THE BOARD GAME

NAVAL BATTLES MISSION BOOK 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, new scenarios, including a solo scenario, as well as optional rules that can be used in every scenario.

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COMPONENT LIST

1 × Mission book 2 × Neoprene Combat board

- 50 × Creature Bank Unit card
- 32 × Empowered Ability card

24 × Creature Bank token

10 × Empowered token

9 × Stacked Unit token 4 × Attack die

Version: 1.0 ENG

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NEOPRENE COMBAT BOARDS

This expansion contains two neoprene Combat boards, with a regular Combat board on one side and the Naval Combat board on the other.

The regular Combat boards can substitute the original cardboard ones, and-given that there are two of themthey will certainly come in handy when you invite friends to play with you. If you are experienced enough to perform your turns simultaneously-during cooperative scenarios, for example-they will help to reduce the downtime, which can be a real plague in multiplayer games.



With few additional rules, the Naval Combat board will introduce an interesting variation for battles at sea locations. For more details, see Naval Combat below.



NAVAL COMBAT

If the scenario you are about to play uses Sea tiles, before starting the game, you may opt to use this alternative board for any Combat that will take place on them. The Naval Combat board's setting is somewhat different from the regular one—the two spaces in the center are removedwhich results in a minor modification to the Combat rules. Ground units must navigate around these spaces by taking a path on the left or right side of the board. Flying i units can move over the missing spaces as if the spaces were there, but they still cannot end their movement there any more than they could move outside the board.

If you decide to give it a try, be careful—some battles may challenge you more than you may think!



Sea Map tile

EMPOWERED ABILITY TOKENS

This token allows you to empower your next ability card (see the next section). You can use one of these tokens the moment you gain a new Ability card, regardless of how you obtain it (by leveling up, visiting a location, or any other way). When you gain this token, place it on your Hero card. Once the token is used, discard it. You can obtain these tokens as rewards at certain locations.



Empowered Ability tokens

Example:

Crag Hack reaches level 2. The player controlling him decides to perform the Search (2) action and draws two cards from the Ability deck. The cards are Offense and Wisdom. The player chooses Offense and places the other card on the discard pile.



Now, the player may either use an Empowered Ability token on the newly gained Ability card or save the token for later. The player decides to use it, so they Remove the "Offense" Ability card and take the Empowered "Offense" Ability card in its stead.





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EMPOWERED ABILITY CARDS

These cards work identically to Ability cards, but have only one effect that does not require using your \mathbf{W} . When you gain an Ability card, you may use an Empowered token to gain its Empowered version instead. If you do so, Remove the non-empowered Ability card you would otherwise gain. Keep the Empowered Ability deck face up next to the Ability deck.

NOTE: There is only 1 copy of each Ability card, so if one player takes a particular Empowered Ability card, they prevent other players from obtaining it - in the example in previous section, by taking the Empowered Offense Ability card, Crag Hack made it impossible for any other player to have the Empowered Offense. Whether you will wait for your desired ability or empower-and use-one early is up to you.



Ability Card

- 1. Name
- 2. Basic effect

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- 3. Expert effect
- 4. Faction-specific card*

*Faction-specific cards may be added to any faction's deck of Might and Magic, however they can only be used by their specific factions. If you Search the Ability deck and find a faction-specific card that cannot be used by your faction, you may choose to reveal it, place it in the Ability discard pile, and draw an additional card from the Ability deck in its place. Cards with the 🙀 symbol can only be used by the Necropolis faction.

CREATURE BANK TOKENS

A Creature Bank token is a new type of token that allows you to turn blocked fields into visitable ones. There are two types of Creature Bank tokens that correspond to two types of tiles they can be placed on—the Near tokens and the Far tokens. You can identify them by the Roman numerals on their backs, which correspond to the numerals on the backs of the said tiles.

When you discover a Near or Far Map tile, you may choose to replace one of its blocked fields with a Creature Bank token of the corresponding type. When you enter such a field, you must defeat the Neutral Army defending it (see **Creature Bank Combat** on page 6), resolve the field's effect, and then mark it with a Black cube, just like any other visitable field.

Before the game, separate the Creature Bank tokens into two piles (Near and Far) based on the numerals on their backs. Shuffle each pile and place them near the map.



Creature Bank tokens (Far)



Creature Bank tokens (Near)

STACK TOKENS



These tokens represent stacks of Neutral Units. For long as a Stack token remains on a unit, it increases either its \cancel{K} by 2 or its \cancel{K} , W, or \cancel{K} by 1-as indicated by the token.

Units with Stack tokens are similar to reinforced faction units. When a Stacked Neutral Unit takes a total of damage equal to or greater than its max HP, discard 1 Stack token from that unit and remove all damage from it. Then, deal any leftover damage (if any), deducting it from the new max HP. When a Neutral Unit without a Stack token takes damage equal to or greater than its max HP, it perishes normally. However, instead

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of being discarded, the defeated Creature Bank Unit cards are returned to the Creature Bank Unit deck.

Pool all Stack tokens face down (so that their values are not visible) near the Creature Bank Unit deck. Whenever you need a Stack token, take one from the pool **at random**, and whenever you return a Stack token, shuffle it back into the pool.

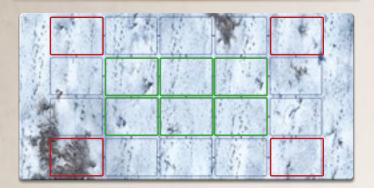
CREATURE BANK UNIT CARDS

These cards make up a deck that is similar to the Neutral Unit deck and represent units that you may fight in Creature Banks. Every Creature Bank has its set of 4 units you will need to find in this deck when you visit it. That is why-unlike the Neutral Unit deck-this deck does not need shuffling and is always face up. Place the Creature Bank Unit deck near the Neutral Unit decks. For the list of units guarding specific Creature Banks, see page 7.



NOTE: As an extra reward, you can gain a Stacked unit. If you do, also place one Stack token on that unit.

CREATURE BANK COMBAT



Green-Player Deployment Zone Red-Neutral Units Deployment Zone

When you start Combat at a Creature Bank, place up to 5 of your units in the player deployment zone. Now, look at the list of units guarding each type of Creature Bank, shown below. Depending on the Creature Bank you are visiting, take the corresponding units from the Creature Bank Unit deck and place them randomly in the Neutral Unit deployment zone.

Based on the game difficulty level, take the following number of Stack tokens:

- 🔮 Easy: 1 token
- Normal: 2 tokens
- Hard: 3 tokens
- Impossible: 4 tokens

Each token has a unique effect modifying a unit's statistics the following way: $+1 \times , +1 \times$

The more Stacked units there are, the tougher the Combat and the greater the loot. Once you win the Combat against the Neutral Units, you will claim the Creature Bank's reward, as well as an additional reward for every Stacked unit you defeat. If the Creature Bank rewards you with a unit, take the indicated unit from the Creature Bank Unit deck. Whenever you use such a Stacked unit in Combat, before the Combat begins, take 1 random Stack token and place it on that unit.

Creature Bank Combat may prove more challenging, so-just like in the case of Combat against \checkmark Neutral Units-you do not need to rush things up, as there is **no round limit** and no need to spend MPs to extend it. Note: Creature Bank Combat has no field difficulty level, so a Quick Combat is never going to happen at these locations. Additionally, these fields do not provide any , but you have a chance to gain plenty of resources.





DERELICT SHIP



Category: Visitable Units: $4 \times$ Water Elementals. Reward: (\uparrow) and 7 \bigcirc .

Extra: 2 \bigcirc for every Stacked unit and Search (X) the Spell deck, where X is the number of Stacked units.

NOTE: This field is not considered a sea field.

PYRAMID



Category: Visitable Units: 2 × Gold Golems, 2 × Diamond Golems. Reward: Search (5) the Spell deck.

Extra: For every Pack unit. You may Remove 1 Spell, Ability, or Artifact card from your hand or discard pile, then Search (5) the appropriate deck.

SHIPWRECK



Category: Visitable Units: 4 × Wraiths. Reward: (***) and 5 ()=.

Extra: $2 \longrightarrow 10^{-10}$ for every Stacked unit and Search (X) the Artifact deck, where X is the number of Stacked units.

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NOTE: This field is not considered a sea field.

DRAGON FLY HIVE



Category: Visitable Units: 4 × Dragon Flies. Reward: 1 × Dragon Flies unit.

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Extra: If the Creature Bank was guarded by at least 2 Stacked units, gain Stacked Dragon Flies instead.

MEDUSA STORES



Category: Visitable Units: $4 \times$ Medusas. Reward: $6 \longrightarrow and 1 \longrightarrow .$ Extra: $3 \longrightarrow or 1 \longrightarrow for every Stacked unit.$

DWARVEN TREASURY



Category: Visitable Units: 4 × Dwarves. Reward: 7): Extra: 3): for every Stacked unit.

GRIFFIN CONSERVATORY



Category: Visitable Units: 4 × Griffins. Reward: 1 × Griffins unit.

Extra: If the Creature Bank was guarded by at least 2 Stacked units, gain Stacked Griffins instead.





Category: Visitable Units: $4 \times Nagas$. Reward: $6 \longrightarrow$ and $2 \longrightarrow$. Extra: $6 \longrightarrow$ and $1 \longrightarrow$ for every Stacked unit.

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Category: Visitable Units: 1 × Skeletons, 1 × Zombies, 1 × Wraiths, 1 × Vampires.

Reward: 6

Extra: 2 — for every Stacked unit.

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Category: Visitable Units: 4 × Imps. Reward: 3). Extra: 1) for every Stacked unit.

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CYCLOPS STOCKPILE



Category: Visitable Units: 4 × Cyclopes. Reward: 8 and 2 . Extra: 2 and 1 for every Stacked unit.

DRAGON UTOPIA



Category: Visitable

Units: 1 × Black Dragons, 1 × Gold Dragons, 1 × Crystal Dragons, 1 × Faerie Dragons.

Reward: 40 $\neq \geq$ and Search (3) the Artifact deck.

Extra: Search (5) the Artifact or the Spell deck for every Stacked unit.

NOTE: The Dragon Utopia that may be listed in a scenario's description refers to a location on the Center Map tile and is not the same as a Creature Bank Dragon Utopia. In other words, unless explicitly stated otherwise, a Creature Bank Dragon Utopia **does not qualify** to meet a scenario's Victory Conditions by virtue of being a Dragon Utopia. It may, however, help you meet other types of Victory Conditions, like the ones involving visiting every field on a tile, for instance.

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During all cooperative games, all players are allied and play together to beat the scenario.

When controlling Neutral Units, use Combat rules for the solo mode (see page 33, "AI Combat" in the Core Rulebook).

Additionally, when your Hero visits a Trading Post, apart from taking advantage of the normal effects of that location (see page 36, "Trade Table" in the Core Rulebook), you may also use it to give resources to any player.

Victory Conditions for cooperative scenarios can include:

- Defeating a specified number of Neutral Units.
- Taking control of specified locations.

If any player meets a scenario's Victory Condition– unless stated otherwise–the game immediately ends and all players win the scenario.





Build up your forces before the Barbarians break out of isolation and try to overrun you. Beware, they're tougher than you think, so some teamwork might be in order.

PLAYER COUNT

A scenario for 2-4 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:

For a 2-player scenario:

- 3 × Starting (I) Map tile
- 3 × Near (IV–V) Map tile with an Obelisk
- 🧶 4 × Far (II–III) Map tile

For a 3-player scenario:

- 4 × Starting (I) Map tile
- 4 × Near (IV–V) Map tile with an Obelisk
- 🌒 6 × Far (II–III) Map tile

For a 4-player scenario:

- 5 × Starting (I) Map tile
- 5 × Near (IV–V) Map tile with an Obelisk
- 🌒 8 × Far (II–III) Map tile

STARTING RESOURCES

Each player starts with the following resources:







SETTING A PLAYER'S INCOME

Set the income on the income tracker to:



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STARTING BUILDINGS

Each player starts the game with these buildings:

- **Dwelling**
- City Hall

STARTING UNITS

Each player starts with the following units:

3 × A Few tunits

ADDITIONAL SCENARIO RULES

Before the start of this scenario:

- The central Starting tile belongs to the enemy. Arrange it as shown in the picture.
- We recommend using the Stronghold faction for "Enemy Town," but if you don't have this expansion, use any other faction not participating in the game.

During this scenario:

- Players can exchange artifacts. To do so, they need their Heroes to occupy adjacent fields.
- Players cannot Flag locations that are already Flagged by another player.
- A Hero cannot move onto the "Enemy Town" field until all Near tiles are discovered and every Obelisk has been visited by any player at least once.
- When a player visits an Obelisk, they gain an Empowered Ability token.
- When a player enters the field with the "Enemy Town," they trigger Combat against the following defenders: $3 \times a$ Pack of $\uparrow \uparrow$ and $2 \times a$ Few $\uparrow \uparrow$.
- If the player wins the Combat with "Enemy Town", they place their faction cube on the field to mark it as visited, but only for them. This field may be visited multiple times-each time by a different faction-so there may be multiple faction cubes on it.

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VICTORY CONDITION

If every faction's cube is placed on the "Enemy Town" field, the game ends and all players win the scenario.

ROUND TRACKER

If the above condition is not met by the end of the 11th round, the game ends and all players lose the scenario.

TIMED EVENT

There are no timed events in this scenario.

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Gorlam's Tentacle Swampland has always been resource poor (probably why Gorlam left shortly after arriving). As one of two newly arrived factions, it is your job to secure all the resources in the region or be forced out.

PLAYER COUNT

A scenario for 2 players.

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:

- 2 × Starting (I) Map tile
- 3 × Near (IV–V) Map tile
- 🧶 4 × Far (II–III) Map tile

STARTING RESOURCES

Each player starts with the following resources:





SETTING A PLAYER'S INCOME

Set the income on your income tracker to:





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STARTING BUILDINGS

Each player starts the game with these buildings:

"0" S

Dwelling

STARTING UNITS

Each player starts with the following units:

3 × A Few **†** units

ADDITIONAL SCENARIO RULES

During this scenario:

When a player wins Combat at a Creature Bank, they additionally receive an Empowered Ability token.

VICTORY CONDITION

At the end of a round, if any player controls 6 or more Mines, the players will play one final round. The player with the most Mines at the end of that round is the winner.

ROUND TRACKER

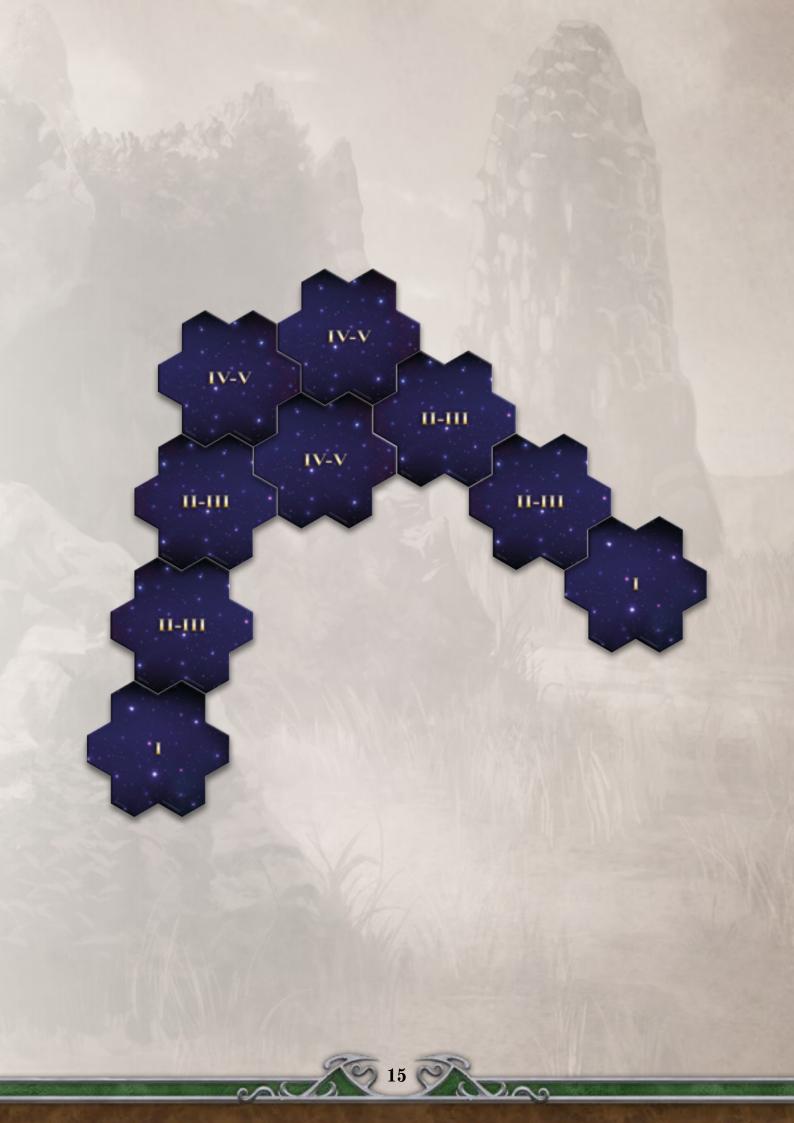
If the above condition is not met by the end of the 14th round, the game ends in a draw.

TIMED EVENTS

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During the 4th, 5th, 6th, 10th, 11th, and 12th rounds, the Mines located on the edge fields of the map do not generate income. Additionally, if any player initiates Combat on an edge field of the map during these rounds, the battle is treated as Naval Combat.

NOTE: An edge field is a field with at least one edge being non-adjacent to another field.





The Devil Memphos and his hordes have taken up residence on the Isle to the southeast. Destroy him before his influence corrupts the entire region.

PLAYER COUNT

A scenario for 1 player.

SCENARIO LENGTH

This scenario plays out over 16 rounds.

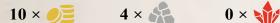
MAP SETUP

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

- 1 × Starting (I) Map tile
- 4 × Near (IV–V) Map tile
- 2 × Far (II–III) Map tile

STARTING RESOURCES

The player starts with the following resources:





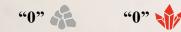
south.

SETTING A PLAYER'S INCOME

Set the income on the income tracker to:







STARTING BUILDINGS

The player starts the game with these buildings:

Dwelling

STARTING UNITS

The player starts with the following units:

3 × A Few tunits

ADDITIONAL SCENARIO RULES

During this scenario:

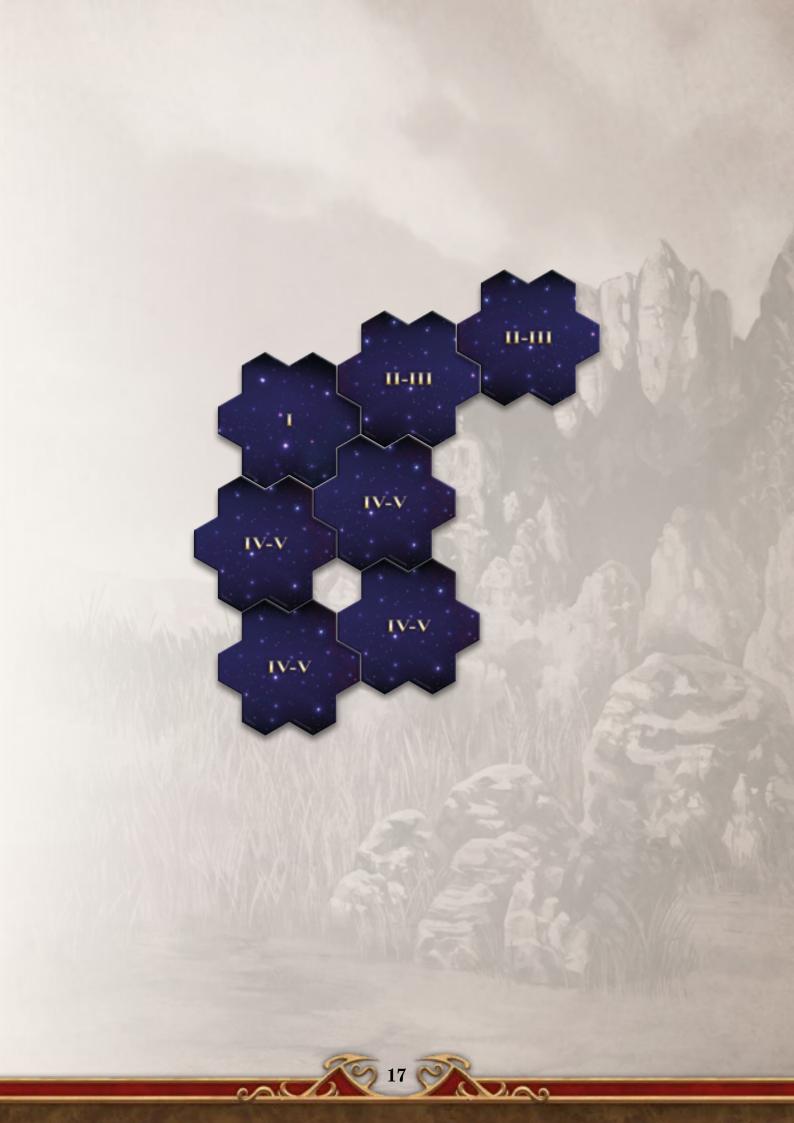
- Whenever you discover a tile, you must place a Creature Bank token on it, as indicated below.
 - a) When you discover a Far tile, place a Creature Bank token with an Imp Cache on it.
 - b) When you discover the first Near tile, place a Creature Bank token with a Griffin Conservatory on it.
 - c) When you discover the second Near tile, place a Creature Bank token with a Naga Bank on it.
 - d) When you discover the third Near tile, place a Creature Bank token with a Pyramid on it.
 - e) When you discover the fourth Near tile, place a Creature Bank token with a Dragon Utopia on it.
- When you win Combat at a Creature Bank, you additionally receive an Empowered Ability token.
- Each Trading Post is a Visitable location.
- When you enter a location, first resolve the effect of the location listed in Story Location (see page 18).

VICTORY CONDITION

You must win Combat at every Creature Bank on the map.

ROUND TRACKER

If the above condition is not met by the end of the 16th round, the game ends and you lose the scenario.



SOLO MODE STORY LOCATIONS

STORY LOCATIONS

Water Wheel

When you visit a Water Wheel for the first time, do not resolve the effect of this field. Instead, read §1.

Witch Hut

When you visit a Witch Hut for the first time, do not resolve the effect of this field. Instead, read §2.

When you visit another Witch Hut, do not resolve the effect of that field. Instead, read §13.

When you visit a Witch Hut with a Defense token, do not resolve the effect of this field. Instead, read §23.

Trading Post

When you visit a Trading Post for the first time, do not resolve the effect of this field. Instead, read §3.

When you visit a Trading Post and you have the "Job" keyword noted down, do not resolve the effect of this field. Instead, read **§8.**

NOTE: Whenever you visit one of the locations above, after reading the relevant paragraph, place a Black cube on the visited location!

SPECIAL TILES

F5 Mystical Garden - On your first visit to this Location do not resolve the effect of this field. Instead, read: §4. Place a Black cube on the field with this location.



PARAGRAPHS

§1

You arrive at a water wheel and see a crowd gathered around its broken mechanism. The overseer explains they need some planks for repairs.

If you help the peasants, 4 2 4 and read §14. Otherwise, read §27.

§2

You step into the dimly lit hut, the air inside is thick with the scent of dried herbs and melted wax. An old witch, hunched over a bubbling cauldron, barely lifts her gaze as you enter. She greets you with a knowing smirk and mumbles something about having been expecting you. Without hesitation, she agrees to help—but at a price. A young witch has strayed onto a dangerous path, dabbling in forbidden rituals. Find her, put an end to her dark ambitions, and bring back her head as proof.

If you agree to accept the job, read §7.

Otherwise, read §11.

§3

When you enter the building, you start to look around for the current resource exchange rates. Instead, you find a merchant approaching you eagerly.

"Hey, you! Care for a game of dice? Or maybe you're looking for a task to take on?"

If you have at least 3 \bigcirc and want to play dice, read §12.

If you say, "I'd like to take on a task," read §17.

If you turn down the offers, read §6.

§4

As you travel, you realize that for some time now, you've been hearing a simple tin whistle tune repeating over and over again. In hopes of making it stop, you head closer towards the source. Suddenly, you spot a small figure dancing atop a tree stump—a leprechaun, his hat tilted at a mischievous angle.

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"Hey, nice Leprechaun, do you have any gold to spare?" you call out with a grin.

The little fellow stops mid-step, eyes narrowing.

"None of your business," he snaps, crossing his arms with a huff.

If you think silence is rewarding enough and leave him alone, read §20.

If you demand that he show you the pot of gold, read §24.

§5

You do what you must to satisfy the old witch. The young witch falls easily, her resistance crumbling beneath your swift strike. As you leave her hut, a sense of guilt washes over you. Maybe she wasn't to blame after all? The thought lingers, but you shake it off-there's no turning back now.

Note down the "**Crime**" keyword. Place a defense token on the Witch Hut that already has a Black cubeyou can visit it again. When you do, read §23.

§6

"As you wish. But let me give you a piece of advice," the merchant says, "Don't trust witches! We had one dabbling in dark magic, and now there's another one roaming these lands. If it were up to me, I'd get rid of them without hesitation!"

§7

The witch asks you to extend your hand. As you do, she grasps it with an icy grip and whispers a few words, her voice barely more than a breath. A red symbol flares to life on your palm, burning for a brief moment before vanishing without a trace. You feel a strange warmth lingering beneath your skin. The witch's lips curl into a knowing smile as she explains, "Your pact is now sealed, and there is no turning back."

Note down the "Pact" keyword.

You enter the Trading Post like it's your second home. Barely a step inside, you toss the artifact onto one of the tables and inform the surprised merchants where you got it from. Hearing the clear note of expectancy in your voice, one of them looks at the item, then back at you... "Seems like it's been used a bit, huh? But fine, here's your payment."

Look for the artifact you noted down in your hand, discard pile, and M&M deck. If you still have it, Remove it and gain 10 = 2. Shuffle all your cards to form a new M&M deck.

§9

You throw the item at her feet, and the old witch grins wickedly. "Good... here's your reward." Dark magic fills your body, making you feel stronger than ever. But as you glance at your army, you see they have transformed, too from dauntless and devoted to doubtful and daunted.

Gain (K) twice. You can Search (3) the Spell deck up to three times.

§10

You make some serious threats and to emphasize the gravity of your words, you kick the pot he is holding. Gold spills everywhere, and the black cloth that had covered it falls to the ground. There is a moment of silence. You look angrily at the Leprechaun, who is now holding... your pouch! Your army quickly chases the clever creature away, and in his hurry, he throws your pouch back and leaves his pot of gold behind.

Gain 10 🥖 .

§11

The witch ushers you out of the hut with a scowl. You sense that you are no longer welcome here. As the door slams shut behind you, a chill runs down your spine—something tells you that denying her request may have consequences. The forest around the hut suddenly feels darker, as if unseen eyes were watching your every move.

§12

"Ha, deal! The rules are simple-bet on the outcome, and I'll roll two dice. If you guess correctly, I'll give you a prize. But if you're wrong, 3 pieces of your gold are mine! So, what will you bet your luck on?"

If you bet that neither die will roll a "-1," read §15.

If you bet that at least one die will roll a "-1," read §22.

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If you bet that both dice will roll a "+1," read §25.

You enter the hut of a young witch, who greets you cheerfully. She asks what you need... then falls silent, her smile fading as her gaze locks onto your hand. Her fingers twitch slightly, as if resisting the urge to reach for something—magic crackles faintly in the air between you.

If you have noted down the "Pact" keyword, you must commit the crime. Read §5.

If you tell her what the old witch wanted from you, read §21.

§14

You quickly send for the materials and when they arrive, you and your army help fix the wheel. The peasants are able to resume work the very same day. Grateful, they collect a gift for you.

Search (3) the Artifact deck and lose 1 🦛 (if possible).

§15

Roll two Attack dice and check your bet.

If you are correct, gain 1 viv.

If you are wrong, lose 3 O_{Ξ} .

§16

As you lead your army into battle, the witch unleashes the devastating power of her spells. A monstrous clash ensues, and you are utterly surprised at the immense power that could reside within the old crone. Ultimately, you manage to reach her and put an end to her tyranny, though it came at a great cost to your forces.

Flip one of your 📩 units to the "Few" side (if possible).

§17

"An easy job," the merchant says, pulling an artifact from behind the counter. "I want you to take this to any other Trading Post. They'll know what to do with it. But there's one rule! You can never show your face here again!"

Search (1) the Artifact deck, note down the artifact you acquired and the "Job" keyword. Place a Black cube on this Trading Post. You cannot visit it for the rest of the game.

§18

The young witch looks at you with a mix of sadness and understanding. She nods slowly, then turns to a nearby shelf and picks up an object resting there. "Take this as a parting gift," she says, handing it to you. "It might help you on your journey."

Search (2) the Artifact deck.

§19

Your entire army charges forward, with you leading the attack, when suddenly a sharp pain pierces your chest, accompanied by the old witch's mocking laughter. Just as you think it's over, a bright flash of light engulfs everything. The pain vanishes. You look toward the crone, but she's gone.

"It's over now," says the young witch standing nearby. Your army rejoices at the defeat of the old hag, and the young witch, grateful, teaches you one of her spells as thanks.

Gain we and Search (5) the Spell deck.

§20

Surprised by the leprechaun's unusual demeanor, you decide not to linger and quickly return to your journey, leaving him behind.

Gain +1 7.

§21

The young witch listens with sadness in her eyes. When you finish, she tells you the story of how the old hag had tried to kill her many times, simply because she wanted to be the only witch in this land. In the end, she asks you to take revenge on her behalf.

If you refuse, read §18.

If you agree, read §26.

If you accept the quest but only if the young witch accompanies you, read §29.

§22

Roll two Attack dice and check your bet.

If you are correct, gain 5 \bigcirc

If you are wrong, lose 3 O_{Ξ} .

§23

Traveling back to the old witch's hut, you can see the restless old crone standing in the doorway long before you can hear her voice creak, "Do you have what I asked for?"

If you have the **"Crime"** keyword noted down, you can give her the head of the young witch. If you do so, read **§9.**

If you have the "Wart" keyword noted down, you can shout it as a signal to attack. If you do so, read §19.

If you try to end the tyranny of the old witch, read §16.

and,

§24

The offended Leprechaun starts shouting at you, "Dare you doubt me?!" He approaches you with his pot and shows it to you, then slaps your pouch. "You have too much gold, you should share some!"

If you leave the Leprechaun alone, read §28.

If you intimidate the creature, read §10.

§25

Roll two Attack dice and check your bet.

If you are correct, gain 2 if and Search (3) the Artifact deck.

If you are wrong, lose $3 \neq 0 \ge 1$.

§26

You see calm settling in the young witch's eyes, perhaps even a faint glimmer of joy? Pleased, you leave her hut.

Place a defense token on the Witch Hut that already has a Black cube—you can visit it again. When you do, read §23.

§27

The peasants are unhappy with your refusal to help, and so is your army.

Gain 🤼.

§28

You back away and the Leprechaun runs off with his pot, quickly disappearing in the distance. For a moment, you feel guilty for pressuring him, but soon you realize he's taken your pouch of gold.

Lose 5 \bigcirc or as much as you have.

§29

She looks at you with a mix of surprise and hesitation, then nods slowly, realizing there is no turning back. "Very well," she says, "I will go with you. When you're ready to attack, shout 'Wart' and I will attack with you."

Note down the **"Wart"** keyword. Place a defense token on the Witch Hut that already has a Black cube-you can visit it again. When you do, read **§23**.



In memory of Docent Picolan Horn of the Abyss Project Founder

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