

Erathian knights fight for their cause. Barbarians and pirates live for glory. Infernal legions fight for life!

But all obey the same rules. Victory is life! Death is mercy!

The heroes step on a thorny path where one decision can change the course of fate. All for their own ambitions, goals, and fears. Swords and spells. Monsters and their Masters. Fire and brimstone. All fight with a glimmer of hope—some for salvation, others for kindling it into Armageddon. To bring life and mercy, however you understand it.

In this expansion for Heroes of Might and Magic III: The Board Game you will find a pack of new features, including new types of tiles, a campaign, new scenarios, as well as optional rules that can be used in every scenario.

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## **COMPONENT LIST**

3 × Map tile:

3 × Far tile

6 × Sea Map tile:

4 × Near tile

2 × Center tile

6 × Subterranean Map tile:

4 × Near tile

2 × Center tile

1 × Mission book

1 × Hero model

12 × Hero card (double-sided)

1 × Manticores card

13 × Neutral Unit card

 $8 \times Astrologers Proclaim card$ 

9 × Artifact card

21 × Spell card

25 × Ability card

72 × Specialty card

18 × War Machine card

10 × Town card

20 × Pandora's Box card

5 × Weakness token

5 × Time token

4 × Force Field token

5 × Attack token

12 × Land Mine token

4 × Subterranean Gate model

10 × Ship model

12 × Monolith model

5 × Negative Morale model

3 × Witch Hut model

4 × Learning Stone model

4 × Windmill model

10 × Wound plastic token:

6 × "1 Wound/2 Wound" (double-sided)

4 × "3 Wound/5 Wound" (double-sided)

8 × Paralyze/Defense plastic token (double-sided)

14 × Retaliation plastic token (double-sided)

7 × Unit Leaflet

1 × Location Leaflet





## SUBTERRANEAN MAP TILES

These tiles work similarly to regular map tiles, except that you cannot move between a Surface and a Subterranean tile without using a Subterranean Gate or a Town Portal spell. No other move effect from a card can allow you to move from one to the other.



Subterranean Map tile



## SUBTERRANEAN GATE



Subterranean Map tile

The Subterranean Gate is the way in and out of the Subterranean tile. Tiles that contain a Subterranean Gate are indicated by each scenario's map layout. When you discover a tile with a Subterranean Gate on it, place the tile according to normal rules. Then, choose a field that is adjacent to the Subterranean tile-this is the "entrance"—and place the Subterranean Gate token on both this field and an adjacent hex of the Subterranean tile (each half of the token is placed on a different tile). Keep in mind that the Subterranean Gate 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-the scenario map layout only shows which two tiles are connected by the Subterranean Gate, not the exact fields that must be connected.

When a Hero enters a field with a Subterranean Gate, discover the Subterranean Map tile and place it normally, choosing the field that will be replaced by the Subterranean Gate token—this will be the "exit". Then, move the Hero from the "entrance" to the "exit" of the Subterranean Gate without spending additional Movement Points—both fields covered by the Subterranean Gate token (the "entrance" and the "exit") are treated as one location. Once both ends of the Subterranean Gate are placed, it allows traveling both ways.

## MONOLITH MODELS

A Monolith model marks a field that connects to another Monolith on another tile, allowing Heroes to travel between them. When you discover a tile with a Monolith on it, place the tile according to normal rules and then place the model on the field indicated by the scenario's map layout.

Keep in mind that the Monolith model replaces the field's original location and cannot be placed on blocked fields,



Two-way Monolith token

other tokens, or fields containing locations required to meet any of the scenario's victory conditions. You can place the model however you wish, provided that it follows the above rules.

There are 2 types of Monoliths: One- and Two-way. A One-way Monolith allows Heroes to travel only from the Entrance Monolith to the Exit Monolith, but not in the opposite direction. A Two-way Monolith, on the other hand, lets Heroes move back and forth with the same Monoliths.

The models representing the Monoliths are always paired and color-coded. You can tell whether you can enter a Monolith or not by the way its model looks. The "winged" portals represent Two-way Monoliths, and the ones without "wings"—One-way Monoliths. An "empty" doorway always marks a One-way Monolith Exit.



## **SEA MAP TILES**



Sea Near Map tile

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.



You can replace your Hero model with a Ship immediately after entering a sea field. Place your faction cube on the Ship to remember which Ship has replaced your Hero. When your Hero enters a land field from a sea field, put the Ship model aside.

## TIME TOKENS

To mark the remaining duration of an Ongoing the 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.





## ATTACK TOKENS



A unit with this token gains an additional +1 × or +2 ×, 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 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.









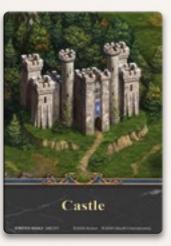
You may notice that some units have a special ability that states: "This unit deals elemental damage." In these cases, you perform a normal attack, but the resulting damage works similarly to dealt by spells—it ignores the unit's ...

**NOTE:** Elemental damage isn't affected by a unit's special ability that reduces damage taken from spells.

## TOWN CARDS

This is a set of 10 cards, each representing one of the factions in the game. If you do not own a specific Expansion, put the card with that faction aside.





You can use these cards at the start of the game to randomize the process of selecting the faction for each player. We recommend doing so in one of the following ways:

Shuffle the deck and deal 2 Town cards to each player. Each player then chooses their faction from these cards. If you do not own enough Expansions, deal 1 card to each person instead. Shuffle the deck and deal 2 Town cards to the first player. The first player chooses one card and passes the other one to the next player. The next player draws 1 more Town card from the deck, selects one card from the two, and passes the other card to the next person. Repeat this until every player has chosen their faction.

You may also use this deck to determine which faction's units will defend the Random Town (see below).

## RANDOM TOWN

When this location is discovered on the map, take the deck of Town cards. Set aside the cards that represent factions already in the game, shuffle the rest of the deck, and draw one card—from now on, this field is defended by that faction's units.

NOTE: You only need to prepare the faction's Unit cards.

When a Hero moves onto a field with a Random Town, they start a siege Combat against these units. Unless stated otherwise, the Random Town is defended by:

- 1 × A Pack of
- 2 × A Pack of
- 2 × A Few

**NOTE:** A unit can be chosen by the player who controls the defending units.

**NOTE:** During this siege, do not use the "Arrow Tower" card.



## FORCE FIELD TOKEN



Use this token to mark the effect of the "Force Field" spell—it represents an Obstacle, so only we units can move through a space with this token.

Combat board: Place 1 Force Field token on an empty space.

**Battlefield board:** Place 2 Force Field tokens—instead of one!—on two empty spaces that are adjacent to each other.

## PANDORA'S BOX CARDS

This set of 20 cards introduces a new way of resolving the effects of the Pandora's Box location. When you visit it, you may—optionally—draw a Pandora's Box card and resolve it instead of the location's regular effect. If you choose to draw a card, you still have to mark the location with a Black cube.





## WAR MACHINE

These cards can be obtained from the War Machine Factory or Trading Post. If you decide to buy a War Machine from a Trading Post, you cannot use any other Trading Post actions during this visit and must pay additional 3 Gold for the machine as compared to its cost at a War Machine Factory. Place the War Machine deck within the reach of all players.



War Machine Card

- 1. Name
- 2. Effect
- 3. War Machine Factory cost
- 4. Trading Post cost

## MANTICORES CARD



This Manticores Unit card is an alternative to the one you can find in the Core Game set. You can use it instead of the regular one to spice things up a bit!

## LAND MINE SPELL



Depending on the will used, take 2, 4, or 6 Land Mine tokens. Make sure that all of them are taken from the same set and that half of them are empty and half have the 2 symbol. Next, shuffle the tokens face down and place them on chosen empty spaces of the Combat board, 1 per space. If there are not enough empty spaces left to place all of them, discard any leftover tokens. Once they are placed, you can always look at your tokens. When a unit enters a space with a Land Mine token, reveal that token. If it is empty, the unit continues its movement, but if the token shows the symbol, the unit takes 2 damage. If it is still on the board, it continues its activation.

**NOTE:** Two Land Mine tokens can occupy a single space only if the tokens are placed by different players.

## PERMANENT CARDS

with a bonus or have a condition
waiting to be met. When you
play a Permanent card, place
it in front of you. It stays
there until you either discard
it or replace it with another
Permanent card. A Hero may only
have one card of this type at a time.

Cards with the  $\infty$  symbol can be played in the same way as the cards with  $\bigcirc$  or  $\Longrightarrow$  symbols.

**NOTE:** The effect of these cards lasts only as long as they are in play.

## SCHOOL OF MAGIC

Some cards refer to Schools of Magic, and every Spell card belongs to one of the following four of them: Air, Fire, Earth, and Water. Each School has its own border around the symbol:



**NOTE:** Although "Magic Arrow" belongs to all Schools of Magic, it can benefit from a bonus from only one School at a time. When you cast this spell, you can assign it to one School of Magic for the purpose of determining the bonus.



School of Fire



School of Water



School of Air



School of Earth



These settings will allow you to additionally customize your game. You can apply any or all of the listed settings to every existing scenario, whether it is from the Core Game or any of the Expansions. They will transform your game, altering the regular balance to add more fun to your experience.

## CHAOS CARDS

Whenever you are about to discard a card, Remove that card instead. Then, take the top card from the deck corresponding to the Removed card and place it in your discard pile.

**NOTE**: The Statistic and Specialty cards are still discarded normally.

Even if you use a Knowledge card to return a spell to your hand, the spell is still Removed, and you receive a new one from the top of the Spell deck instead.

## **GOLD POOL**

This alternative rule for building and managing your army changes the dynamic of multiplayer clash games, improving the experience, particularly in games with an odd number of players. By mitigating the gravity of casualties, it gives the early combatants a fair chance against players with fresh armies and denies them an easy win.

Your pool of resources is now called the Unspent Pool. When you use the Population token to **Recruit** or **Reinforce**, instead of placing the and from your Unspent Pool back in the box, place the resources on a separate pile near your Unit deck—this will be your Reserved Pool. The resources from the Reserved Pool cannot be used.

The next time you use your Population token to expand your army, you will be able to freely change your

recruited units, meaning that you can not only buy new units, but also sell the ones you have! When you sell a unit or when it perishes, simply return its costs—both in and from your Reserved Pool to your Unspent Pool. You can **Recruit** and **Reinforce** as many units as you can afford.

Whenever your unit is flipped from the "Pack" side to the "Few" side, you regain the \*\* 1.

Whenever you use a card that reduces a unit's **Recruitment** or **Reinforcement** costs, keep it together with the unit's card to remind you how much and you will regain when the unit perishes or when it is sold (or when it is flipped to the "Few" side, if you used the card to pay the **1** When this happens, return the "discount card" to your hand.

## DRAFT START

This rule allows you to modify your starting deck by drafting its contents during the game's setup. Recommended for 3+ players.

After choosing your Heroes, instead of creating their normal starting decks, follow the steps below.

For each chosen Hero, take their Starting Ability card from the Ability deck as well as their Level 1 Specialty card and set them aside.

Shuffle the Artifact, Ability, and Spell decks separately. Each player draws the top 2 cards from each of these decks and chooses one of the cards to keep. Then, each player passes the remaining 5 cards to the player on their left. Repeat this step until all of the cards have been taken.

When that happens, the players—once again—draw the top 2 cards from the three decks, choose one to keep, and pass the remaining five to the next player, but this time to the one on their right.

Repeat the step until every player has a deck totaling 12 cards drafted this way.

Now, based on the icons shown on their Hero card, each player adds the corresponding Statistic cards to their deck. At this point, a Might Hero's deck should consist of 18 cards, and a Magic Hero's deck—of 17 cards.

Each player selects 7 cards from their deck (discarding the rest) and adds them to the two cards they set aside at the beginning. Now, every player has their drafted deck of 9 cards ready.

## **NEUTRAL ARMY**

We recommend choosing this additional setting when there are no Heroes with unit-oriented Special Abilities in the game!

When you use a Population token to **Recruit** units, instead of **Recruiting** them normally, for every Dwelling you have, draw 2 corresponding Neutral Unit cards. You can **Recruit** any number of these units if you their costs. Discard all Units that were not Recruited.





Three Lords, three regions. Each region is easy to hold, yet difficult to invade. Do you have what it takes to expand your borders and be rid of your pesky neighbors forever?

## PLAYER COUNT

A scenario for 4 players.

## SCENARIO LENGTH

This scenario plays out over 10 rounds.

## MAP SETUP

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

- 4 × Starting (I) Map tile
- 6 × Near (IV–V) Map tile
- 2 × Center (VI–VII) Map tile
- 8 × 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:

"10" **)** 

## STARTING BUILDINGS

Each player starts with these buildings:

- Dwelling
- Citadel

## STARTING UNITS

Each player starts with the following units:

3 × A Few units

## ADDITIONAL SCENARIO RULES

#### Before the start of this scenario:

The players split into two teams of two. All members of one team start on the same half of the map and collectively choose their individual Starting tiles.

## **During this scenario:**

- No player may have a Secondary Hero.
- All players in a team are allies and cannot attack one another.
- Allies can transfer resources to one another via the Trading Post.

## VICTORY CONDITION

The game ends when all duels are resolved. The team that wins all duels wins. If each team has the same number of wins, the game ends in a draw.

## ROUND TRACKER

Once all players end their turns on the 10th round, both teams engage in a series of three battles with each other. Each team rolls an Attack die until one rolls higher than the other. The team that rolled higher unanimously chooses two duelists-one from among themselves and one from the opposing team. The remaining two players make the last pair of duelists.

## TIMED EVENT

During the 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> rounds, players can transfer resources to other players without visiting the Trading Post.

## AREA B



AREA A

The Emerald Isles lie along a major shipping route, which several Barons each seek to control for themselves. You have been chosen to 'persuade' the others to give up their claims.

## PLAYER COUNT

A scenario for 4 players.

## 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:

- 4 × Starting (I) Map tile
- 2 × Near (IV-V) Map tile
- 4 × Near (IV–V) Sea Map tile
- 2 × Center (VI–VII) Sea Map tile
- 8 × Far (II–III) Map tile

## STARTING RESOURCES

Each player starts with the following resources:

13 × 🔎 4 ×

0 ×

## SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

"10" **)** 

**"0"** 

## STARTING BUILDINGS

Each player starts with these buildings:

- **Dwelling**
- Mage Guild

## STARTING UNITS

Each player starts with the following units:

3 × A Few units

## ADDITIONAL SCENARIO RULES

## **During this scenario:**

- If your Hero begins their turn on a Sea tile, roll the Attack die before moving. That Hero gains a number of Movement Points equal to the result on the die.
- If a player loses their Town, they immediately remove their Heroes from the game. That player loses the game

## VICTORY CONDITION

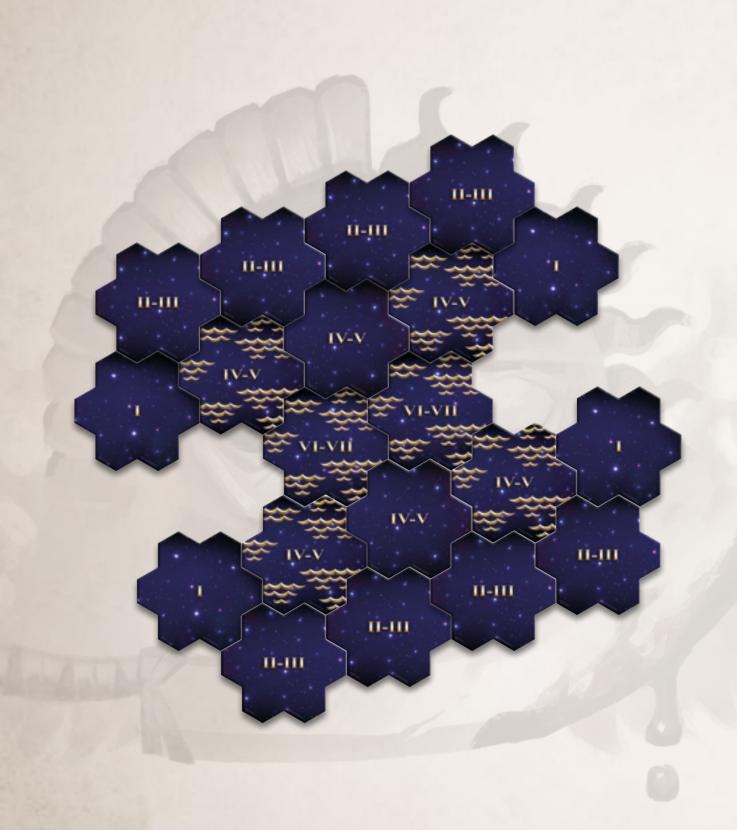
The player who defeats all the other players wins the scenario.

## ROUND TRACKER

If the above condition is not met by the end of the 16th round, the remaining players end the game in a draw.

#### TIMED EVENT

There are no timed events in this scenario.





Good wishes to destroy Evil, the Neutrals just want everything for themselves, and Evil wants to destroy the world! Of course, everyone has their own plans on how to accomplish their devious plans...

## PLAYER COUNT

A scenario for 2 or 4 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:

#### For a 2-player scenario:

- 2 × Starting (I) Map tile
- 4 × Far (II–III) Map tile
- 6 × Near (IV–V) Map tile
- 1 × Center (VI–VII) Map tile with the Dragon Utopia field (C1)

## For a 4-player scenario:

- 4 × Starting (I) Map tile
- 6 × Far (II–III) Map tile
- 4 × Near (IV–V) Map tile
- 1 × Center (VI–VII) Map tile with the Dragon Utopia field (C1)

## STARTING RESOURCES

Each player starts with the following resources:







## SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

"10" 🔎 "0"







## STARTING BUILDINGS

Each player starts with these buildings:

- Dwelling
- City Hall

## STARTING UNITS

Each player starts with the following units:

3 × A Few units

## ADDITIONAL SCENARIO RULES

Before the start of this scenario:

- Use Town cards to randomly choose an available faction. From that faction's units create the following AI army to Defend the Dragon Utopia:
  - a) 1 × A Pack of units with the highest Recruitment cost
  - b) 2 × A Pack of units
  - c) 2 × A Few wunits
- Prepare a Spell deck for the AI player:
  - a) 2 × "Magic Arrow" Spell card
  - b) 1 × "Lightning Bolt" Spell card
  - c) 1 × "Haste" Spell card
  - d) 1 × "Disrupting Ray" Spell card
- Prepare the AI deck:
  - a) 3 × Might card
  - b) 2 × Magic card



## **During this scenario:**

- When a Hero enters the Dragon Utopia field, they trigger Combat. When the Hero wins the Combat, mark the location as visited by placing their faction cube there. The Dragon Utopia may be visited multiple times—each time by a different faction—so there may be multiple cubes on its field.
- If the starting player defeats the AI army in the Dragon Utopia, each player takes their turn to ensure that everyone has the same number of turns played. When everyone has played an equal number of rounds, the game ends.
- At the beginning of their turn (after gaining income and resolving the Astrologers Proclaim card) every player rolls an Attack die.
  On a "-1", the player can shuffle the AI Spell deck, draw the top card, and resolve one of the effects below (depending on the card drawn). After resolving the effect, shuffle the card back into the AI Spell deck.
  - a) Magic Arrow: Choose one of your units on a "Pack" or a "Few" side. Dismiss this unit from your unit deck.
  - b) Lightning Bolt: From your units, choose a Few or a Pack of . Dismiss this unit from your unit deck.
  - c) Haste: Your Main Hero gains +1
  - d) Disrupting Ray: During your first Combat with level I-V Neutral Units this turn, the Neutral Units cannot use their special abilities.

## VICTORY CONDITION

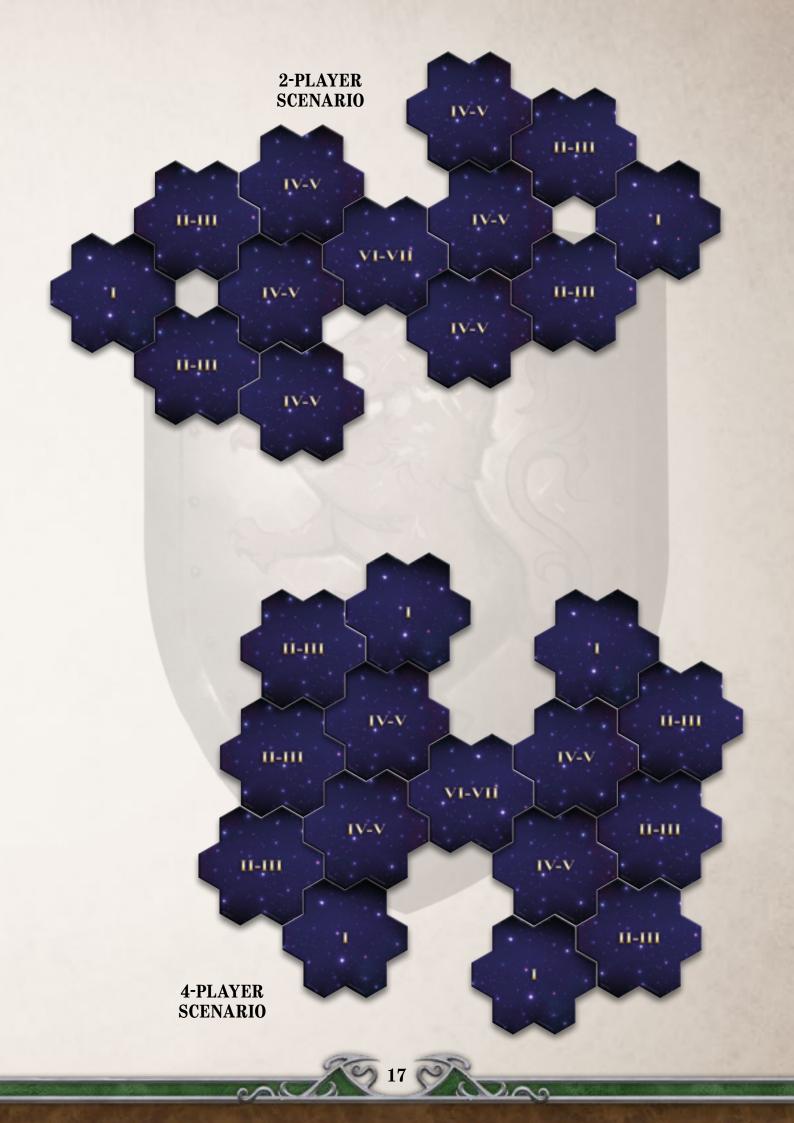
The players who defeat the AI army defending the Dragon Utopia win the game.

#### ROUND TRACKER

If the above condition is not met by the end of the 14<sup>th</sup> round, all players lose the game.

## TIMED EVENT

There are no timed events in this scenario.





For years the separate countries have lived in peace. But now two strong lords have joined forces and are planning to kill everyone that stands in their way. The other lords have also joined forces. You and your ally must stop the other lords from ever thinking about conquering this land again.

## PLAYER COUNT

A scenario for 3 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:

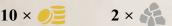
## For a 3-player scenario:

- 3 × Starting (I) Map tile
- 3 × Far (II–III) Map tile
- 3 × Near (IV–V) Map tile
- 1 × Center (VI–VII) Map tile with the Grail field (C2)

#### STARTING RESOURCES

Each player starts with the following resources:







## SETTING A PLAYER'S INCOME

Set the income on your income tracker to:



## STARTING BUILDINGS

Each player starts with these buildings:

- Dwelling
- Mage Guild

## 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:

- Players can use their deck of Might and Magic when paying gold to defend their Faction Town.
- Allies can transfer resources to each other via the Trading Post.
- The number of Movement Points of the Hero with the Grail is decreased by 1.
- If a player's Main Hero is defeated when fighting an enemy Hero, they lose the scenario and are eliminated from the game.
- If a player defeats a Main Hero, they gain 15
- If another Hero defeats the Hero with the Grail token, they also take the Grail token.
- If a Hero with the Grail token surrenders during Combat, the Grail token is placed on the hex where the Hero surrendered.
- If a Neutral Army defeats a Hero with the Grail token, the Grail token is placed on the field where the Hero was defeated.

## VICTORY CONDITION

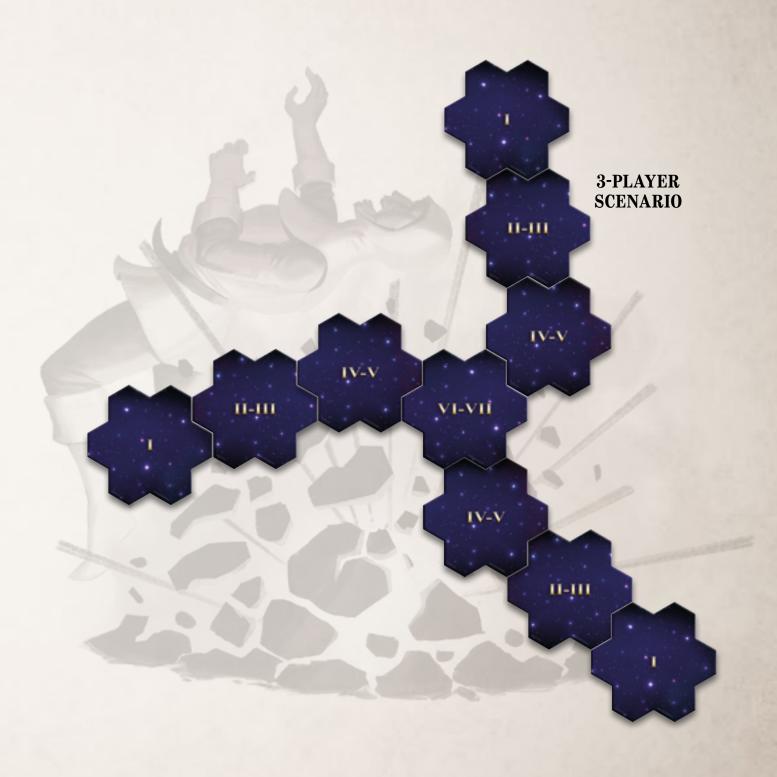
The game ends when there is only one player remaining or if a player transports the Grail to their Town. That player wins.

## ROUND TRACKER

If the above condition is not met by the end of the 11<sup>th</sup> round, all players lose the game.

## TIMED EVENT

There are no timed events in this scenario.





Yesterday, while you were sailing along the shore of your homeland, a sudden fog appeared as if by magic. A few minutes after that, your ship ran aground and was wrecked. The fog suddenly vanished, revealing a nearby unoccupied castle. Is this some sort of a game?

## PLAYER COUNT

A scenario for 2-4 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:

- 1 × Starting (I) Map tile per player
- 2 × Far (II–III) Map tile per player
- 3 × Near (IV-V) Map tile
- 1 × Two-way Monolith per player, + 1 additional

NOTE: Place the Two-way Monolith tokens as shown in the map layout. If you add more players than there are tokens available, substitute the missing Monoliths with any other type of tokens and treat them as if they were Two-way Monoliths. If you use Monolith models instead of tokens, you can still substitute the missing models with any type of tokens.

## STARTING RESOURCES

Each player starts with the following resources:



# SETTING A PLAYER'S INCOME

Set the income on your income tracker to:



## STARTING BUILDINGS

Each player starts with these buildings:

Dwelling

## STARTING UNITS

Each player starts with the following units:

3 × A Few units

## ADDITIONAL SCENARIO RULES

## During this scenario:

- All Two-way Monoliths are interconnected.
- A player who loses control of their Faction Town or whose Hero is defeated in any Combat loses the game.
- During this scenario, the players cannot retreat.
- When a player defeats a Main Hero, they gain 20 🥦.

## VICTORY CONDITION

The player who defeats the greatest number of other players by the end of the 14th round wins.

## ROUND TRACKER

If the above condition is not met by the end of the 14th round, all players lose the game.

#### TIMED EVENT

There are no timed events in this scenario.





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 Statistics 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"

N

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.





# The scenario is playable with the Rampart and Inferno Expansions.

War is a cruel mistress. Even if you fulfill her every demand, she may not reward you in the end. No one knows this better than Xex—a loyal servant of Master Xeron and one of the many unsung commanders fighting in the shadows of greater names. While the Kreegan lords devise grand strategies and vie for glory, it is those "lesser evils" who turn their masters' ambitions into reality. Take command of the Devils' fiery legions, where chaos is both a weapon and a curse.

## SCENARIO LENGTH

This scenario plays out over 12 rounds.

#### PLAYER SETUP

Faction: Inferno

Faction Hero: Any Inferno Hero

Faction Army: A Few Magogs, a Few Cerberi

Starting Resources:  $10 \times \bigcirc$ ,  $2 \times \bigcirc$ ,  $1 \times \bigcirc$ 

Town Buildings: 

Dwelling, Citadel

**Bonus:** Choose one of the following options:

- Search (4) the Artifact deck
- Draw cards from the Spell deck until you find two Spell cards from the School of Fire Magic. Add one of these cards to your hand, discard the rest, and shuffle the Spell deck.
- +7 Resources

## AI HERO SETUP

Enemy Heroes: Gold Dragon Queen, Rampart Scouts

## **Enemy Armies:**

Gold Dragon Queen's Army: A Pack of Gold Dragons\*, a Pack of Unicorns, Black Dragons\*, Faerie Dragons\*\*

Rampart Scouts: 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 Elves.

## **Enemy Decks:**

- Gold Dragon Queen's Deck: 3 × Might card, 3 × Magic card
- Rampart Scouts' Deck: 2 × Might card, 1 × Magic card

Enemy Spell Deck: 1 × "Weakness" Spell card

\*The special abilities of both those units change the pattern in which they attack. When they activate, they prioritize groups of adjacent units from the player's army, trying to attack in a way that would allow them to damage more than one target. If there is more than one such opportunity, the dragons will attack the group where there are more higher-tier units. If there is more than one such group, they will attack the one that contains a unit 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.

\*\*Whenever you activate Faerie Dragons' special ability, 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 .

#### MAP SETUP

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

#### 3 × Starting Map tile (I):

- 1 × Castle (S3)
- 1 × Rampart (S4)
- 1 × Inferno (S6)

## $3 \times Far Map tile (II-III):$

3 × random tile from Castle (F3, F6, F9) and Rampart (F10–F12)

## $2 \times \text{Near Map tile (IV-V)}$ :

- 1 × Castle tile with an Obelisk (N3)
- 1 × Rampart tile with an Obelisk (N7)

## 1 × Center Map tile (VI-VII):

Center tile with a Dragon Utopia (C1)

## HEROES PLACEMENT

Place your Inferno Hero on the Town field of the Inferno Starting tile. This tile is already discovered. The Rampart Scouts are represented by three models—use Rampart and Castle Hero models. Keep them handy, they will appear on the map as a result of timed events. The Gold Dragon Queen's Army is represented by the Rampart "Gold Dragons" unit model—place it on the Dragon Utopia field of the Center Map tile.

## ADDITIONAL RULES

During this "Inferno" campaign scenario, the following rules apply:

- Ignore the borders on the Starting Map tiles.
- The Rampart Scouts have only 2 MP, but they ignore the AI Movement rules priority list and go straight to the Gold Dragon Queen's Army using the shortest path possible.
- The Gold Dragon Queen's Army does not move.
- Whenever you defeat an Enemy AI Hero, gain 8 ==.
- Entering a field with an Obelisk triggers a story event listed in the timed events section.

## WIN/LOSE CONDITIONS

Win: You must defeat the Gold Dragon Queen's Army.

Lose: You fail the scenario if any one of the Rampart Scouts enters the field with the Gold Dragon Queen's Army model, if your Hero is defeated in any Combat, or if 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:

- The Main Hero loses one Movement Point.
- Read the "Xex Loyalty" section below.

#### 4th Round:

- Read the "Report on AvLee Forces" section below.
- Place a Rampart Scouts model on the Town field of the Castle Starting Map tile.

## 6th Round:

- Read the "Warships on the Southern Coast" section below.
- Place a Rampart Scouts model on the Town field of the Rampart Starting Map tile.

#### 8th Round:

Place a Rampart Scouts model on the Town field of the Castle Starting Map tile

#### 12th Round:

If you do not secure victory by the end of this round, you are defeated! Xenofex is disappointed with you.

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 "The Iron Approach" section below.





## THE STORY

## SEER'S HUT

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

#### Shaman's Advice

Your scouts report that the immediate area is rich in resources, and that to the south there is a shaman who is familiar with this area and might be willing to help your cause.

Discover one Far Map tile, then put your faction cube at all locations providing resources.
When resolving the location's effect, take the faction cube and double the resource gained.
For Mines and Settlements, double only the one-time bonus, not the income.

## Rummaging through the Ruins

You've stumbled upon the ruins of a deserted Alchemical Lab. There could be something hidden beneath the rubble, but it will take some time to investigate.

Spend 1 Movement Point to roll 2 .
 All results providing are resolved normally.
 For every other result, gain 1 instead.

## XEX LOYALTY

"...With the Efreet you assigned to me, we tapped into an underground vein and raised a volcano," reported Xyron, fiery flares flickering across his skin.

"The atmosphere is slowly turning delightfully sulfuric, so the workers can operate outside. This has accelerated the construction of the fort quite a bit. And if you could see that fire..." the tongues of flame skimming his skin grew longer and twirler, just like a moment earlier, when he mentioned the volcano. As one of the most powerful commanders, he was assigned to me, among many others, to assist in the invasion of Erathia. Unfortunately, discipline and respect for the chain of command were far from what I expected.

"Do not digress. I am only interested in the facts. I must know if we will be ready to strike. These Dungeon Overlords make their way underground toward the Erathian capital, crawling like maggots. Meanwhile, we must prepare to strike a blow against Erathia's allies..."

"...The long-eared denizens of AvLee. I know, Xex," Xyron cut in. "Do not trouble your Archdevil skull

so much. It's already redder than it needs to be. Savor the slaughter, breathe in the acrid stench filling the air. The view around the fort is magnificent right now, with freshly melted rocks swirling just beneath your feet..."

"Leave. Now. I must report to King Xenofex. He will not tolerate any delays!"

Xyron's flames subsided a bit, and he left without so much as a nod. "The impudence!" I thought.

He might be one of the oldest Heretics here. He might have been one of the first Efreet to guide our arrival prior to the Night of Shooting Stars. He might be powerful. But he is also the one responsible for letting one of the Ancestors escape from our prison! A pathetic failure of a jailer—to be brought down by a worthless barbarian. He should be grateful that he served a more merciful ruler at the time, as such incompetence would not be forgiven today.

I leaned in my chair, looking at the piles of documents. "This joint invasion with Nighon is not going as I envisioned. Our pace is unacceptable. The elvish population inhabiting Erathia's southeastern coast is large. Green and gold dragons, native to the region, augment their military strength. Before we conquer this region, and detour our forces to Steadwick, we must annihilate these dragons. Yet we barely established the works on the fort... If only Master Xeron was here..." the thought brought me more warmth than the reports in my hands, had they burned. "Even during our childhood he commanded so much respect. He would have put them in their place..."

I turned to the parchment before me and began to scribe:

Our underlings have done well. They have managed to raise a volcano and erect a fort in...

## REPORT ON AVLEE FORCES

"We located the main forces of AvLee. A handful of my scouts slipped past their watchtowers and spotting spells. Still, their suspicion is growing. We cannot hide our tracks forever. Soon we will need to take more drastic measures to disrupt their flow of information. I've prepared a list of potential targets we... Hey! Sit boy!" The last words were shouted so forcefully that even I nearly sat down. But her command was directed at her hound—a Cerberus, who was busy gnawing on one of my documents!

Despite being a mere human vessel, housing several lesser demons, Fiona was one of the few subordinates I could count on—sharp, disciplined, and fiendishly efficient. However, the same cannot be said for her infernal pets.

"Yes," I started calmly, pulling Xyron's report about lava activity from one of Cerberus's jaws.

The document now bore two extra holes. The remaining two heads growled, but he stayed in place, obedient to his mistress's command. "The forces led by Xeron will handle them. Send a messenger to him with all the findings. Meanwhile, we will focus on AvLee's strongest ally—the Gold Dragon Queen. We must find her lair and see to her demise, as this will greatly weaken the elves and make them less of a threat to our plans to destroy Erathia. We cannot waste any time here, so it would be most advantageous to strike before she becomes aware of anything. That way, she won't have a chance to rally her forces."

"As you command, Eminence. Then I will also be on the lookout for any potential messengers who might alert her to our presence, so we can deal with them promptly," she suggested, fixing her brown hair sticking out of a horned helmet.

"Excellent. Go now, and make us proud!"

Fiona gave a curt bow and whistled for her hound, who immediately sprang to her side and followed her out.

## WARSHIPS ON THE SOUTHERN COAST

Today, I went to one of my commanders' tents to ask about their report. His messenger just gave me a piece of paper with "they are all dead". Supposedly, he was "too tired" to report more details. As if that was any excuse. But what am I supposed to put on MY report then!? The army quotas won't fill by themselves!

With a loud "bamfs" I teleported directly behind my reticent commander. Zydar almost jumped, and a tome fell from his flaming hands onto the floor.

"The 'External Interference of Magical Flows in Elemental Magic," I read aloud as I picked up the book. "I see you've been very busy. Soooo tired."

"This world's magical flow differs from our plane, and efficiency of my spells is a crucial part..." the Efreeti muttered through clenched teeth. He always wore a strange grimace, a mix of a smirk and a scowl, neither clearly smiling nor raging.

"One more word, and I'll turn this junk into a nice pile of ash." A small trail of smoke rose from the spot where my finger held the tome. "Should I teleport you into the middle of the ocean? I wonder how long your flames would last. Or should I have Fiona unleash the most rabid of her pets to feast on you? Would that teach you a bit about the hierarchy?" My voice rose with each word, as my anger mounted at the incompetence of my

subordinates. But as it turned out, I wasn't meant to finish the tirade.

The inside of the tent lightened up as another Efreeti entered—Rashka. Even though he said nothing, I knew it was him. His sheer presence was suffocating. Like a vast inferno barely contained within a single physical form. The room fell silent.

"Speak," I ordered, trying to regain my composure.

"We have new reports from the Nighon Messengers," he started calmly with a low baritone. "They claim a fleet of Enrothian warships has made landfall on the southern coast of Erathia. We do not yet know who commands this force or what its exact size is. They've asked for our intel to learn more about the fleet."

"Kendal's forces are near Steadwick, locked in a way they should not be able to contact anyone for reinforcements. Roland Ironfist obviously cannot be leading this fleet. Is it someone new?" I thought aloud.

"Their plans remain unchanged," Rashka continued.
"They are extending their subterranean passages
to solidify their position along the southeastern coast.
This will enable them to transport more reinforcements
from Nighon."

My mind raced. A new player had entered the war—a powerful one at that. It couldn't be an insignificant lord from a neighboring kingdom. Nobody would dare to land in the south without strong support. Still, no one should be able to stop our invasion at this point. So why did I find this news so unsettling?

"We will continue this discussion later! Next time, report immediately after returning with the troops! I will allow no further mistakes!" I barked at Zydar before teleporting out of the tent. Moments later, with a small "bamf", his tome reappeared on his desk, landing with a thud.

#### THE IRON APPROACH

After the final blow struck the Dragon Queen, her enormous golden body collapsed, sending a wave of dust and ash into the air. I paused to take in the sight of the ruined landscape around us—the charred earth and shattered trees painting a scene of utter desolation. To my left, Xyron stood silently, his eyes gloated on the scorching landscape as though it was a masterpiece. Even without raising a volcano nearby, the battlefield seemed to have measured up to his standards.

The ground was darkening with each passing second, greedily absorbing the dragon's blood. Victory cries

boomed in the distance, and while turning in their direction, I saw Fiona emerging from one of the nearby houses. Her cerberus followed closely behind, clutching in two of its jaws a battered and bloodied halfling. The third head of the beast was drooling hungrily, fixated on the dangling limb of the prisoner.

To my surprise, I heard the halfling groan faintly. He was still holding to life—admirable tenacity for such a lowly being!

The Demoniac knelt before me, lowering her head as she began to speak. "Your Eminence, we have interrogated the scouts stationed here. While we focused on capturing any scouts who could inform the Dragon Queen of our attack, the ones from the south were able to cross freely. From their testimonies, we gathered some information on the southern fleet. The news is not good," she hesitated briefly, as if to gauge my reaction. "The Enrothian force to the south is led by Catherine Ironfist, daughter to the late King Gryphonheart of Erathia. She commands a large force, and has established a beachhead along the coast. If AvLee intel is correct, we don't have time to spare. Unless we hurry, she may very well reach Steadwick before us."





The scenario is playable with the Rampart and Inferno Expansions.

## SCENARIO LENGTH

This scenario plays out over 13 rounds.

## PLAYER SETUP

Faction: Inferno

Faction Hero: Any Inferno Hero

Faction Army: A Few Cerberi

Starting Resources:  $25 \times 0 = 20$ ,  $2 \times 0$ ,  $2 \times 0$ 

Town Buildings: 🜟 Dwelling, 👚 Dwelling, Citadel,

Castle Gate

**Bonus:** Choose one of the following options:

- Gain a Secondary Hero and add a Few Demons to your army
- +20 Resources
- Add a Few Evil Eyes, a Few Medusas, and a Few Minotaurs to your army

## AI HERO SETUP

**Enemy Heroes:** General Kendal, First Wave of Ironfist Vanguard, Second Wave of Ironfist Vanguard

## **Enemy Armies:**

- General Kendal's Army: A Pack of Elves, A Pack of Zealots, a Pack of Unicorns, a Few Pegasi, a Few Archangels, Wall, Gate, and Arrow Tower cards
- First Wave of the Ironfist Vanguard: A Pack of Marksmen, Level IV Neutral Army\*
- Second Wave of the Ironfist Vanguard: A Pack of Crusaders, Level V Neutral Army\*

#### **Enemy Decks:**

General Kendal's Deck: 2 × Might card, 4 × Magic card

- First Wave of the Ironfist Vanguard's Deck:
  1 × Might card, 1 × Magic card
- Second Wave of the Ironfist Vanguard's Deck: 3 × Might card, 1 × Magic card

## **Enemy Spell Deck:**

- 1 × "Cure" Spell card
- 1 × "Weakness" Spell card

\*See page 35, "Field Difficulty Level Table" in the Core Rulebook, for further details on the number of Neutral Units you have to draw for this Neutral Army.

## 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 × Inferno (S6)

#### 2 × Far Map tile (II-III) for the top of the map:

2 × random tiles from Inferno (F16–F18), Necropolis (F1, F4, F7), and Dungeon (F2, F5, F8)

## 6 × Far Map tile (II-III) for the bottom of the map:

all Far tiles from Castle (F3, F6, F9) and Rampart (F10–F12)

#### $4 \times \text{Near Map tile (IV-V)}$ :

- 2 × Necropolis (N1, N4)
- 2 × Inferno (N11, N12)

#### 1 × Center Map tile (VI–VII):

Center tile with a Random Town (C5)

#### HEROES PLACEMENT

Place your Inferno Hero on the Town field of the Inferno Starting tile. This tile is already discovered. The waves of the **Ironfist Vanguard** are represented by the Rampart and Castle models. Keep them handy, they will appear on the map as a result of timed events. **General Kendal** does not have a model or appear on the map.

## **ADDITIONAL RULES**

During this "Inferno" campaign scenario, the following rules apply:

- You cannot Recruit a Secondary Hero.
- Whenever you draw an Astrologers' Proclaim card that changes the number of available Movement Points or removes Black cubes from the map, ignore the card and draw another one.
- Ignore the borders on the Starting Map tiles.
- The Enemy Heroes ignore the AI Movement rules (but still have 3 MP) and go straight to the nearest player's Hero model or Town, using the shortest path possible.
- Whenever you defeat an Enemy AI Hero, gain 10 =
- Whenever one of your Towns is defeated, place a Black cube on it and Remove that AI army model from the map. From that moment forward, AI Heroes will treat that Town as an empty field.
- Find the following cards in the Neutral Unit decks and use them to form a new deck called Delaying Troops Reinforcements:
  - a) : Harpies, Evil Eyes, Troglodytes, Familiars, Magogs, Cerberi
  - b) : Medusas, Minotaurs, Demons, Pit Lords
  - c) : Manticores, Black Dragons, Efreet, Arch Devils
- In your Hero's absence, you can defend your Towns with a special army deck called the **Delaying Troops.** This stack of cards is separate from your Hero's Army. It starts as empty, but at the start of the game you will get your first chance to Recruit some units to it. Later during the course of the game, when you use the Population token to Recruit units, instead of Recruiting them to your Army, you can **Recruit** units to the **Delaying Troops.**Note, that in this case you don't Recruit them from your faction units, but from the **Delaying Troops Reinforcements** deck described above.
- Both of your Heroes, as well as the Delaying Troops, can use your Deck of Might and Magic and ## effects.
- After Combat, if you are at least 2 cards below your , draw 2 cards.

## WIN/LOSE CONDITIONS

Win: You must flag every Obelisk on the map and then capture the Castle Town.

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

## TIMED EVENTS

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

#### 1st Round:

- Read the "Marching Through Hell to Create Hell" section below.
- Your Hero immediately gains one level of Experience—instead of Searching (2) the Ability deck, look for a "Logistics" Ability card and add it to your starting hand.
- Recruit units to your Delaying Troops.
  This Recruitment does not count as a town action or require flipping the Population token.
- Place your faction cube on the Random Town field of the Center Map tile. You control it.
- Discover the 2 bottommost Far Map tiles of the map. Rotate them so that the empty fields are at the very bottom of the map (if possible), then place 2 Castle faction cubes (Blue) on one of the empty fields, and 3 Castle faction cubes on the other.

## 2nd Round:

- Place an Ironfist Vanguard model on the field with 2 Castle faction cubes.
- Till the 8th round, all Ironfist Vanguard models on the map represent the First Wave of the Ironfist Vanguard.

#### 3rd Round:

Place an Ironfist Vanguard model on the field with 3 Castle faction cubes.

#### 5th Round:

Place an Ironfist Vanguard model on the field with 2 Castle faction cubes.

#### 6th Round:

- Place an Ironfist Vanguard model on the field with 3 Castle faction cubes.
- From now on, the moment there are 2 or more Black cubes on a single one of your Towns, you start running out of time. Unless you achieve victory in the next round after triggering it, all is lost-you lose the scenario!

#### 8th Round:

- Read the "We Are Surrounded" section below.
- From now on, all Ironfist Vanguard models on the map represent the Second Wave of the Ironfist Vanguard.

## 10th Round:

From now on, the moment there is at least 1 Black cube on a single one of your Towns, you start running out of time. Unless you achieve victory in the next round after triggering it, all is lostyou lose the scenario!

#### 13th Round:

If you do not secure victory by the end of this round, the army led by Queen Catherine Ironfist arrives at the Erathian capitol of Steadwick. Your forces suffer bitter defeat, and you... you have failed us... miserably.

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

- Pay 5 > and 1 , then put your faction cube on it. If you cannot pay, skip this point.
- Gain 1 Movement Point.

## When your Hero enters the Town field of the Castle Starting tile:

- Read the "Final Connection" section below.
- Start Combat with General Kendal's Army.

## When you complete the scenario:

Read the "A Victory Nobody Needed" section below.



## MARCHING THROUGH HELL TO CREATE HELL

Dark and bathed in red. The walls of my tent were running with streaks of blood-red light pouring from a crystal shard. A pair of glowing eyes from within pierced the surrounding gloom and stared at me. Xenofex listened.

"...Catherine Ironfist has enlisted aid from Bracada and AvLee. She knows we are close to Steadwick," I finished my report.

"We must occu... Steadwick before she arrives.

Once we... Erathia's capital, not even Catherine Ironfist will... from our hands," replied Xenofex, his image flickering and voice breaking off. The magical towers used for the spell were only recently constructed, and the stability of the spell weave was far from optimal. "You are to be congratulated on your progress so far... have laid waste to Eastern Erathia, and are now within striking distance of the Erathian capital of Steadwick..."

"Then should we lead the charge and strike them now?" I asked hopefully.

"Your role is different. There are Nighon troops alre... at your position. Work with them to secure the lands to the south of Steadwick... delay Ironfist's forces. You must buy time for the other armies to arrive... it should suffice."

"How much time?"

"Just four months," the words sent a burning wave down my spine. "Give us regular updates on your situation."

"But... if we stay here, then how will we join you?"

"That's why you need to send a smaller force north and erect towers for the Gate spell. We will teleport... troops and strike them from both sides!"

"As you wish, my lord," I answered, gritting my teeth as the image began to fade. "Talk about overworking!"

I muttered, pacing frantically back and forth inside my tent, considerably gloomier and less red now that the spell ended. "Establishing connections requires walking almost to their gates and building towers in precise spots!

As if that wasn't enough, we will need to stretch our forces thin across two fronts, and Ironfist's armies are practically at our doorstep. Four months! They expect us to hold them off for four whole months! And where is the funding supposed to come from to sustain both armies?"

I stopped abruptly, forcing my thoughts into order. Without wasting another moment, I teleported out of the tent, leaving only a sharp "bamf" behind.

Seeing the commanders anxious to receive their new assignments, I started straight out:

"The situation is dire. First..."

## WE ARE SURROUNDED

The screams and cries of dying soldiers were filling the air—a most beautiful hymn for a devil's ears... if it wasn't for the fact that these voices were not meant to make music, cry, scream, or die too much for that matter. They were our soldiers—we were dying. Instead of roaring victoriously, crushing lesser beings, we were being crushed. And we were not supposed to do that.

Kicking aside the lower half of a Magog's torn corpse, I approached the stairs leading to the outer walls. His abdomen still burned, split open by a blast of a fireball. Just as I was about to start my climb, a deafening bang shattered the air. I looked up and saw an avalanche of rocks hurtling toward me. Instinctively, I teleported back to my tent. Pulling aside the fabric at the entrance, I saw the Arrow Tower, I was headed to, collapse and turn into a pile of rubble. I guess this answers the question about the enemy's advance.

I activated the red crystal shard and started my report, trying to outshout the noise around:

"Queen Catherine's forces have been sufficiently delayed, allowing you at least two months more to reach the capital, but our own forces have suffered significant losses." The flaming figures of Zydar and Xyron showed in the entrance, and I raised a hand to silence them before they could speak... "Do not let their sacrifice go to waste." I finished, disabling the spell.

"Do not waste my time," I snarled, without looking at them.

"The demons have stopped the group that broke through the wall and launched their assault," Zydar muttered through his teeth. "We're patching up the breach with Medusas's help, and the Magogs are pushing the enemy back beyond the walls..."

"...He means we can't hold them forever, Xex," Xyron finished for him.

"And?" I snapped, turning to face them. "In the south, our forces continue to throw themselves in the path of Queen Catherine's armies, yet she continues to march northward. Master Xeron's troops are holding off AvLee reinforcements in the north, keeping our army from being surrounded. We are the last line of defense here! Whether we can hold or not, it doesn't matter. We must hold our ground!"

Before Zydar could respond, the sky darkened with a sudden volley of arrows. Instinctively, both he and Xyron raised their hands—the volley ignited

brightly and rained ash instead of death.

"We are surrounded," Xyron pointed out calmly.

"Leave. Do not disturb me if you don't have anything worthy to report!" I ordered. Zydar quickly left, clearly eager to be out of my sight.

"If you go on like this, you're going to break yourself," insisted Xyron, turning to leave.

"I didn't ask for your advice."

"You should really start to enjoy the little things." He shook his head and left.

## FINAL CONNECTION

The outer walls of Steadwick loomed before us—primitive and absurdly constructed, yet solid as a mountain. But unlike mountains, they were destined to crumble.

Under the cover of night, Fiona's scouts silently dispatched the guards. With the help of our flying units, we positioned our forces inside the city. Once the towers covered enough area with their magic, only one piece of the puzzle remained—establishing a teleportation waypoint within the embrace of the walls. With it, we could flood the city before they had a chance to react.

But just as we managed to get most of our troops inside, a voice thundered from the shadows.

"You really thought you could sneak in unnoticed? That we didn't see the trail of destruction you've left, crawling toward our capital? We let you in!" The words came from a sturdy knight who stepped into the moonlight—General Morgan Kendal. To his side was a group of mages. One of them snapped his fingers, and the corpses of the guards we had slain turned into piles of mud. Another snap, and the shadows on the walls dissolved, revealing elvish archers ready to loose their deadly arrows.

"Bracada lackeys," I cursed under my breath. "Hold them off! We just need to buy time!" I bellowed to the troops, hastily working to assemble the final teleportation gate.

When putting General Kendal's Army on the Combat board, place the Pack of Unicorns in front of the Gate card (on Kendal's side of the Combat board).

## A VICTORY NOBODY NEEDED

As the first rays of sunlight crept over the horizon, I set the final piece of the waypoint into place. At last! I activated the gate spell and swiftly teleported to the top of a watchtower, staying out of the way as the Eeofol armies surged into Steadwick. From above, I watched my forces wreaking havoc inside their fortifications.

Outside the gates, an even larger army had gathered. Among the troops, I spotted a familiar figure—Master Xeron. The nearby roars of minotaurs and manticores confirmed that our allies had begun their assault as well.

Meanwhile, Kendal's soldiers were being pushed back, in some cases quite literally, as even their high shields could not stop the deluge of devils pouring into the city. How futile. Using the chaos to my advantage, I teleported into their formation, appearing just behind General Kendal himself.

"Your plan is falling apart, isn't it?" I muttered.

He attempted to turn and draw his sword, but I sharply struck the side of his head, rendering him unconscious.

"Thank you for a bit of entertainment, 'General.'
You'll make a perfect reunion gift," I sneered, seizing his limp body.

With a loud "bamfs", I vanished, leaving his soldiers in utter confusion. With no commander in sight, panic erupted, and they abandoned all semblance of order, scattering as they helplessly tried to resist the advancing devils. I watched the carnage unfold from a safe distance, savoring the sight...

But this triumph was fleeting. By midday, I met with the other generals to assess the state of the invasion. Although capturing the capital was a significant victory, our position on the other fronts was far less promising. With the aid of the halflings, AvLee's troops were steadily driving us out of their territories. While Bracada lacked significant military strength of its own, their magic made them far stronger and more dangerous an ally than we initially anticipated. Given the lands they now occupied, launching a counteroffensive against them was unfeasible. At the same time, the initial successes of Nighon were squandered as those useless maggots failed to hold the territories they had claimed-Ironfist's armies were steadily reclaiming all the lost lands. To keep their forces at bay, we will be forced to stretch our armies across Erathia, thinning our lines to the breaking point.

Having received intel from Lucifer Kreegan, Master Xeron ordered us to get back to Eeofol and prepare supplies for what lay ahead, while he remained behind on his new assignment—defending Steadwick alongside the Nighon troops. Meanwhile, my subordinates were also given new tasks, Fiona was to lead the scouting groups, Zydar was sent to the Kreelah clan to safeguard our prisoners of war, and the rest... was scattered all over Erathia. Looking back, maybe I should have stayed behind too. If only I had foreseen how things would unfold...



The scenario is playable with the Conflux and Inferno Expansions.

## SCENARIO LENGTH

This scenario plays out over 13 rounds.

## PLAYER SETUP

Faction: Inferno

Faction Hero: Any Inferno Hero

Faction Army: A Few Familiars, a Few Magogs,

a Few Cerberi

Town Buildings: 

Dwelling, 

Dwelling, Citadel,

Castle Gate, Brimstone Stormclouds

Bonus: Choose one of the following options:

- Search (5) the Artifact deck
- Draw cards from the Spell deck until you find three Spell cards from the School of Fire Magic. Add one of these cards to your hand, discard the rest, and shuffle the Spell deck.
- Reinforce Few Cerberi to a Pack.

## AI HERO SETUP

**Enemy Heroes:** Eternal Ocean, Crystal Guards, Fire Keepers

#### **Enemy Armies:**

- Eternal Ocean's Army: A Pack of Storm Elementals, a Pack of Ice Elementals, a Pack of Magic Elementals, Enchanters
- Crystal Guards' Army: A Pack of Magma
   Elementals, Diamond Golems, Crystal
   Dragons
- Fire Keepers' Army: A Pack of Energy
  Elementals, a Pack of Phoenixes, Phoenixes

## **Enemy Decks:**

- Eternal Ocean's Deck: 1 × Might card, 2 × Magic card, 3 × Skill card
- Crystal Guards' Deck: 4 × Might card, 2 × Skill card
- Fire Keepers' Deck: 1 × Might card, 3 × Magic card, 2 × Skill card

## **Enemy Spell Deck:**

- 1 × "Chain Lightning" Spell card
- 1 × "Cure" Spell card

Eternal Ocean's Skill: "Summon Water Elemental" Spell card\*

Crystal Guards' Skill: "Summon Earth Elemental" Spell card\*

Fire Keepers' Skill: "Summon Fire Elemental" Spell card\*

\*Whenever this skill card is activated, put one Conflux faction cube on this Spell card. Whenever there are two such cubes on the card, and fewer than 2 Fire, Earth, or Water Elementals in the AI Army in Combat, remove all the cubes from the Spell card and cast Summon Elemental with 4. Place the summoned unit in the first empty space of the frontline, counting from the leftmost side of the AI player. If the AI deck runs out of cards, and there is still a cube on the Spell card, cast Summon Elemental with 4.

#### MAP SETUP

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

## 1 × Starting Map tile (I):

1 × Inferno (S6)

#### 2 × Far Map tile (II–III):

2 × random tile from Inferno (F16–F18)

#### $6 \times \text{Near Map tile (IV-V)}$ :

all Near tiles from the Core Game (N1–N6)

## 3 × Elemental Near Map tile (IV-V):

- 1 × random Elemental Fire tile (N14, N15)
- 1 × random Elemental Water tile (N16, N17)
- 1 × random Elemental Earth tile (N20, N21)

**NOTE:** Place 3 One-way Monolith tokens as shown in the map layout.

### HEROES PLACEMENT

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

The AI Heroes do not have models or appear on the map.

# ADDITIONAL RULES

During this "Inferno" campaign scenario, the following rules apply:

- Whenever you defeat an Enemy AI Hero, gain 5 = .
- Your Secondary Hero cannot enter the fields with an Obelisk.
- Entering a field with an Obelisk triggers a story event listed in the timed events section.

# WIN/LOSE CONDITIONS

Win: Defeat all three Enemy Heroes.

Lose: You fail the scenario if your Hero is defeated in any Combat. 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 "Changes, Changes" section below.
- Your Hero immediately gains one level of Experience—instead of Searching (2) the Ability deck, Search (4) the Ability deck.

- Place the Secondary Hero on the empty field of the Starting Inferno tile.
- From this turn onward, all Near Map tiles with the exception of the Elemental ones have their Combat difficulty level decreased by one till the end of the scenario (see page 35, "Field Difficulty Level Table" in the Core Rulebook) so level IV becomes level III and level V becomes level IV.

#### 3rd Round:

Read the "The Truth Will Set You Free" section below.

#### 6th Round:

Read the "Patience Is Not Devils' Strong Suit" section below.

#### 9th Round:

- Read the "Plans in the Plans" section below.
- If you have not defeated at least one AI Hero by this time, you must do so by the end of this round. Or else you will lose the scenario and your master will not be satisfied with your performance...
- From this turn onward, all Elemental Near Map tiles have their Combat difficulty level increased by one till the end of the scenario (see page 35, "Field Difficulty Level Table" in the Core Rulebook)—so level IV becomes level V and level V becomes level VI.

## 11th Round:

- Read the "About Your Mother" section below.
- If you have not defeated at least two AI Heroes by this time, you must do so by the end of this round. Or else you will lose the scenario and your master will not be satisfied with your performance...

#### 13th Round:

If you do not secure victory by the end of this round, you are defeated. Xeron and Lucifer's plans are foiled.

#### When you visit an Obelisk without a Black cube:

- Place your faction cube on the Obelisk.
- Gain 1 Movement Point.
- Place your Main Hero on the Monolith token adjacent to an undiscovered tile.

# When your Hero enters the last non-Flagged and non-empty field of the Elemental Earth tile:

- If the field is guarded by a Neutral Army, ignore the regular Combat.
- Start Combat with the Crystal Guards.
- After defeating them, move your Main Hero to the Obelisk with your faction cube.
- Remove the cube from the Obelisk and put a Black cube in its place.

# When your Hero enters the last non-Flagged and non-empty field of the Elemental Fire tile:

- If the field is guarded by a Neutral Army, ignore the regular Combat.
- Start Combat with the Fire Keepers.

- After defeating them, move your Hero to the Obelisk with your faction cube.
- Remove the cube from the Obelisk and put a Black cube in its place.

# When your Hero enters the last non-Flagged and non-empty field of the Elemental Water tile:

- If the field is guarded by a Neutral Army, ignore the regular Combat.
- Start Combat with the Eternal Ocean.
- After defeating it, move your Hero to the Obelisk with your faction cube.
- Remove the cube from the Obelisk and put a Black cube in its place.

## When you complete the scenario:

Read the "All's Well That Ends Bad" section below.



# THE STORY

# CHANGES, CHANGES

I was walking through the encampment toward a small house that somehow withstood our last attack. Master Xeron had claimed it as his temporary quarters.

"...failure who ruined our invasion," "...licking the right boots is all it takes to lead armies these days," "...I heard Xeron was born of the union between an Erathian knight and a succubus, he should be thankful to even walk among us," "...a muddy blood standing above us," I caught fragments of muttered conversations, as I passed through the forest of tents and campfires. I kept my face composed, but I made a mental note of where each voice came from.

Several months have passed since the battle for Steadwick. The invasion was a failure. The capital was recaptured. Now it's become a defensive stronghold for Catherine Ironfist. But none of that mattered anymore—Xenofex was dead, as was his dream of conquering the entire continent of Antagarich. His successor had his own plans for the Kreegans. And not everyone fitted in his vision.

I knocked on the door of the small house. Hearing no response, I pushed it open and stepped inside.

"...my faithful Xeron, you have been given the glorious task of locating the artifacts needed to construct Armageddon's Blade," the red crystal shard resonated with a gentle yet commanding voice and showed the face of a horned Devil with a beard and glistening, sharp teeth—Lucifer Kreegan, the new ruler of Eeofol. "Your past failures aside, you are the one best suited to this task. My visions have told me such."

"It will be done," replied Master Xeron, kneeling reverently before the image.

"The three Elemental heroes who bested you in the past have been located and seem contained for the moment. Though they have taunted you by gathering that which you seek prior to your arrival, you must concentrate on your quest. Do not let petty things like pride get in your way. Xenofex was a fool and allowed himself to be arrogant and prideful. It was these things that led to his demise at the hands of those heroes from Erathia," Lucifer said, a wicked grin spreading across his face.

"...heroes from Erathia," echoed silently in my mind.

A knock on the door prompted me to teleport outside. Two demons holding a battered prisoner stood in wait to enter.

"Ah... the 'Sage', I presume?" I asked. The demons nodded silently.

Grasping the prisoner by the collar of his jacket, I lifted him effortlessly into the air. He dangled like a limp doll. A small, petty human with dark features and a bushy mustache. My desire to tear him apart on the spot was almost uncontrollable, but I held back.

"You did well. I'll take it from here. Leave now."

With a "bamf" and a cloud of brimstone, I teleported back into the room.

"...You were chosen for your loyalty and tenacity. Do not fail me. I will be watching your progress," ended Lucifer, his hard gaze being the last to fade from the crystal's surface.

Master Xeron rose and turned toward me as I dropped the sage onto the floor. The man started to dust himself off as if he could simply brush away the noxious smell of the demonic teleportation.

"Are you that which I seek, human?" Master Xeron asked, glancing at me for confirmation.

I nodded, and Xeron's expression softened with relief.

"I am he, Judge Sleen, Master Sage and Arcane Historian," the prisoner replied. He looked a bit nervous, but bowed deeply.

"Tell me all you know of the three Conflux heroes. I shall know that which you know, or I shall rip your heart from your breast and have myself a little snack."

Gulping deeply, Sleen replied:

"They are Fiur of the Fire Domain, Ciele of the Eternal Ocean, and Erdamon, he of the Plane of Earth. Fiur guards the Shield of the Damned; Ciele the Sword of Hellfire; and Erdamon the Breastplate of Brimstone. When combined correctly, the three can be formed into a weapon of immense power, dubbed most aptly Armageddon's Blade."

"Excellent, human. You may live yet another hour," Master Xeron teased him. "And tell me, where might I find these heroes?" he asked, drumming his fingertips against one another in a contemplative fashion.

"Fiur can be found to the southwest. I know not the location of the other two, your unholiness," oozed Sleen. His eyes jumped all over the room—for some reason, he could not keep his gaze on the Master. "But I would be most pleased and honored if you would allow me to discover the whereabouts of this elusive pair."

"Very well, Sage, but if you do not bring me that which I seek in one week, I shall send Xex to retrieve your still beating heart for my supper. Now GO!"

I seized the pathetic excuse of a sage and teleported outside. Dragging him through the camp, I watched

him cautiously. Sleen was calm, and his face twisted in an expression that almost looked... pleased?

"You lied to him..." I began, my voice cold. Sleen flinched. His slimy demeanor shifted, but instead of fear, his expression showed confusion. He said nothing.

"No..." I paused, piecing my thoughts together.
"What you said was true. But you left something out...
omitted...?"

My gaze bored into him. His composure crumbled, as though my stare alone was enough to melt him.

"Ah... it seems I was mistaken. Those demons didn't do that well. But there's still time—don't worry, dear 'Sage.' We can still fix this," I said with mock reassurance, pushing him toward one of the tents. I needed a moment to plan a few things and decide how to best approach my recent ally, so we took the longer way—on foot.

"Xyron, I need your help with something."

"Xex?" Xyron asked in surprise, his gaze flicking between me and Sleen with evident curiosity. "With what?"

"Enjoying little things," I replied with a wide grin lightening up my face.

#### THE TRUTH WILL SET YOU FREE

I walked toward the figure suspended by two chains. In the corner of the dungeon room, Xyron was cleaning his 'tools'. I had to take back my words—he truly was an excellent jailer.

"So, dear 'Sage,' defeating these three elemental heroes isn't enough," I summarized what he had told me over the past week.

"No," he wheezed through his swollen lips. "Each one of them has prepared an escape route... to their original plane of existence. If they reach it... you'll never be able to follow."

"But?" I pressed, jabbing a finger into one of his broken ribs.

"Ugh... their paths remain tethered to this world. At least for now. Until they activate them. There are obelisks... with glyphs carved into them. They serve as gateways. But deciphering their ancient inscriptions..."

"Not a problem," I interjected, glancing meaningfully at Xyron. "Go on."

"On their planes, there are groups tasked with defending the gates and maintaining their stability. Fiur created the Fire Keepers, while Erdamon's personal soldiers formed a group he calls the Crystal Guards. Ciele left it to the Eternal Ocean, a faction she herself belongs to. In their own tongue, they are called..."

I pinched the bridge of my nose in frustration. "Great... even more confusing names."

"Enough. I've heard what I need," I said, raising my hand. The chains binding him slackened, and he collapsed onto the cold floor. "Get yourself in order. Master Xeron still expects your intel on Ciele and Erdamon you 'gathered' this week," I added, watching him crawl feebly across the ground. "And one more thing—be more respectful toward my lord," I said icily.

I allowed him a moment to straighten his disheveled clothes and rub some feeling back into his bruised limbs. I nodded to Xyron and grabbed Sleen.

Then with a loud "bamfs" we suddenly snapped back into reality, materializing in the center of the Master's war chamber. Without hesitation, I threw Sleen onto the floor. The Master's face twisted into a toothy grin and gazed down upon the pathetic excuse for a man I brought him—broken and battered.

"Good morning Sleen, what brings you to my door on this fine dreary day?"

Sleen rolled over onto his back and tried to focus his eyes.

"I bring news to you," he looked at me and gulped,
"...your Eminence. About the two Conflux heroes
you seek. Ciele the Waverider is to be found near
the town of Phaedral, which is heavily fortified.
Erdamon the Earth Channeler is..." the slippery human
was reporting, while my mind started to wander.

"Before Master Xeron reaches any of the elemental heroes, I need to ensure their escape routes are dealt with. But if his words are to be believed, there will be elite forces defending these gates. And what's worse, they will be fighting on their own turf. No matter how one looks at it..." It wasn't until I heard the whipping sound of my name that I snapped out of my thoughts.

"XEX! Get this pathetic worm away from here. Take him someplace... unpleasant."

"B-but... you promised..." Sleen stammered weakly.

I nodded to the Master and grasped Sleen by the wrist before "bamfing" out.

We snapped back into reality high in the sky. As we began to fall and Sleen screamed as though trying to empty his lungs, I tried to figure out the best spot to leave him. "I was given an order by the Master. It's not like I enjoy it..." Then, below us, I spotted a battle between some young wizard's army of Archmagi and a group of purple dragons with butterfly wings. I opened my mouth as wide as Sleen, but in a grin.

## PATIENCE IS NOT DEVILS' STRONG SUIT

I reread Zydar's letter one last time before burning the paper in my hands and setting out toward Master Xeron's quarters.

"As I suspected, the glyphs the Elementals use for their planar transportation resemble the ones we are using. Dealing with them won't be the hard part. Locating the gateways, though..." I mulled over the problem, when a young messenger demon went hell for leather just past me, completely ignoring my presence.

"Ugh, these young demons have no respect! Focus, Xex!" I reminded myself. "Sleen provided their general locations. If I compare them with the information on spatial and magical disruptions in the regions... calculate the wavelengths... But time is running out. I must act quickly before the Master's forces reach the heroes..."

My thoughts perished the moment I realized the messenger charged straight into Master Xeron's quarters... A burning wave ran down my spine.

I instantly teleported after him, but it was too late. By the time I entered, Master Xeron was already grasping the demon by the throat and lifting him off the ground. He hates being interrupted in the middle of his planning session, especially when it's so early in the pre-dawn hours.

"My master, I come to pass on a message sent by our spies in The Contested Lands," the messenger gasped for air mid-sentence, "they tell of a meeting between the Elemental Lords of the Conflux and Queen Catherine. They also say an agreement has been reached between the two armies. They are now allies," the demon managed to croak out just before his windpipe was crushed. Bellowing in rage, the Master smashed the lifeless corpse of the messenger against the floor.

"Bring me Sleen! I want to know why this little piece of information escaped his attention. I want to know why Queen Catherine is still alive! I want to know why incompetents SURROUND me so!" he yelled to everyone, and then saw me. "Xex! Get this useless sack of griffin droppings out of my sight. I need to think."

#### PLANS IN THE PLANS

I stood in the corner of the war chamber, silently observing the conversation between Lucifer and Master Xeron. My 'side project' was progressing without any significant setbacks, allowing my lord to fully present his potential to the new king. Securing his position in these shifting times was essential for his ambitions—and survival.

"Once you have gathered all the components, their power must be extracted and poured into a new form," Lucifer's voice thundered through the chamber as he laid out the next steps of his plan. "Grand Forgesmith Khazandar, an alchemist and weaponsmith of great repute, is the sole man in all Antagarich who has the knowledge and skill to build Armageddon's Blade. Find him, Xeron. Find him and force him to construct the Blade, for if he does not consent, make him suffer until he does. My vision will become reality, and you will carry it out for me."

The Master bowed deeply and ended the spell.

"My quest is sacred, given to me by the king himself," he declared with burning passion, turning toward me. "I have searched the continent for the relics he desires. When I have come close, a mysterious hero has spirited my prize away. Again and again, others have stood in my way. But that is all in the past. Soon, I will reclaim what was stolen from me. I have pursued these so-called heroes for months. Now, I have them cornered. They will either surrender the relics, their lives... or both. Now, my dear friend, bring me Sleen. His usefulness has not yet ended," he finished with a smile.

#### ABOUT YOUR MOTHER

"Yes, I will relay it to him," I nodded to Fiona. While she usually sent one of her scouts or messengers to deliver information, this time, she had chosen to come herself. Knowing the nature of the news, I understand her decision. However, I decided that it would be best if I brought the word to Master Xeron personally.

I knocked on the door, and when I heard his permission, I stepped inside. The moment he saw my expression, he knew I was bearing grave news. I knelt down as tradition commanded, but he merely waved his hand, gesturing for me to stand and give the report.

"My Master, I regret to inform you that your mother has been slain in battle. It was the pale warrior who has been plaguing us so. She fought bravely yet was slain by that accursed one during one of the raids that he has been leading. I am truly sorry, my lord."

"Leave me," I heard him say. His voice was firm, but sounded hollow.

I left the room and paused near the doors. At first, I heard a faint sob. Then laughter, devoid of any humor. Then the laughter grew into unhinged rage. After that came the cursing, followed by the sound of a chair shattering against the floor.

I turned and walked away, leaving him to wrestle with his grief and fury.

## ALL'S WELL THAT ENDS BAD

I reviewed the latest report from my allies—the final escape route for the wretched heroes had been cut off. Just in the nick of time, too, as soon after that I received word of Master Xeron's success—he had claimed the final piece of the blade. His return to the encampments was met with roaring and cheering from a throng of Kreegans. Amidst the celebrating crowd, I spotted a few silent devils, with expressions less than jubilant. Still, gaining the trust of the majority was what my lord needed most at this moment. The dissenters could wait—I will have time to deal with them later...

Upon Xeron's arrival, I arranged a meeting with all his commanders to bring him up to speed on the latest developments. Following the briefing, I dragged the 'Sage' Sleen to the meeting area, though 'pushing him in' would have been probably more accurate. Master Xeron turned to face the little man who had provided him with so much worthy information. He was visibly sweating and trembling. It seemed the little worm had finally started to believe the threat about my lord devouring his heart.

"The Grand Forgesmith Khazandar is being held in a simple hut somewhere in the tunnels left behind by the Overlords of Nighon when they invaded Erathia not long ago. He should be easy to find as he will be heavily guarded."

"Congratulations Sleen, you have managed to exceed my expectations as to how skilled and useful you are. Perhaps you will not need to be eaten after all," he replied with a grin full of dark confidence. "However, I wouldn't be making any long-term plans, if I were you," he added, signaling for me to remove him.

I "bamfed" with Sleen outside the camp and waited until he disappeared into the shadows. After making sure he made it alive, I strolled back toward the war chamber. The devils around me were intoxicated by the triumph of our latest success. They were seeing a new dream taking form before their eyes. It seemed so familiar. It made me ponder the news we had received, our victories, our failures. So familiar—so ominous! In every corner I could see the shadows of old mistakes repeating themselves.

Lost in my thoughts, I lingered until all the meetings were done. I waited so that I could speak with my lord. With my friend.

As the evening fell, I teleported into his war chamber. He was deeply involved in examining tactical maps. I knelt before him. Noticing the silence, Master Xeron came closer and put his hand on my shoulder. "What is it, my trusted friend? Is it bad news again? You may feel at ease when speaking to me."

"I have grave news to bring you my master." I rose to look directly into his eyes. "Our spies have informed me that Queen Catherine and her forces now march on Kreelah itself. Our northern lines have failed to breach her defenses enough to gain a foothold in Erathia and I have reason to believe King Roland has reinforced her position and made his own push into Eeofol."

"I heard all that," he replied with anticipation.

I took a deep breath and continued:

"My lord, I fear we might be beaten."

"NEVER!"

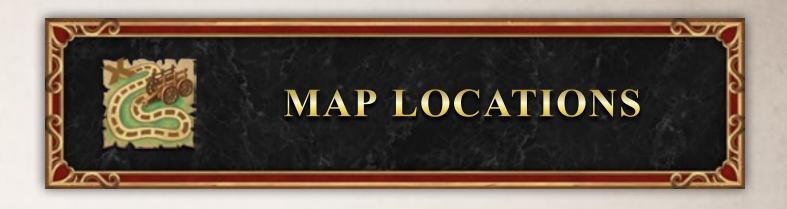
I felt a sharp pain on my cheek, then found myself sliding across the floor. He backhanded me across the face.

"I cannot believe what they have brought me to. No longer shall I tolerate failure. I want them all slaughtered. Kill everything. Leave no survivors, GO!!!" he bawled after a moment of silence. I glanced back at him before carrying out his order. Master and servant.

As I walked away from his quarters, I could still hear his bellows of rage.

"Know this Catherine Ironfist, I shall have my revenge. I swear by Erebus the Dark I will flay the skin from your child's bones as you watch. You shall suffer my wrath for this insolence!"





# **FLOTSAM**



Category: Visitable

Gain 2 .

# SHIPWRECK SURVIVOR



Category: Visitable

Search (2)  $\maltese$ .

# SHRINE OF MAGIC GESTURE



Category: Visitable

You may Search (2) the Spell deck.

## SEA BARREL



Category: Visitable

Roll and resolve 1 🔀.

# **BUOY**



Category: Visitable

Gain a Positive Morale token.

# TEMPLE OF THE SEA



Category: Visitable

Gain 10 / and Search (2) \* twice.

## **SHIPWRECK**



Category: **Visitable**Roll and resolve 2 .

# SHRINE OF MAGIC INCANTATION



Category: Visitable

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

## **SEA CHEST**



Category: Visitable

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

- +1 Search (1) \( \overline{\pi} \).
- 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 \( \infty \).
- 0 Roll and resolve 1 .
- -1 Gain nothing.

## **DERELICT SHIP**



Category: Visitable

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

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## **MERMAID**



Category: Visitable

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

#### GRAVE



Category: Visitable

Gain a Negative Morale token, 3 , and Search (1)  $\maltese$ .

## SUBTERRANEAN GATE



Category: Revisitable

When you enter this location, move to the connected location on the adjacent tile. This location allows you to enter or exit Subterranean tiles.

#### CYCLOPS STOCKPILE



Category: Visitable

When preparing the Neutral Army guarding this location, instead of drawing 1 unit, find 2 Cyclops and add them to the Neutral Army (look for them first in the discard pile, and then in the Neutral Unit deck). If you win the Combat, roll and resolve 4 .

Any additional effects depend on the scenario.

## MINE: SAWMILL



Category: Flaggable

Sawmill works just like any other mine. If you capture a mine that has not been previously owned by any player, it immediately provides you with its income. Additionally, depending on its type, it will passively generate income at the beginning of each Resource round:

Sawmill: 2 × Building Materials

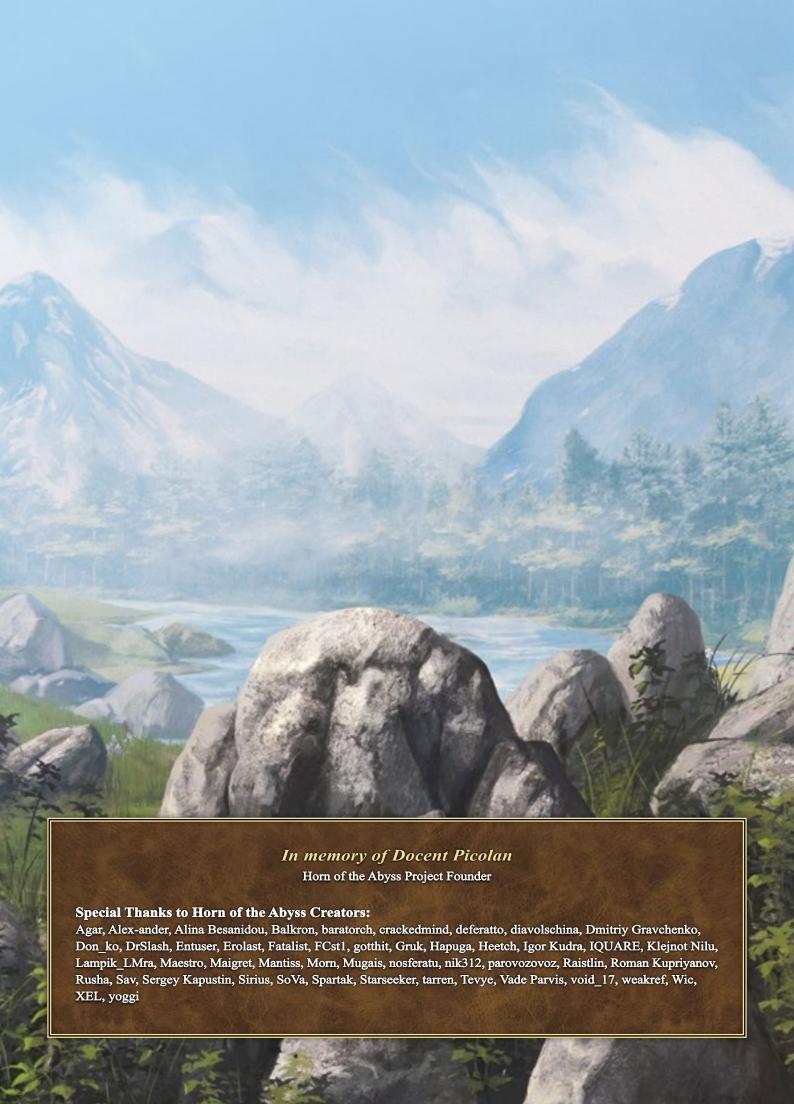
#### RANDOM TOWN



Category: Flaggable

When you Flag a Random Town that has not been previously owned by any player, it immediately provides you with 10 . Additionally, it will passively generate income at the beginning of each Resource round: 10 . See more details on page 7 "Random Town".

**NOTE:** The tile with this location can be used only if there is at least 1 faction unused in this game.





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