round:

- Read the “It’s Not My Business, But...” section below.
- Place a **Nimbus Vanguard**s' model on the Necropolis Town field.
- Place a **Drakon Vanguard**s' model on the Castle Town field.

7th Round:

- Read the “Honor Among the Pirates” section below.
- Place a **Nimbus Vanguard**s' model on the Necropolis Town field unless it is under your control.
- Place a **Drakon Vanguard**s' model on the Castle Town field unless it is under your control.

10th Round:

- Read the “Always Listen to Your Rum” section below.
- Place a **Nimbus Vanguard**s' model on the Necropolis Town field unless it is under your control.
- Place a **Drakon Vanguard**s' model on the Castle Town field unless it is under your control.

13th Round:

- If you do not secure victory by the end of this round, you are defeated, ye scurvy dog!

When you enter a field with an Obelisk without your faction cube:

- Read the “Seer’s Hut” section below.

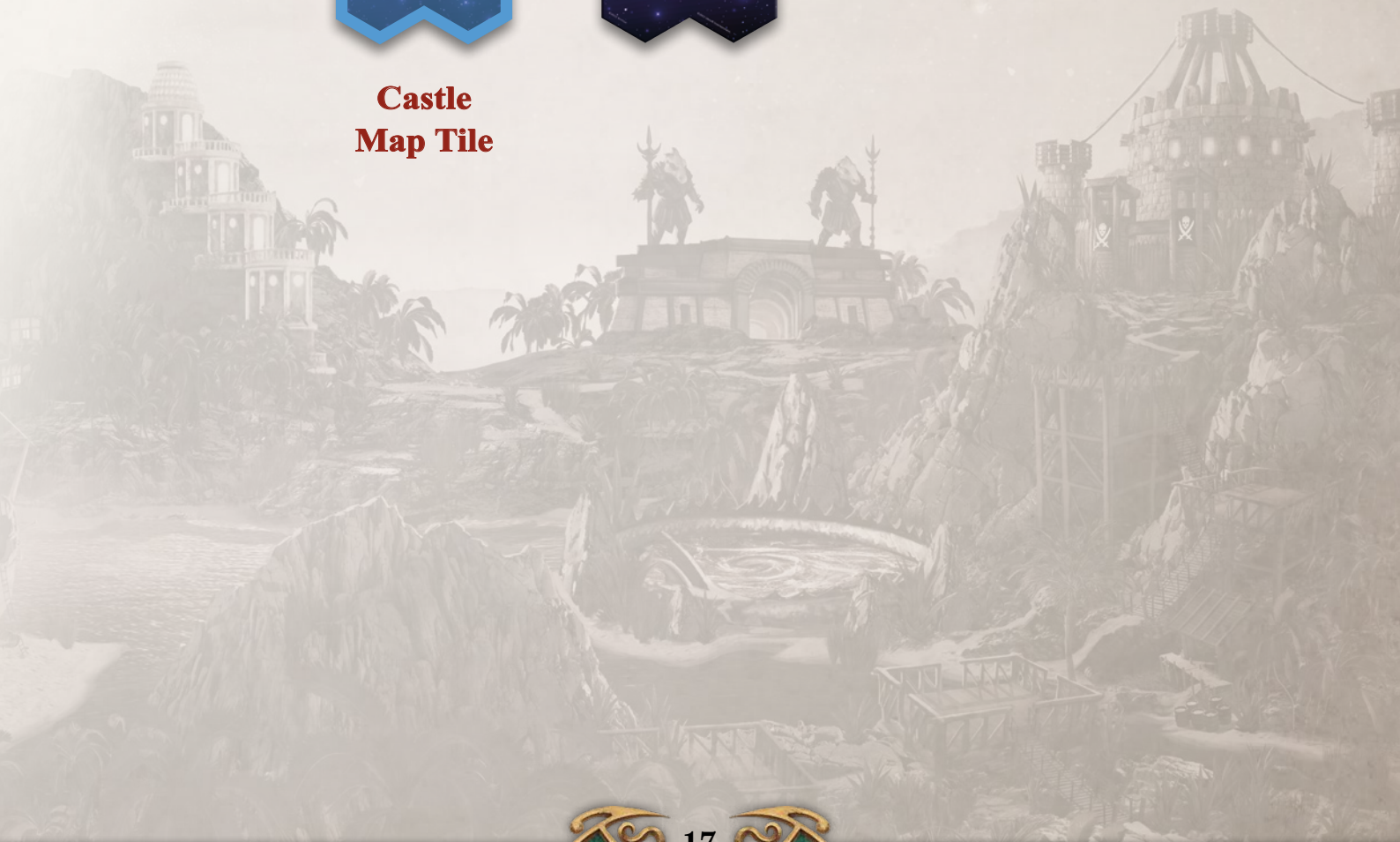
When you complete the scenario:

- Read the “Where There Is a Light, There Is Always a Shadow” section below.

**Necropolis
Map Tiles**



**Castle
Map Tile**



THE STORY

SEER'S HUT

Choose one of the options below. After resolving the event, place your faction cube on the field.

Dragon Hunt

A band of fortune seekers has set up camp in a small hut. They came here to explore the forsaken library, but a group of dragons prevented them from getting in. The explorers ask you for help.

- Draw from the ★ Neutral Units deck until you draw a “Dragons” unit. Shuffle the rest of the cards back into the deck and start Combat with the Dragons. After winning the Combat, you gain 15 ☉ and 2 🗡️, then you can Search (2) the Artifact deck.

Sea Priestess

A sea priestess wants to go adventuring. She needs a retinue. A group of Oceanids would do. If you bring them to her, she will teach you a secret spell.

- Discard a Few Oceanids or flip this Unit card from “a Pack” to “a Few” to Search (3) the Spell deck. If you Discard a Pack of Oceanids, you can perform Search (3) twice.

THE THIN ICE CALLED TRUST

“You know, the Kreegans build wonderful ships,” I was wagging my chin to Patris, my first mate. “Slightly lacking on the speed side, but perfect for lengthy journeys.”

He was barely nodding to all my rambling, but I cared little—it was all just to kill time anyway. We knew each other long enough for me to know that, should he have anything important to say, he’d never hesitate to speak up.

Besides, Patris already had his share of yapping—earlier in the day he talked to the new recruits who joined us on the island. I think they were from the old garrison in Utopia—or whatever the fort was called before we took it over. Alkin had promised to look after Utopia and hand it back over to me if I ever return. But right now, I had to get a new ship, one worthy of a captain who goes by the proud name of Jeremy Albatross.

At the moment, we were heading to Erathia. It was pointless to return to Regna now—fighting the Erathian patrols would seriously endanger us, and we were still far behind the enemy lines. So we chose a safe route in between. It was supposed to be a boring journey...

The watchman spotted what looked like land, but I checked the Kreegan map and saw no land there.

“Interesting,” I thought. And that’s when the sea devils possessed me and whispered in my ear that I should sail closer and drop anchor. Indeed, my curiosity will be the ruin of me one day.

Even before we made landfall, our eyes were met by an imposing sight—a building hulked in the middle of the island, fenced by pointed stakes. I headed ashore with Patris and a few of my trustiest lads, and found a welcoming party already awaiting us on the beach. Surprisingly, they were all women—and quite pretty, too!

“Shiver me timbers!” I exclaimed as I stepped ashore. “Have I arrived in heaven?”

“Depends on your definition of heaven,” said one of the women, taking a step forward.

“My name is Casmtra. I am the high Hydromancer and the Keeper of the Library.”

“Jeremy Albatross. Admiral of Regnan Navy,” I introduced myself, bowing. I heard a choked giggle from somewhere behind me.

“What business brings you to the island, Admiral?” asked Casmtra. Before answering, I paused to take a leisurely look at my new acquaintance. It was hard to determine her age, but she was certainly attractive. I once heard of a captain whose mistress was a mage—they were quite happy together until he found out she was twice his age. Those mages!

My thoughts were interrupted when a young girl rushed out from behind the tower, shouting. “My lady, we are under attack again!” Without much hesitation I ran after the sorceresses, and saw a large party of humans, orcs, lizardmen, and undead. Who knows what could bring such a mishmash host together, but they appeared fairly well-organized in hauling a battering ram, with the clear intention of breaching the gates of the fort.

Casmtra and her sorceresses attacked them with spells, while I, as becomes a true gentleman, shot my pistol at a bunch of orcs near the ram. “Boarding, lads!” I yelled, and jumped down from the wall. I rushed towards our foes, cutting them down with my sabre. The enemies were clearly unprepared for this sudden strike, and as soon as the few hottest heads had fallen, the attackers retreated.

“I like you, Jeremy Albatross,” Casmtra said, smiling at me from atop the wall.

“It’s just Jeremy,” I replied while sheathing my sabre.

“You helped without even being asked. Thank you.”

“It’s nothing; Jeremy Albatross always protects women and children. I may be a pirate, but I’m an enlightened and compassionate man,” I said modestly.

“If that is so, then would you care to help a woman defend her home from bandits?”

Later, over a mug of ale, Casmetra told me that the island was called Evenmorn. I’d heard of this place before, back in Regna. At present, Necromancers, with the aid of the Moon Temple, were hoping to pillage their secret library, which contained knowledge about water magic and related artifacts. There had been one unsuccessful attack already, but now the necromancers had brought mercenaries from other parts of the world. While these priestesses were trained as sorceresses, alone they were no match for such a force.

If I ever have kids, and they ask me why I joined a complete stranger’s war, my answer will be, “No idea! I just felt like it!”

IT’S NOT MY BUSINESS, BUT...

Patris was unhappy with my decision.

“Cap’n, I know it’s not my business, but I don’t get why we’re helping these... women,” he complained.

“Listen, Patris—there are many benefits to consider. They will be grateful allies, and this Sacredcove may become our forward base. This is why I’m the captain, you know: because I can plan ahead! And that’s why you’re the first mate,” I explained.

“Whatever you say, Jeremy,” Patris agreed begrudgingly, “but I don’t like this at all.”

“Why is this crewman being insubordinate?” Casmetra inquired, appearing out of nowhere and making me jump.

“This is no regular crewman; this is my first mate, Patris,” I answered.

“Most pleased,” the sorceress replied coldly, and introduced herself: “Casmetra, the High Hydromancer.”

“And g’day to you, milady,” replied Patris with a grin, and sauntered away with his trademark limping gait.

“You should be stricter about the hierarchy under your command,” reproved the priestess.

“Don’t be such a bore. We pirates are brothers to each other! It all starts with mutual respect,” I blustered, knowing perfectly well that Regna is teeming with crews and captains who are just like bands of ogres from Ravage Roaming in Jadame.

“You are no good at lying,” Casmetra sighed, and disappeared in a magical flash.

“A poor liar, a poor commander... Almost sounds like I’m a bit of a loser,” I muttered to myself.

HONOR AMONG PIRATES

Battling Necromancers started to feel more like an all-out war than mere skirmishes, which made our ammo run out quicker than rum at a portside tavern. And unlike the undead, we still had mouths to feed. So, I had the priestesses use their magic to reach out to my mate Diego—to collect on an old debt he owed me.

Today, the first supplies arrived from his ships—crates full of powder kegs, lead balls, barrels of foodstuffs, and so on. Diego even packed some of the finest ale for my boys and me! There were so many goods delivered, it wasn’t until the sun painted the horizon red that we finished counting and moving all of them to storage. Well, what else would it be on an expedition like this... I can only hope that the Necromancers don’t have a powerful enough fleet to threaten my ships, so the supply chain won’t be broken.

I was about to call it a day and go to bed when Patris appeared with a report.

“Cap’n, I did some scouting and found that the enemy has two fortresses. There is also a Nighon colony underground—looks like it was built during the war but abandoned afterwards. Those underground monsters will serve anyone’s cause. I fear the enemy will use them against us.” The news was pretty grim, but that piece of information may give us an advantage. Knowledge is power, as they say!

“You never cease to impress me, Patris. Used to be an AvLee ranger or something?” I teased him, barely able to contain my delight.

“No, Cap’n,” my first mate said wryly. “That I wasn’t... I don’t much like to talk about it.”

“Oh, come on, we’re all friends here. Crewmates shouldn’t have secrets between them.”

“If you insist,” Patris relented. “I hail from an archipelago far to the east. There’s an Erathian colony there, and I was one of the men who fought for its independence. Sneaking like a rat through swamps and forests is natural for me.”

“Was your fight any success?” I asked.

“The governor caught everyone involved in our movement—except me. The morning when they began seizing everyone, I joined the crew of a ship sailing to Erathia, and that’s how I escaped. Everyone else danced the hempen jig. Since then, I swore never to go back home,” Patris concluded, anguish thick in his voice.

“Why didn’t you swear to take revenge?” I exclaimed.

“What can one middle-aged man do on his own? I have no riches, nor any skill in persuasion, nor any knack for magic. Besides, my wife and daughter are still there. I hope no harm has come to them. My daughter must be all grown up already, probably married, and doesn’t even know who her father was.”

“What if I promise you that we’ll go there and bring justice to your people? We’ll send that governor swimming with the sharks, and establish you as the new king, or whatever you wanted to be there,” I offered, smiling.

Patris’ face went pale, and he was silent for a long moment. After some hesitation, he replied quietly, “That would be the greatest gift you could give me, Cap’n.”

Your Main Hero loses one Movement Point. Then choose two of the following options:

- Gain 5  Resources.
- Gain 4  Resources.
- Gain 3  Resources.
- Gain 2  Resources.

ALWAYS LISTEN TO YOUR RUM

A new supply shipment has arrived from the fleet. Diego sent a message about a storm approaching the island; they may have to find a new place to drop anchor. Bloody hell! That means the supplies will stop coming soon, even without the Necromancers’ involvement!

On the bright side, this time Diego has sent us a few barrels of rum! A perfect gift to raise the spirits of our crew... and tighten the bonds with our new friends.

After a few shots, I felt that I had forgotten to message my beloved brother Bidley. So, with that flash of inspiration from the rum, I started the letter. My thoughts refused to coalesce into anything comprehensible for some time. I tortured the paper for about an hour, and the result was as follows:

I have some problems.

Your dear brother J.

Your Main Hero loses one Movement Point. Choose two of the options below:

- Gain 5  Resources.
- Gain 4  Resources.
- Gain 3  Resources.
- Gain 2  Resources.

REUNION AND NEW GOALS

Large black storm clouds were filling the skies.

“Looks like Diego was right. I hope they find a place where they’ll be safe from both the storm and the mercenaries,” I thought while tightening my garish jacket.

Having resolved the situation in Evenmorn, I set sail to join forces with my brother. To my surprise, once Sacredcove’s safety was ensured, Casmetra decided to join me. Her unflagging banter with Patris brought some life and levity onto the ship. Not that I complain, but they will need to learn how to work together... and, in Casmetra’s case, how to follow orders. *“Wasn’t she the one ranting on to everyone about insubordination?”* I thought, mildly amused. Even today, they were shouting at each other like a pair of rabid gnolls. When I said that I was going ashore, she joined me without a second thought. Maybe stretching her legs will help her blow off some steam...

I pushed the door of The Black Mark—a smelly little hole of a tavern we chose as our rally point. The inside was loud and dimly lit, so only after a good while did I see Bidley sitting in the corner drinking the usual—cheap beer. He had grown to hate this place more than anything, but couldn’t bring himself to break his old tradition.

I approached him and shouted merrily, “Aha, you old dog! Long time no see! Where have you been?”

Bidley rose and responded with a hug. There was a striking resemblance between the two of us, though I was a tad shorter and slimmer... just a tiny tad.

“You haven’t changed a bit—the same young drunkard I used to know,” started Bidley. “What’s going on?”

“Ah, nothing much,” I brushed it off with a wave of my hand as I sat down next to Casmetra. She was gorgeously dressed, and her entrance was followed by a few murmurs and even more drunkard stares. “By the way, this is Casmetra, the High Hydromancer.”

“Bidley, Captain Bidley.”

“A pleasure to meet you, Captain. I’ve heard plenty about you,” said Casmetra.

“Oh, indeed? And what have you been told so far?” grinned Bidley, taking a sip of his foul drink.

“I heard that you saved Xanthor, Catherine’s archmage.”

I couldn’t help but whistle in surprise. “Shiver my soul! Working for Erathians, brother?”

“How could I possibly have known I’d find Xanthor in that cell?” grumbled Bidley. “He was a waste of time,

on top of being a bastard and an ingrate. Now there's a rumor going around that I work for the queen! 'Her Majesty's corsair...'"

"Ingrate, huh?" Casmetra asked in surprise.

"Well, not completely. He told me a legend about something called the Horn of the Abyss..."

"Impossible!" exclaimed the sorceress.

We both gave her a surprised look.

"What's so special about it?" I asked.

"Have you ever heard of Armageddon's Blade, or the Cloak of the Undead King?" Casmetra asked excitedly.

"These are legendary artifacts of exceptional power! Completely unique! The Horn of the Abyss is another one like that. It is said that it lies on the bottom of the sea somewhere, ready for taking. One who finds it will rule the seas and will become the living representation of the Water Lord!"

"Interesting," Bidley murmured. "Xanthor told me exactly where the Horn is. If it wasn't a lie, of course."

"You can't imagine the importance of this knowledge," whispered Casmetra, pressing one elegant hand to her cheek.

"Well, then, let's go find that Horn of the Abyss!" I exclaimed.

"No, it's way too risky: we don't have enough men, ships, or supplies. We're just two captains with a handful of sea dogs on board," my brother replied, grimacing as if he'd taken another sip of his swill.

"You also have me, the High Hydromancer, and my apprentices," added Casmetra. "And I know how to get everything we need. We'll have to put some effort into it, though."

"By the way, Jeremy," Bidley suddenly changed the topic. "I heard you've run into some trouble. How is the Black Unicorn doing?"

"It sank," I replied, leaning back in my chair.



COVE CAMPAIGN—TERROR OF THE SEAS

2. IN SEARCH OF THE HORN

SCENARIO LENGTH




This scenario plays out over 13 rounds.

PLAYER SETUP

Faction: Cove


Faction Hero: Jeremy or any Cove Hero

Faction Army: A Few Oceanids, a Few Sea Dogs

Starting Resources: 16 × , 3 × , 2 × 

Town Buildings: ★ Dwelling, Citadel

Bonus: Choose one of the following options:

- Search (4) the Artifact deck
- Search (4) the Spell deck
- +4  Resources

AI HERO SETUP

Enemy Heroes: Gerwulf, Guardians of the Horn, Prison Guards

Enemy Armies:

- **Gerwulf's Army:** A Pack of Zealots, ★ Sharpshooters, ★ Sorceresses, ★ Manticores, ★ Crystal Dragons, 1 × Gate card, 1 × Arrow Tower card, 3 × Wall card
- **Prison Guards:** A Pack of Halberdiers, a Pack of Zealots, a Pack of Crusaders, a Pack of Champions, 1 × Gate card, 1 × Arrow Tower card, 3 × Wall card
- **Guardians of the Horn:** ★ Haspids, level VII Neutral Army

Enemy Decks:

- **Gerwulf's Deck:** 3 × Might card, 2 × Magic card, 2 × Skill card
- **Prison Guards' Deck:** 1 × Might card, 4 × Magic card

- **Guardians of the Horn's Deck:** 4 × Might card, 1 × Magic card

Enemy Spell Deck: 3 × “Magic Arrow” Spell card, 1 × “Lightning Bolt” Spell card, 1 × “Slow” Spell card

Skill: “Canon” War Machine card*

**Do not activate this card according to its rules. Instead, activate it only when a Skill card tells you to do so.*

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

2 × Starting Map tile (I):

- 1 × Castle (S3)
- 1 × Cove (S9)

3 × Far Map tile (II–III):

- 1 × random tile from Cove (F25–F27) and Castle (F3, F6, F9)
- 2 × random tile from Dungeon (F2, F5, F8)

4 × Near Map tile (IV–V):

- 2 × Dungeon (N2, N5)
- 2 × Castle (N3, N6)

6 × Sea Map tile (IV–V):

- 6 × Sea tile (W1–W6)

1 × Center Map tile (VI–VII):

- 1 × Sea Center Map tile (W7)






NOTE: Prepare two Whirlpool tokens for a special story event.

HEROES PLACEMENT

Place your Cove Hero on the empty field of the Sea tile that is adjacent to the Cove Starting tile. Rotate this Sea tile so that the empty field is not adjacent to the Cove Starting tile. This tile and all tiles adjacent to it are already discovered. AI Heroes do not have models or appear on the map.

ADDITIONAL RULES

During this “Cove” campaign scenario, the following rules apply:

- You cannot **Recruit** a Secondary Hero—you will gain them for free after capturing the Mine on the Cove Starting tile.
- Entering a field with an Obelisk triggers a story event listed in timed events.
- Both of your Heroes can freely use the Deck of Might and Magic.
- Each turn, the first time you spend the last Movement Point of either of your Heroes, if the number of cards in your hand is below your , either draw up to your  or draw a number of cards equal to half of your  (rounded down), whichever is lower. Your pool of  uses per round is shared by both of your Heroes—if one of your Heroes uses all of the , the other one will not be able to benefit from them on that turn.

WIN/LOSE CONDITIONS


Win: You must defeat **Gerwulf’s Army** and the **Guardians of the Horn**.

Lose: You fail the scenario if your Hero is defeated in any Combat, but you can still retreat from Combat with non-Azure tier Neutral Armies.

TIMED EVENTS

When you reach the following rounds, follow the corresponding instructions:

1st Round:

- Gain  and lose 1 Movement Point.
- Read the “The Risk of Being a Pirate” section below.

6th Round:

- Read the “Suspicion” section below.

13th Round:

- At the end of the round, you lose. The secrets of the Horn are lost!

When you capture the Mine on the Cove Starting tile:

- Discover both Far Dungeon Map tiles. Rotate the tile with the Mine so that the Mine is not adjacent to the Sea Map tile.
- You gain a Secondary Hero. Place them on the Mine on the Far Dungeon Map tile and **Flag** it, ignoring Combat that would normally occur. Raise your income normally, but ignore the bonus for capturing the Mine.
- Read the “The Serpent’s Labyrinth” section below.

Whenever your Secondary Hero discovers a Sea tile or a Near tile:

- The first time they do, read the “Note 1” section below. The second time—read the “Note 2”, and the third time—“Note 3”. Ignore this effect after reading all of the notes.
- Then, resolve the field normally.

When you enter a field with an Obelisk on a Dungeon tile:

- Start Combat with the **Prison Guards**.
- Place the Gate and Walls in the middle of the Combat board. Place the Arrow Tower near the board. The Pack of Champions should be in front of the Gate. Do not move the rest of the units unless the Wall in front of them is destroyed, or they can exit through the Gate.
- After winning the Combat, read the “Prison” section below.
- Put your faction cube on the field, then place two Whirlpool tokens in the position shown in the map layout.

On a Castle tile, when you enter a field with an Obelisk without your faction cube:

- Read the “Seer’s Hut” section below.

When you enter a field with the Castle Town:

- Immediately start Combat with **Gerwulf’s Army**.

When you enter the center field of the Center Map tile:

- Start Combat with the **Guardians of the Horn** instead of the regular Neutral Army.

When you complete the scenario:

- Read the “Biting the Hand That Feeds You” section below.

**Dungeon
Map Tiles**



**Castle
Map Tiles**



**Dungeon
Map Tiles**



**Castle
Map Tile**

THE STORY

SEER'S HUT

Choose one of the options below. After resolving the event, place your faction cube on the field.

Mermaid Knowledge

The mermaid will grant you knowledge in exchange for an artifact. She promises to teach you a very useful spell.

- Remove an Artifact from your hand to Search (3) the Spell deck twice.


Nymph's Pets

A sea nymph lives here. She has lost her talisman and asks you for a replacement. She promises to give you her "pets" in return.

- Remove an Artifact from your hand to Reinforce or Recruit Ayssids and gain 5 .

A Suspicious Skull in the Wall

Bidley sees a skull inside the wall. When he approaches it, the skull starts moving and says, "Feed me gems, and I will teach you all I know."

- Pay 1 , then find the "Offense" card in the Ability deck and add it to your hand. Shuffle the deck afterwards.

NOTE 1

After several weeks of traveling underground, the meager supplies ran out and hunger became a permanent companion of Bidley's crew. When they found an abandoned raft with some remnants of food on it, he said nothing, seeing them rush at it greedily. So much for the proud pirates...

At the bottom of a barrel, along with a few chunks of moldy bread, Bidley found pieces of parchment that looked to be a page from somebody's journal.

...od footwear. So I had to wrap my legs with linen rags. Mistress said this labyrinth is full of treasures, on top of the Horn itself. So with any luck, I'll find some magical boots for myself. However, I'm leaning toward the thought that...

"How interesting!" thought Bidley, trying to distract himself from the bread's foul taste. "Somebody was here before, also searching for the Horn of the Abyss. Did he succeed?" Bidley took the page and continued his journey.

NOTE 2

"Men found a whole barrel of pickles. Along with a handful of lizards caught this morning, we are looking at a real feast tonight!" Bidley smacked his lips. A figurehead from 'her-majesty's-ship-godforsaken' he was sitting on creaked, echoing his thoughts. *"Why is there so much debris and flotsam floating around... are these waters somehow connected to the surface?"*

He pulled out a few more pages found in the last "treasure pile." The writing was smudgy at best, so it was hard to decipher it.

...last! Panic overwhelms me in this dungeon. I haven't the slightest clue what to do or where to go... If only she... I hope this whole idea pays off. I am goi...

"Aaand that's it, I give up," Bidley complained aloud to himself, flipping to another page.

...nt here. The scariest part is that the labyrinth is full of crazed people who've been roaming here for who knows how long. That's in addition to the water beasts and other cursed creatures. It's madness how many brave men have perished here. Will I end up among them? The task isn't easy. Mistress has warned me about the traps and illusions I'll face...

NOTE 3

A diary page, yet again.

...mpossible! This damnable place! Sandra turned into a monster right in front of me. I don't know what it was—whether it was an illusion or a real curse—but I had to slay her, or whatever it was she... Oh gods, I have never been so miserable or so clueless!

Bidley contemplated the chunk of bread he had been building up courage to swallow for the past half an hour. Apparently, he was still not that hungry. Or desperate. "Or maybe it's not bread at all...?" he looked suspiciously at the odd something in his palm. Is it blue? White? Greyish...?

"WHY DOES EVERYTHING LOOK THE SAME IN THIS DAMN LIGHT!?" he shouted and threw the thing behind. His men rushed to it like flocking pigeons.

...is the end. Almost everyone is dead. I barely escaped with my life! Terrible giant serpents... I have never seen such creatures. This time it wasn't an illusion. This is what my mistress warned me about. Somebody is upon my heels, and I doubt he wants to ask for directions to the local library. I must prepare myself for battle—probably my last. Soon, no one will remember the humble mage Da...

THE RISK OF BEING A PIRATE

For a few months, we were en route to the place marked by Xanthor. But that day, our luck seemed to have gone with the wind. Our path ran south of Tatalia, toward a group of unknown islands. Either it was a coincidence, or somebody was spying on us, but as soon as we arrived, the Tatalian royal fleet got in our way. Two frigates and almost a dozen smaller vessels. The smaller ships were easy enough to sink, but as soon as the frigates approached, it became clear that if we wouldn't retreat soon, these swamp rats would soon be decorating their vessels with our hides.

In front of me, Bidley's caravel gave one last volley and, propelled by a tailwind, started to move toward a dangerous corner—to the flank and away from the rest of the fleet. My ship was just behind, followed by the galleys. However, the Tatalian frigates were relentless.

Suddenly, a dozen sharp metal pieces struck the board to my left, and another volley passed over my head. Grapeshot. The first salvo was aimed too low, but sadly, the same cannot be said about the second one. It hit the galley behind and tore its sails to pieces.

Jumping at the chance, one of the enemy ships caught up and pounced upon the galleys in the last line. Lizardmen with daggers clenched in their teeth leapt into the water and climbed on board of one of them, turning the deck into a bloodbath. Eventually, only one galley was left, desperately trying to fend off the boarding parties.

"We have to stop the Tatalians immediately," said Casmetra with a determined voice. "With magic."

"Wait, wasn't that Patris' ship?" The thought immediately popped in my mind. This was the first time my mate had taken charge of a vessel as a captain.

"Won't you hurt Patris' galley?" I asked in alarm.

"I don't know. What happens, happens," answered the priestess. With an elegant gesture, she started tracing mystical patterns in the air.

"Wait, we cannot risk his life!" I cried, but the sound of my voice drowned in the blast from her destructive spell. Suddenly, chunks of ice and wood rained down on our heads... In the blink of an eye, she summoned icebergs from the water, destroying everything in their way. With my own two eyes, I saw a sinking Tatalian frigate damaged beyond repair, and next to it were the leftovers of a galley—impaled and torn apart by a rising spike of ice.

When the mayhem was over, without even one word, Casmetra left for her cabin. I stood there helplessly for a while.

"I know that she saved my life... but... but it was Patris who paid the price. She didn't even give him a chance..." My mind was racing while I was looking at the now-receding, monstrous iceberg. *"I had always known that sooner or later I would lose my first mate and my other close friends. That's the risk of being a pirate. But I didn't expect it to happen today..."*

The next day, we reached our destination—the island marked by Xanthor. It was an inconspicuous little plot of land encircled by craggy mountains. The words "Island of the Vengeful Serpent" had been scribbled by an unknown traveler's hand onto one of the stones sticking out of the water.

"It's just getting better and better... right, Patris?" I murmured to myself, taking a good sip of rum from my flask.

THE SERPENT'S LABYRINTH

"I don't see any Horn here," I shared my brilliant observation.

"Of course not, my friend! The Horn is inside the Serpent's Maze, deep underground. And only I know how to get there!" announced Casmetra.

Then she took a step forward and spread her hands wide while casting a spell. The sorceress' words turned into blazing signs and letters that flew toward the mountain, before getting swallowed by it. When she finally went silent, the mountains let out a roar and a voice like the clanging of a hammer on an anvil sounded, "Password approved. Opening the passage."

"What was that?" asked a startled Bidley.

"I don't know," shrugged Casmetra. "They say that the Oracle of Enroth sounds sort of like that."

"A thousand devils! This is... indescribable!" I exclaimed, as an ominous black passage opened between the mountains. A stone ladder was visible inside, its other end lost in the darkness. Bidley armed himself: a pistol in one hand and a cutlass in the other.

"We have to be extremely cautious," warned the sorceress. "There are plenty of traps and illusions below."

Bidley nodded, and, taking the lead of a band of trusty sea dogs, he began a descent into the darkness. Just as we were about to follow him, the iron-like voice boomed, "Second level of protection negated. Terminating access."

The last pirate was just about to turn around and jump out, but the mountains sealed back up right before his nose. I ran to the solid wall and began frantically punching and kicking at it, while Casmetra tried her spell once more,

this time to no avail. No matter how many glowing letters she sent into the mountains or what I did, there was no reaction. Nothing could open the passage again.

“Damnation! I lost my first mate and my brother at once!” I shouted into the air. My fist became red with blood, but I barely even noticed that. Who would care about pain now?

“Noooo!” I took out my sabre, trying to slice the rock open.

“Calm down!” started Casmetra, putting her hand on my shoulder. She tried to be delicate with me... but it was like pouring oil on the flames. “Your brother is alive. He is inside the maze now. Whether he gets out or not depends on him!”

“Ooooooh! That’s just great,” I hit the rock one more time and went still. My breath was ragged. I did not want to see her face right now, so I asked vexedly, without turning around, “And what do you plan to do now?”

She went silent for a few seconds. Then she calmly answered, “Return to camp and wait for Bidley. I’m sure he’ll be alright.”

Without saying a word, I tossed the sabre to the side, to which she flinched a bit. Then I started walking.

“Just as she said...” I thought bitterly. She was right. I knew she was... but it was not making it easier...

Meanwhile, Bidley’s group ended up in total darkness. After shouting for a while, they realized that no sounds could reach anyone outside... nor could they hear the outside. He wanted to order men to light the torches and scout the area, but the moment one of them made a step forward, the place started to illuminate with an odd bluish glow. It was just enough to see a bit ahead, but not enough to know how far these tunnels stretch. The men started exploring, but soon it became obvious that they were trapped. They ended up in a series of damp caves. With almost no supplies. Alone.

“There is no way back!” One of the men panicked and took off running blindly ahead, only to be knocked out by his crew mates.

“Where to, Cap’n?” one of the sea dogs asked anxiously.

“Onward,” answered Bidley. “We’re leaving this place with the Horn, or we ain’t leaving it at all. I trust that fate hasn’t given up on us.”

SUSPICION

I summoned my courage and went to Casmetra. She was gazing into a magical globe and checking something on a map laid out on the table. When she heard me enter the room, she rose anxiously. Her gown was swishing softly with every movement, captivating my sight...

I shook my head and tried to look the other way. Walking around her, I leaned to the table with her globe to check what she was looking at.

“Careful! You’ll turn into a frog!” said the priestess.

“Seriously?” I exclaimed, jumping backward just to be safe. Casmetra saw it and gave me a big smile.

“No, I am just joking. But the frogs are still around.”

“What?” I asked in confusion.

“Tatalians,” explained Casmetra. “Their fleet has retreated, but they’re repairing their ships. Their warriors are on the shore, recuperating. Soon they’ll muster the courage to track us down again, and they’ll try to destroy us. They probably think that Regna has decided to raid Tatalia.”

“We have to hold them back somehow,” I picked up and pointed at the map on the table. Then, using my finger, I drew a path from our ship to the coastline. “We should capture the nearby castle on the peninsula to secure our position. Otherwise, Bidley will get out, only to meet the grinning mugs of those frogs. And dogs.”

“But I did not come here for that...” I started, turning my gaze toward her eyes. She answered with an inquisitive look.

“Casmetra, I have this suspicion that you could have cast that spell without hitting Patris’ galley.”

“What makes you think that?” Casmetra inquired, looking surprised. “Such spells are not easy to control. They’re like your cannon: you can’t be sure exactly where the cannonballs will fly, can you? But when it does hit something, it does damage.”

“I can hit a flying bird!” I flew into a fit of rage. “And don’t you patronize me... Patris was there! I noticed the conflict between you and him,” I insisted.

“What? Do you honestly believe that I would doom my own apprentices and a crew of excellent fighters just because of one grumpy old man?” Casmetra stamped her foot on the ground, eyes flashing.

“I... I’m sorry, I hadn’t thought about that,” I muttered in reply and plopped down on my bunk, totally confused. “It’s just... I keep going over and over this. Patris sleeps with the fishes. My brother is stuck in the underworld, and gods only know whether he’ll make it out of there

alive. I've been getting plastered every night just to get some sleep."

Casmetra smiled softly, and approached me. "You are tired, Jeremy. You need to take a break," she said, caressing me with her slender hands. I must admit, her fragrance was most pleasing. "Indeed... Break is good," I smiled.

PRISON

Bidley approached the collapsed tunnel. A feeble, shaky voice came through the rubble, "Hey, buddy! I hear you walking there, and you don't sound like some shambling dead! Help me! Get me out!"

"I'm not your buddy, guy," answered Bidley calmly. "First, tell me who you are, and what you're doing here."

"My name is Dargem. I'm just a mage who was in the wrong place at the wrong time. Can't deal with these rocks on my own."

"Dargem... Dargem... where have I heard that name..." wondered Bidley.

"Aren't those your scribblings that I've been finding scattered around all the way here?" asked the pirate.

"My... diary? And I was wondering where it went! See, I got myself caught in a trap here," the voice replied.

"Were you after the Horn of the Abyss?"

"Yes. And so are you, I assume—no one comes here for the fresh air."

"And why would I let a competitor out?"

"Wait!" begged Dargem. "Don't go! I'm no competitor to you! I don't need the Horn, not anymore! Take it for yourself, and do whatever you want with it! Blow it, drink rum from it, stick it down your... I don't care. But without me, you won't be able to get past the illusions."

"What illusions?" Bidley asked alarmedly, stepping closer to the rubble.

"Some of the sea serpents you'll see aren't real. But you won't be able to tell the real ones from the fake ones without the magical spell I have," explained the prisoner.

"*He sounds quite crazy and might be dangerous! I should not let someone like that out...*" the thought popped into Bidley's mind. He looked at his companions. Earlier, a couple of rats squeezed out through the cracks of the cave wall, and a few pirates started chasing them. Another crew mate was laughing while talking to a nearby rock. And two in the corner were fighting over a delicious-looking leather shoe...

Bidley shrugged.

"All right. You've just about convinced me."

Put a Whirlpool token on the empty field of the closest Sea Map tile and another one on the Center Map tile. They are connected—when your Hero enters a field with a Whirlpool token, they are immediately transported to the other one.

BITING THE HAND THAT FEEDS YOU

I took the night watch to gather my thoughts. With a bottle of rum in my hand and the riggings under my back, I gazed towards the mountain that I knew contained the Serpent's Labyrinth.

"*Patris... so far from home on that far-off island...*" I've been thinking about that each night since the fateful battle. Tonight was no different. "*That home... he'll never return to. It's possible someone survived that sinking, but the chances are pretty slim. One day, I will visit that archipelago and find Patris' wife and daughter.*" I chugged the rest of the rum from the bottle and tossed it angrily at the full moon. "*...or avenge them, if the local governor is a cur who harms the innocent. We pirates always carry out the last wish of the dead.*"

The very moment the bottle plopped into the sea, in a remote part of the island, underground, Bidley passed the last of the serpents and found himself in front of a box.

"There is your Horn, lying in the box," said Dargem dryly. He glanced between Bidley and the box, then added impatiently, "Grab it, quick!"

But as soon as the pirate put his hands on it, a voice behind yelled, "Unbelievable! It is not an illusion! It is mine, finally!"

After that, Dargem landed a blow at Bidley's head, and grabbed the box with the artifact. The walls of the ancient vault started to shake. The stone altar upon which the box was placed crumbled as the tremors grew stronger. Then the whole room started to rise, destroying the ceiling of the labyrinth. Before Dargem was able to react, the room emerged in the middle of the sea—forming an island made of stone rubble it dragged along with it. The traitor grabbed the Horn, but had little idea how to use it. Dargem summoned a boat and jumped in, taking the unconscious Bidley with him...



COVE CAMPAIGN—TERROR OF THE SEAS

3. TREACHERY

SCENARIO LENGTH




This scenario plays out over 12 rounds.

PLAYER SETUP

Faction: Cove


Faction Hero: Jeremy or any Cove Hero

Faction Army: A Few Oceanids, a Few Sea Dogs

Starting Resources: 0 × , 0 × , 0 × 

Town Buildings: ★ Dwelling, ★ Dwelling, Citadel

Bonus: Choose one of the following options:

- Search (4) the Artifact deck
- Search (4) the Spell deck
- +6  Resources

AI HERO SETUP

Enemy Heroes: Defenders of the Castle Outpost, Defenders of the Regnan Fortress

Enemy Armies:

- **Defenders of the Castle Outpost:**
A Pack of Halberdiers, a Pack of Marksmen, a Pack of Zealots, a Pack of Crusaders, a Pack of Champions
- **Defenders of the Regnan Fortress:**
A Pack of Crusaders, a Pack of Champions, ★ Enchanters, ★ Nix, ★ Haspids




Enemy Decks:

- **Defenders of the Castle Outpost's Deck:**
4 × Might card, 1 × Magic card
- **Defenders of the Regnan Fortress's Deck:**
2 × Might card, 4 × Magic card, 2 × Skill card

Enemy Spell Deck: 1 × “Magic Arrow” Spell card, 1 × “Lightning Bolt” Spell card, 1 × “Fireball” Spell card, 1 × “Blind” Spell card

Skill: “Cannon” War machine card*

Special: Prepare three Wall cards and one Arrow Tower for a special story event.

**Do not activate this card according to its rules. Instead, activate it only when a Skill card tells you to do so. Disregard the  cost. Target the unit of the highest tier. If there is more than one valid target, attack the one that is the closest to perishing—has the smallest difference between its  and the number of current . If there is still more than one valid target, then you can choose which unit is attacked.*

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

2 × Starting Map tile (I):

- 1 × Castle (S3)
- 1 × Cove (S9)

2 × Far Map tile (II–III)*:

- 2 × random tile from Castle (F3, F6, F9) and Cove (F25–F27)

2 × Near Map tile (IV–V):

- 2 × random tile from Cove (N22) and Castle (N3, N6)

3 × Sea Map tile (IV–V):

- 3 × random Sea tile (from W1–W6)

1 × Center Map tile (VI–VII):

- 1 × Center Map tile with Dragon Utopia (C1)

**After randomly selecting the tiles, make sure that at least one of them contains a Trading Post.*

HEROES PLACEMENT

Place your Cove Hero on the Town field of the Cove Starting tile. This tile is already discovered. You do not place any AI Heroes on the map.

ADDITIONAL RULES

During this “Cove” campaign scenario, the following rules apply:

- From the Starting tile, your Hero can only move to Sea tiles.
- When your Hero captures a Town, gain 15 🏰, 2 🏰, 3 🏰.
- Do not place your faction cubes on Settlements or Mines, and do not increase your production. Instead, resolve the bonus for flagging them twice if they are located on the Far or Starting Map tiles, or three times if they are on the Near tiles. Then place a Black cube on them.
- Entering a field with an Obelisk triggers a story event listed in timed events.

WIN/LOSE CONDITIONS

Win: You must **Flag** the Dragon Utopia.

Lose: You fail the scenario if your Hero is defeated in any Combat, but you can still retreat from Combat with non-Azure tier Neutral Armies.



TIMED EVENTS

When you reach the following rounds, follow the corresponding instructions:

1st Round:

- Read the “If You Enter, Do It With a Blast” section below.

3rd Round:

- Read the “Fried Eel for Dinner?” section below.

5th Round:

- Read the “Rum and Writing at Night go Hand in Hand” section below.

7th Round:

- Read the “Answers and Even More Questions” section below.

12th Round:

- At the end of the round, you lose. The Horn remains in Dargem’s hands!

When you enter a field with an Obelisk without your faction cube:

- Read the “Seer’s Hut” section below.

When you enter a field with the Castle Town:

- Start Combat with the **Defenders of the Castle Outpost**.

When you enter the center field of the Center map tile:

- Read the “Regnan Fortress” section below.
- Start Combat with the **Defenders of the Regnan Fortress** instead of the regular Neutral Army.

When you complete the scenario:

- Read the “The Epilogue” section below.



**Castle
Map Tile**

THE STORY

SEER'S HUT

Choose one of the options below. After resolving the event, place your faction cube on the field.

Displeased Pirates

A group of pirates displeased with Dargem's leadership would like to join you. Will you accept them into your ranks?

- Reinforce two ★ or ☆ units in your army for free.

Dragon Hunt

An old seer comes out from her mushroom-covered hut and starts in a musky voice, "Dragons... Dragons are menacing the western underground region of this land. If you could be so bold as to defeat them, I would reward you richly."

- Draw from the ★ Neutral Units deck until you draw a "Dragons" unit. Shuffle the rest of the cards back into the deck and start Combat with

the Dragons. If your Hero is below level 6 before the Combat, after defeating the Dragons, you gain 15 🏠, 2 🌿, and 1 🌟.

Mermaid Charms

A charming mermaid offers you a song to cast away your sorrows and griefs, "Memories can be a heavy burden to carry... let me lessen it for tonight..."

- Remove up to 2 Ability or Spell cards from your deck. If you Remove at least one card that way, gain 1 🌿. Reshuffle your deck and the discard pile to create the deck anew.

IF YOU ENTER, DO IT WITH A BLAST

A small boat was on the run. Behind it, a few serpents, no, sever... no, a whole pack of serpents was in pursuit! There wasn't much wind, so it seemed that the chasing creatures might just catch up... Good thing, the beasts and the boat were made of dark clouds floating on the great blue sky. The scene seemed static, but the red hints of the daybreak set them all ablaze, making them look even more striking...

Then the ship started shaking, and I almost fell through the sail's rigging. The tides rose as if pushed by invisible winds. Casmetra rushed from her cabin to check what was going on. Then, right before our eyes, another bizarre thing happened: land began emerging from the water's surface, sending even bigger waves our way.

"All hands on deck, all hands on deck!" I yelled at the men still snoring in their cabins. We needed to turn the bow to face the wave. "Sails to larboard!"

On the side of the newly birthed island, water started to bubble up, and a massive geyser emerged from the sea, spitting out several sea serpents and a magical vessel.

"Bidley is on that ship!" said Casmetra, stumbling toward me. Her eyes were covered with milky film as she was staring in the direction of the ship. "But... someone else is with him. No! They took the Horn... and your brother." The waves were almost upon us.

"Brace for IMPACT!" I yelled my last command, tying myself to the rigging. Casmetra, oblivious to the whole situation, was standing nearby, so I grabbed her by the waist. The wave hit. A few unlucky souls were swept into the roaring sea.

"It's Dargem," said the sorceress angrily, looking at the vessel sailing away.

"Men overboard!" a voice behind us yelled. "Men overboard!" more immediately followed.

"What's a Dargem?" I asked, doing my best to shout over the mayhem onboard.

"A mercenary mage. Used to work for Regna..." cut in Diego, who had just jumped from above the deck.

"...or, to be precise, for one of Regna's lords. It's a nest of vipers there, everyone trying to stab everyone else in the back. One of those lords wanted to get his hands on the Horn of the Abyss, and his desire was stronger than ours, so it appears. So he sent Dargem."

"Blast that... we have to chase them down immediately! Diego, prepare the ships!" I ordered.

We chased Dargem for a while, but eventually, he disappeared from sight behind an island. Instead, we were welcomed by Regna's fleet. We had only a handful of ships at our disposal, so we had to flee.

We set up camp on a small island and decided to muster forces for a strike on Dargem's fortress, where he is holding the Horn and my brother. I hope Bidley is safe.

SMOKED EEL FOR DINNER?

"Jeremy," smiled Casmetra. "I bring more good news. The theft of the Horn awakened the sea serpents. Now they are wandering the ocean."

"That's great news—at least we'll be having plenty of smoked eel, I guess."

"Silly," Casmetra replied. "These creatures still feel they have to protect the Horn of the Abyss. And yet, the poor stupid things can't figure out whether it has to be returned, or guarded wherever it is. I can enchant them so that the serpents who want to return the Horn will help us fight to get it back from that traitor Dargem."

"That's a good idea," I agreed. "But what will we tell them once we get the Horn from Dargem? 'As you were, we were just kidding?'"

"You men always try to think twenty steps ahead," Casmetra groaned, rolling her eyes.

I couldn't help but laugh, seeing her reaction. But for all that, I certainly wasn't going to turn down an offer of help from the sea serpents. We definitely need them before the final battle. Even one of those beautiful creatures could sink a frigate!

RUM AND WRITING AT NIGHT GO HAND IN HAND

Today, I've heard from my men that Dargem's raiders attacked our supply ships and vanished into the setting sun... This news was not what I expected. Luckily for me, I've also received an invitation for the evening from an old friend of mine—the bottle of rum.

"What are we even fighting for? What will I even do with that Horn...? This whole resistance is so pointless..."

I murmured to my glass companion, which gave me an excellent idea... I decided to write Dargem a letter. My mind wasn't perfectly clear at the time...

I wrote the following: "*Dargem! This is Jeremy Albatross, Admiral of Regna's armada. You have crossed my path and captured my brother. Set him free immediately, and yield the artifact to us! If you do, I promise that you and your men will be allowed to leave the island unharmed.*"

You do not receive any Gold income this round.

ANSWERS AND EVEN MORE QUESTIONS

Dargem surely took his time in writing me back. I imagine that is just one more demonstration of his stupidity and inability to think critically—the polar opposite of certain traits I famously possess. His letter went as follows:

My esteemed self-styled Admiral Jenny Grouse! I spent far too long in those caves waiting for Lady Luck to smile on me and send me a traveler even less fortunate than myself. And so it happened. I deserve the Horn—though I haven't figured out how it works yet. I suggest you get lost. Your brother is merely a guarantee of my security. As soon as you are gone, he shall be freed.

Dargem

Charming.

His words, even if sounding like a crazy gibberish at times, kept me awake for the entire night. So, the first thing in the morning, I called Casmetra into my cabin and told her that I was thinking about retreating to ensure Bidley's safe release. The priestess's eyes widened.

"Jeremy! How could you even think something like that!" she exclaimed.

"But we could save Bidley, and avoid unnecessary bloodshed," I began, but Casmetra interrupted me.

"You can't even imagine what a villain Dargem is, and what is at stake here. The Horn of the Abyss is one of the greatest artifacts ever created. There's no record of who made it—it was probably created before the Silence. It is a gift from the Age of Wonders! If only we could figure out how it works, we would be equal to gods!" the priestess explained with excitement. She stepped up to the table and, to my amusement, took a hearty gulp of my rum. "Dargem is a scoundrel and a monster. The only reason he hasn't already killed Bidley is that we're close by. If you leave, he'll have your brother murdered and fed to the sharks. You should realize that. Unless you're a coward..." she suggested with reproach in her eyes.

"No, milady. Jeremy Albatross is the bravest and boldest of all the pirates between Enroth, Antagarich and Jadame!" I declared, jumping to my feet.

"And that's why I love you," laughed the priestess, embracing me.

REGNAN FORTRESS

The outline of the Regnan fortress loomed ominously against sheer cliffs. Nestled in a rocky jaw ready to swallow anyone who takes a wrong step. At least, that is how it felt when, together with my men, I was climbing the treacherous cliffs. The grappling hook in my hand and the bottomless, ravenous abyss below... I decided to attack at dusk. Scaling the cliff took quite a while, but we needed all the advantage we could gain if we wanted to get Bidley back... and in one piece.

Still, the surprise attack was only partially successful. As we were attacking the first guards on the main square,

a lightning struck just a few inches from my head, sending debris all around. When I looked up, I saw a shadowy figure in a nearby tower. Must have been a mage.

"Could that be Dargem?" I wondered. Well, it didn't really matter at this point. My men were already opening the gates for the rest of the army to rush the fortress.

Place the Arrow Tower card on the Combat board in one of the corners on the AI side, and place ★ Enchanters in the other corner. Next, surround the Arrow Tower with three Wall cards. Place the remainder of the AI Army in the third row of the Combat board in one line. Start Combat with the Defenders of the Regnan Fortress.

You can play two cards at the start of the Combat before any unit moves and then draw two more cards.

THE EPILOGUE

The defenders of the Regnan fortress wavered, and Casmetra and Jeremy rushed in. Dargem let the captive be and grabbed the Horn. He went running up the tallest tower.

As Jeremy was helping his brother untie the ropes that bound him, Casmetra bellowed, "Give the Horn back! Right now!"

With a grimace of terror, Dargem barked back, "Never! You betrayed me and left me alone! Now I know what to do!"

Dargem was just about to blow the Horn, when with a piercing "STOP!!!" Casmetra threw a spell at him. The magical explosion that followed was so powerful that the ground trembled. Then it trembled again. Nearly half of the fortress collapsed when an odd-looking whirlpool began forming underneath it.

The only thing that Jeremy remembered was how he desperately tried to reach a higher ground, and how Casmetra yelled, "Idiot! We are about to get sucked into another plane because of you!"

Hours or maybe weeks after that, Jeremy found himself on a sea shore. Where was Bidley? And what happened to the artifact? Was this the end of the legend of the Horn of the Abyss?





MAP LOCATIONS

TOWN



Category: **Flaggable**

This is a player's starting field. If a player captures a Town, they gain a bonus depending on the scenario.

SETTLEMENT




Category: **Flaggable**

When you **Flag** a Settlement, you may select your reward from a number of bonuses. If you capture a Settlement that has not been previously owned by any player, you gain an extra bonus (see page 25, "Settlements" in the Core Rulebook).

DERELICT SHIP



Category: **Visitable**

You may **Search** (2) the Artifact deck. If you do so, you also gain 2 .

SHIPWRECK



Category: **Visitable**

Roll and resolve 2 .

FLOTSAM



Category: **Visitable**

Gain 2 🍄.

SEA BARREL



Category: **Visitable**

Roll and resolve 1 ⚔️.

SHIPWRECK SURVIVOR



Category: **Visitable**

Gain an 🏴.

MERMAID



Category: **Visitable**

The Hero who entered this field gains 1 additional MP this turn. You also gain a Positive Morale token.

SEA CHEST



Category: **Visitable**

Roll 1 Attack die. Depending on the result, do the following:

- **+1** – Search (1) 🏴.
- **0** – Gain 5 🍄.
- **-1** – Gain nothing.

JETSAM



Category: **Visitable**

Roll 1 Attack die. Depending on the result, do the following:

- **+1** – Roll and resolve 2 ⚔️.
- **0** – Roll and resolve 1 ⚔️.
- **-1** – Gain nothing.

TEMPLE OF THE SEA



Category: **Visitable**

Gain 10  and 2 .

BUOY





Category: **Visitable**

Gain a Positive Morale token.

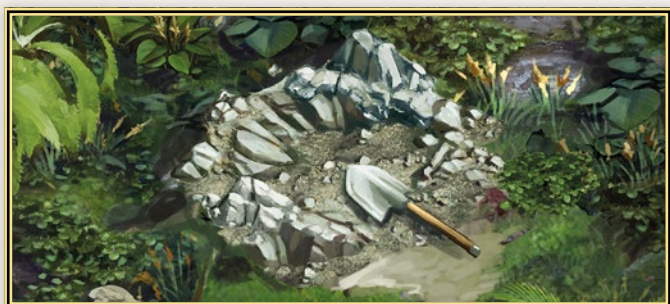
PANDORA'S BOX





Category: **Visitable**

Roll a specified number of  or , then select one to resolve its effect.

GRAVE



Category: **Visitable**

Gain a Negative Morale token, 3 , and 1 .

SHRINE OF MAGIC GESTURE



Category: **Visitable**

You may **Search (2)** the Spell deck.

SHRINE OF MAGIC INCANTATION



Category: **Visitable**

You may pay 3  to **Search (2)** the Spell deck.



NOTES





In memory of Docent Picolan

Horn of the Abyss Project Founder

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