HEROES III
OF MIGHT AND MAGIC®
THE BOARD GAME

STRONGHOLD

MISSION BOOK

After a generous tip, you can sometimes hear a tavern barkeep whisper, "Crag Hack is so tough that underneath his beard there is no chin—only a third fist." But truth be told, so is any other Barbarian. Krewlod is a rough land, a place where to live is to fight. And its peoples have many reasons to live—to find home, to find hope, to find glory. They say that true immortality can only be found in glorious victories and songs sung for generations to come!

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

TABLE OF CONTENTS

COMPONENT LIST

5 × Map tile:
- 1 × Starting tile
- 3 × Far tile
- 1 × Near tile

7 × Subterranean Map tile:
- 6 × Near tile
- 1 × Center tile

1 × Town board

1 × Mission book

1 × Player's Aid

1 × Unit leaflet (Stronghold)

2 × Hero model

1 × Town model

7 × Unit model

2 × Hero card (double—sided)

7 × Unit card

7 × Town Building tile

8 × Neutral Unit card

3 × Astrologers Proclaim card

4 × Artifact card

6 × Spell card

3 × Ability card

12 × Specialty card

7 × Statistic card
- 4 × Attack card
- 1 × Defense card
- 1 × Power card
- 1 × Knowledge card

20 × Spell Scroll card

1 × Build token

1 × Population token

1 × Spell Book token

1 × Morale token

5 × Movement token

12 × Quicksand token

6 × Corrosion token

8 × Attack token

11 × Time token

6 × Subterranean Gate token

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

14 × Building Material(s) token
- 6 × "1 Building Material"
- 8 × "3 Building Materials"

9 × Valuable(s) token
- 6 × "1 Valuable"
- 3 × "3 Valuables"

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

30 × Acrylic cube
- 20 × "Light Brown"
- 10 × "Black"

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.

Stronghold Map tile

Subterranean Map tile

SUBTERRANEAN GATE

Subterranean Gate

Stronghold Map tile

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.

SPELL SCROLL CARDS

This is a set of 20 new cards. During game setup, shuffle 10 of the Spell Scroll cards into the Artifact deck. Set the rest aside to form the Spell Scroll deck—some locations or scenario effects may call for them later. When you gain a Spell Scroll card, place it near your Hero card, then take the 2 top cards from the Spell deck and place them face down on the Spell Scroll card—from this time forward treat them as if they were one. You can look at the spells at any time, and you can use them like any other spell, with the following 4 exceptions:

1. A spell played from a Spell Scroll does not count towards the spell limit, meaning that you can also play a spell from your hand during the same Combat Round.

2. When casting a spell from a Spell Scroll, you can only use the spell's lowest Power— you cannot strengthen it with additional 📖 from any source.

3. A spell from a Spell Scroll cannot be used to increase the 📖 of another spell.

4. You can sell a Spell Scroll together with its spells at a Trading Post for 2 🪙 per each spell on the Spell Scroll.

You can only have 2 Spell Scrolls in play at a time. If you gain a third one, draw the new spells normally and then decide whether you discard the newly gained Spell Scroll or use it to replace one that you already have next to your Hero card.

When a spell from a Spell Scroll card is used or sold, the Spell card is **Removed**. If there is no spell on it, the Spell Scroll card is placed in the Spell Scroll deck that was formed during the scenario setup.

QUICKSAND SPELL

Depending on the 📖 used, take 2, 4, or 6 Quicksand tokens. Make sure that all of them are taken from the same set and that half of them are empty and half have the Quicksand 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 Quicksand token, reveal that token. If it is empty, the unit continues its movement, but if the token shows the Quicksand icon, the unit's movement and activation ends.


Quicksand token (empty)
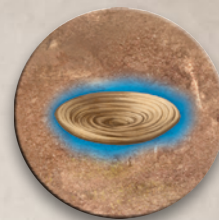
Quicksand token (with an icon)

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

TIME TOKENS

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

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.

CORROSION TOKENS

A unit with this token has its 🛡 reduced by 1 to a minimum of "0". A unit can have only one such token at a time—if a unit should gain such a token while it already has one, just discard one of the tokens. Unless removed by a spell or other effect, a Corrosion token stays on a unit until the end of Combat.

ALLIANCE MODE

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

ADDITIONAL RULES

When playing in this mode, the following rules apply:

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

FINISHING SCENARIO

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

WAR OF THE MIGHTY

Rumors abound about horrible monsters waiting underground. Your spies tell you your neighbors are trying to recruit them so they can conquer your lands. You have no choice but to take your neighbors' lands and secure the underground. Your territory is vast. Soon it will be larger.

PLAYER COUNT

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

SCENARIO LENGTH

This scenario plays out over 13 rounds.

MAP SETUP

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

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

NOTE: Place 4 Subterranean Gate tokens as shown in the map layout.

STARTING RESOURCES

Each player starts with the following resources:

14 × 🪙   4 × 🪨   1 × 🔺

SETTING A PLAYER'S INCOME

Set the income on the income tracker to:

"10" 🪙   "0" 🪨   "0" 🔺

STARTING BUILDINGS

Each player starts with these buildings:

- ⭐ Dwelling

STARTING UNITS

Each player starts with the following units:

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

ADDITIONAL SCENARIO RULES

Before the start of this scenario:

- There are 4 starting locations divided into 2 starting areas. The teams choose their starting areas, and then each player picks their starting position within their team's starting area.

During this scenario:

- The Dungeon faction is not available for play, as its Starting tile is used as a Subterranean tile required for a victory condition.

- The Dungeon Town is defended by: a Pack of Evil Eyes, a Pack of Medusas, a Pack of Minotaurs, a Few Manticores, and a Few Black Dragons. For the purpose of gaining experience, this field counts as having difficulty level VI.

- Players can use their deck of Might and Magic when paying gold to defend their Faction Town.

VICTORY CONDITION

To win the scenario, an Alliance must either capture the Town on the Subterranean tile and maintain Control over it for the next round, or capture one of the enemy Towns and maintain Control over it for the next 2 rounds.

ROUND TRACKER

If the above condition is not met, the game ends with the 13th round. If one of the players Flags an enemy Town in the 12th or 13th round, the game extends until the end of the 14th or 15th round, respectively. If both teams meet the victory conditions, the game ends in a draw, and if no team meets the victory conditions, both Alliances lose.

TIMED EVENT

There are no timed events in this scenario.

AREA **B**

AREA **A**
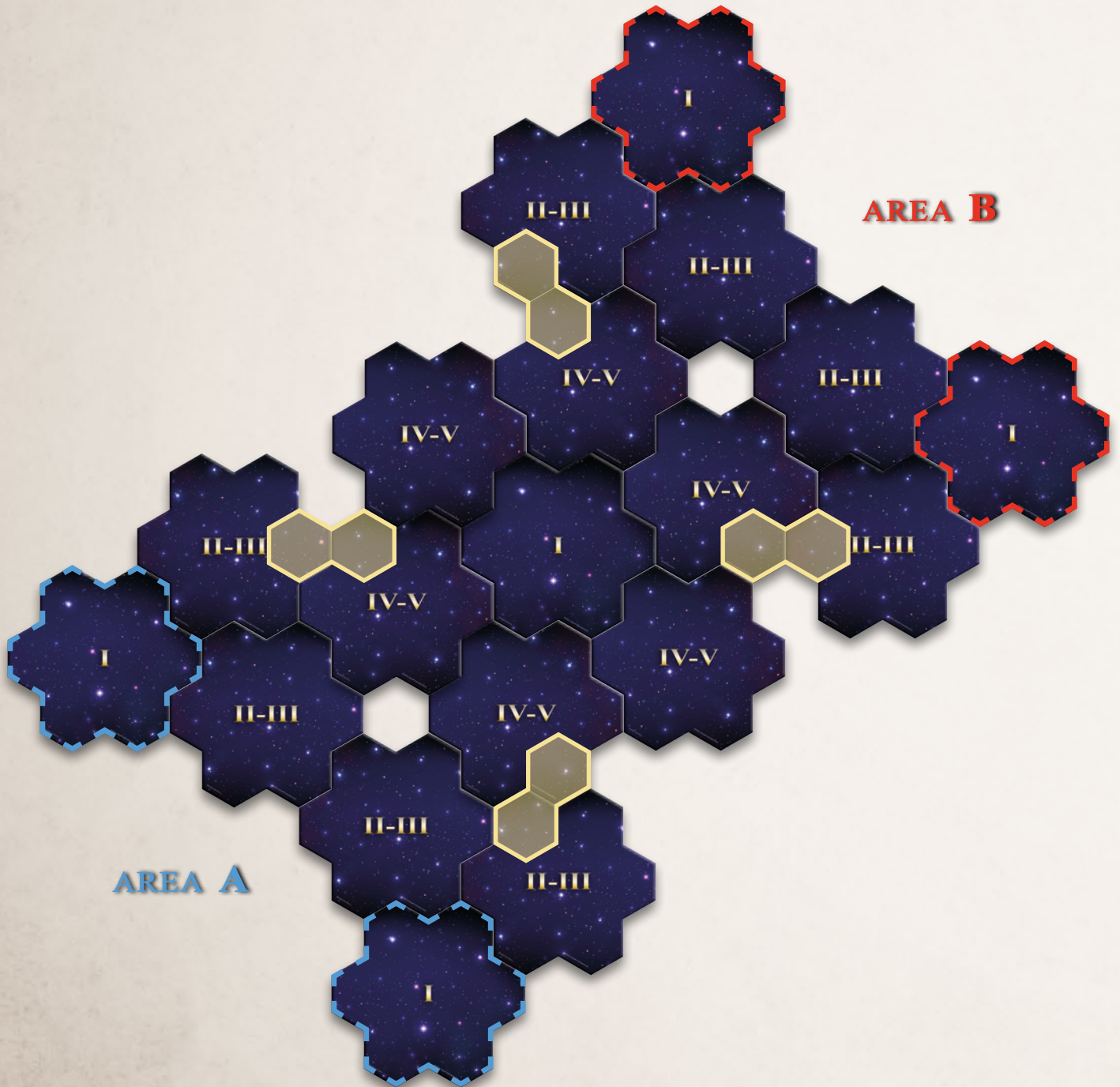
DUNGEON KEEPER

You are the evil Dungeon Overlord, master of all that is dark and insidious. Your master has determined it is time to have your evil seep into the lands above and destroy those fools happily residing in Pleasantville.

PLAYER COUNT

A scenario for 2 players.

SCENARIO LENGTH

This scenario plays out over 12 rounds.

MAP SETUP

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

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

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

STARTING RESOURCES

Each player starts with the following resources:

10 ×   3 ×   1 ×

SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

"10"   "0"   "0"

STARTING BUILDINGS

Each player starts the game with these buildings:

- ★ Dwelling
- Mage Guild

STARTING UNITS

Each player starts with the following units:

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

ADDITIONAL SCENARIO RULES

Before the start of this scenario:

- Both players roll 2 ⚒. The player with the highest raw amount of resources on their dice will get to choose who starts and who the second player is.
- One of the players must choose the Dungeon as their faction.

During this scenario:

- When a player visits an Obelisk, they **Search (2)** the Ability, Artifact, or Spell deck.
- No player may have a Secondary Hero.
- Players can use their deck of Might and Magic when paying gold to defend their Faction Town.

VICTORY CONDITION

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

ROUND TRACKER

If the above condition is not met by the end of the 12th round, the game ends in a draw.

TIMED EVENT

At the start of the 3rd, 6th, and 9th rounds, the second player's Main Hero gains 1 🐎.

COOPERATIVE MODE

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

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

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

Victory Conditions for cooperative scenarios can include:

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

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

DWARVEN TUNNELS

Ancient tunnels dug by the dwarves have long since been infested by creatures of all sorts. Steep mountains and thick forests block the path to your enemies and your ally, but these old tunnels may prove very useful in conquering the world.

PLAYER COUNT

A scenario for 2–3 players.

SCENARIO LENGTH

Depending on the chosen difficulty setting of the scenario:

- **Normal:** 10 rounds
- **Hard:** 11 rounds
- **Impossible:** 12 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 × Near (IV–V) Subterranean Map tile
- 1 × Center (VI–VII) Subterranean Map tile
- 4 × Far (II–III) Map tile, none of which must contain a Settlement

For a 3—player scenario:

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

NOTE: Place 2 or 3 Subterranean Gate tokens as shown in the map layout.

STARTING RESOURCES

Each player starts with the following resources:

14 × 🪙   4 × ⬡   1 × 🔻

SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

"10" 🪙   "0" ⬡   "0" 🔻

STARTING BUILDINGS

Each player starts the game with these buildings:

- ⭐ Dwelling

STARTING UNITS

Each player starts with the following units:

- 3 × A Few ⭐ units

ADDITIONAL SCENARIO RULES

During this scenario:

- No player may have a Secondary Hero.
- During their turn, a player can give ⬡ and 🔻 to another player without visiting a Trading Post.
- No 🪙 can be transferred between players.
- Although there is no limit on how many times the players can attempt to defeat the level VII Neutral Units, each player can win the Combat only once—a victorious Hero is immediately removed from the map.
- To discover the Center tile, the players must pay 2 🪙, 2 ⬡, and 2 🔻 per player. For example, in a 3—player game, a total of 6 🪙, 6 ⬡, and 6 🔻 must be paid. Contributions can be split in any way you like. The required amount can even be paid by only 1 player.

VICTORY CONDITION

Each player must win a Combat with level VII Neutral Units on the Center tile.

ROUND TRACKER

The time limit for defeating the level VII Neutral Units on the Center tile depends on the chosen difficulty.

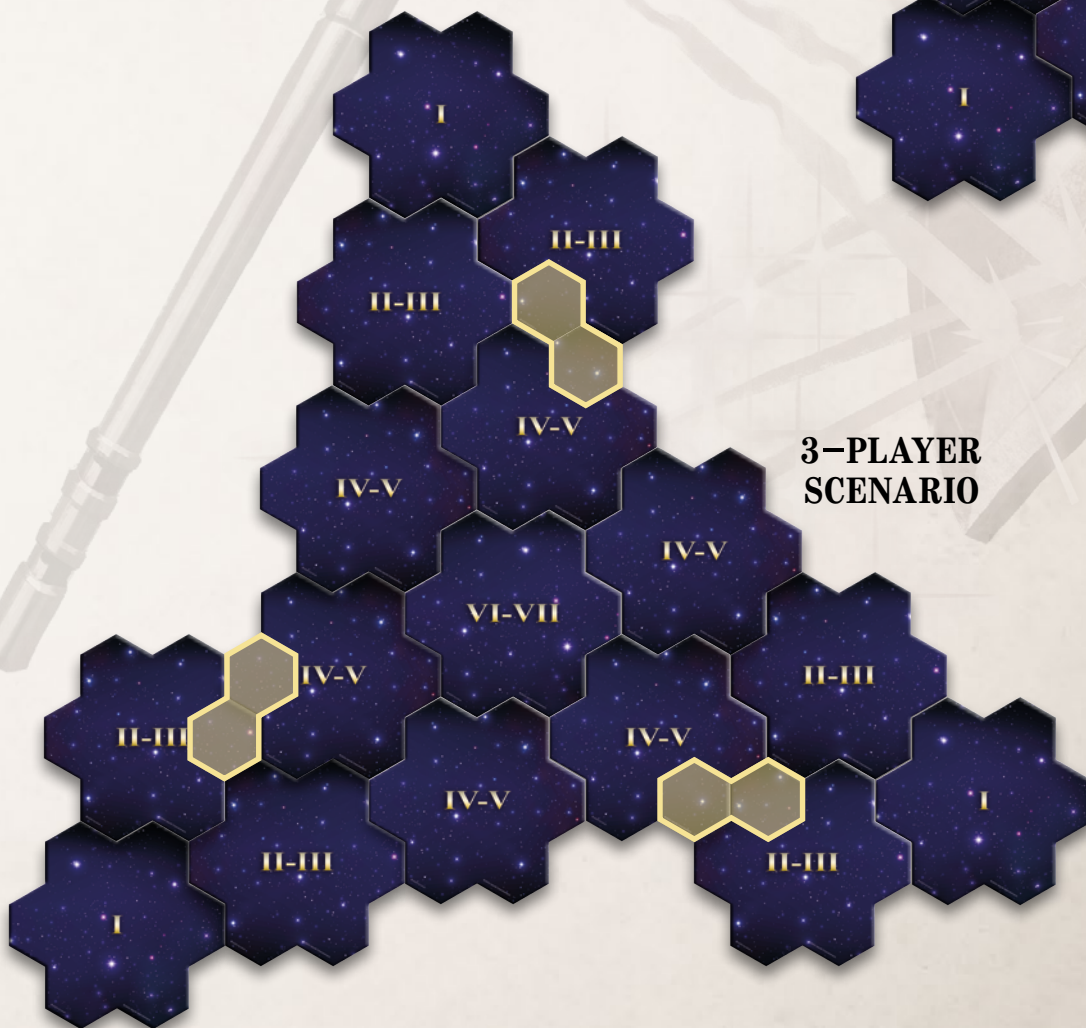If the players fail to defeat the Neutral Units within the time limit, they fail the scenario.

TIMED EVENT

There are no timed events in this scenario.

2–PLAYER SCENARIO

3–PLAYER 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" 🔺

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

1. HARVEST

Two fierce barbarians, Crag Hack and Yog, unite with a common purpose: to vanquish the malevolent necromancers wreaking havoc in Erathia. Together, they strive to crush their adversaries underfoot and restore peace to the troubled lands.

SCENARIO LENGTH

This scenario plays out over 10 rounds.

PLAYER SETUP

Faction: Stronghold

Faction Hero: Yog

Faction Army: A Pack of Goblins, A Pack of Wolf Raiders

Starting Resources: 12 × 🪙, 0 × ⛏, 1 × 🔺

Town Buildings: ⭐ Dwelling, Citadel

Bonus: Choose one of the following options:

- 🔴 A Pack of Orcs
- 🔴 **Search (4)** the Artifact deck
- 🔴 +6 ⛏ Resources

AI HERO SETUP

Faction: Necropolis

Enemy Heroes: Isra, Aislinn

Enemy Armies:

- 🔴 **Isra's Army:** A Pack of Skeletons, ⭐ Skeletons, a Pack of Vampires, a Few Liches, a Few Dread Knights
- 🔴 **Aislinn's Army:** A Pack of Skeletons, a Pack of Zombies, a Pack of Vampires, a Pack of Dread Knights

Enemy Decks:

- 🔴 **Isra's Deck:** 3 × Might card, 2 × Magic card
- 🔴 **Aislinn's Deck:** 5 × Magic card, 2 × Skill card

Enemy Spell Deck: 3 × "Magic Arrow" Spell card, 1 × "Curse" Spell card, 1 × "Blind" Spell card, 1 × "Stone Skin" Spell card

Skill: "Fireball" Spell card*

Special: Prepare 3 Wall cards and 1 Arrow Tower card for a special story event.

*Whenever this skill is activated, put one Necropolis faction cube on this Spell card. After adding the cube, if there are two on the card, cast Fireball with 📖 4.

MAP SETUP

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

3 × Starting Map tile (I):

- 🔴 1 × Necropolis (S1)
- 🔴 1 × Dungeon (S2)
- 🔴 1 × Stronghold (S7)

3 × Far Map tile (II–III):

- 🔴 3 × random tile from Castle (F3, F6, F9) and Stronghold (F19–F21)

3 × Near Map tile (IV–V):

- 🔴 3 × Near tile from Necropolis (N1, N4) and Stronghold (N13)

HEROES PLACEMENT

Place your Stronghold Hero on the Town field of the Stronghold Starting tile. This tile is already discovered. Use two Necropolis models to represent the Enemy Heroes. Place one of them on the Town field of the Dungeon Starting tile—this is **Isra**. Place the other one on the Town field of the Necropolis Starting tile—this is **Aislinn**.

ADDITIONAL RULES

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

- When your Hero visits an Obelisk for the first time, a special story event is triggered. After resolving it, treat every Obelisk as an empty field.
- Isra does not move until you discover the tile that is adjacent to the Dungeon Starting tile. After that, she rushes towards your Hero, ignoring the normal order of AI Movement. Aislinn stands in the Necropolis Town and does not move.
- Whenever you defeat AI's Enemy Army, gain 1 ⬡.
- From the Neutral Unit decks, remove all cards except for the following*:
  - a) ⭐ deck: Rogues, Zombies, Wraiths, Harpies, Evil Eyes
  - b) ⭐ deck: Nomads, Mummies, Vampires, Liches, Medusas
  - c) ⭐ deck: Enchanters, Dread Knights, Ghost Dragons, Manticores, Black Dragons

Keep the removed cards and the newly created decks after finishing the scenario—you will need them in the following scenarios of this campaign.

WIN/LOSE CONDITIONS

Win: You must defeat both Enemy Armies.

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

TIMED EVENTS

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

1ˢᵗ Round:

- Read the "Checking out the Rumors" section below.

4ᵗʰ Round:

- Discard all cards from your hand, then gain Negative Morale.
- Remove all Black cubes from all locations on the map. These locations can be visited again.
- Read the "The Decaying Lands" section below.

10ᵗʰ Round:

- At the end of the round, all is lost—you lose!

When you enter a field with an Obelisk:

- Read the "The Seer's Hut" section below.

When you start Combat with Isra's Army:

- Read the "Isra" section below.

When you start Combat with Aislinn's Army:

- Read the "Aislinn" section below.

When you complete the scenario:

- Read the "Nothing Personal" section below.

Dungeon Map Tiles

Necropolis Map Tiles

THE STORY

CHECKING OUT THE RUMORS

You stride slowly through the ongoing battle as the satisfying clang of swords, maces, and axes surrounds you. The conflict rages on around, and each clash of metal resonates with purpose. As you pass by, some recruits cast shocked glances at you. But you understand their reactions. Your appearance is not something one can see every day. And—sadly—it is not your formidable physique honed through countless battles that draws their attention. No, it's something far more peculiar—the dark blue skin inherited from the lineage of your mother, a genie enchantress. She had envisioned a path of wizardry for you and invested considerable effort to push you in that direction… but the blood of your Barbarian father runs through your veins. As you've been often telling yourself, "These hands were meant to carry a sword rather than a staff." Judging by the course of your life, fate seems to agree.

A few goblins under your command have just fled the nearby cornfield and rushed towards you, chased by a wave of zombies. You kick one of the undead, sending it flying a few feet back, and hurl your axe at another, cleaving it in half. Then, you grab one of the goblins and effortlessly toss it back behind the wall of corn. Screams follow… though you're not sure who let them out.

"A Necromancer is at work here," you comment to nearby troops. "Peasants all throughout this land are turning up as walking corpses. But no noble or lord has come forward to put a stop to this. I will take it upon myself to destroy this menace!" you shout and charge into the field…

As the flames of the battle die away, you cast your gaze toward the fertile lands of Erathia. A realm teeming with pampered nobles, naive villagers, and defenseless peasants. Just a few days ago, you heard a rumor about the Necromancers invading those lands. Since you aren't doing anything more interesting, you are going to check out the rumors. Apparently, the Necromancers of Deyja have moved a great deal of their forces into Erathia.

"Nothing personal," you repeat to yourself in your head. It is just that you have a strong dislike of undead and the Necromancer's black magic. You decide that you are going to lend your leadership abilities and drive them out of Erathia.

THE DECAYING LANDS

You come upon a fork in the road. Unsure which way you should go, you quickly call your army to a stop and summon a few of your scouts to accompany you to a nearby cliff in hopes of learning more about what lies ahead. Having reached the top, you realize that deciding which road to take might be the least of your worries. Beyond the split in the road, there are decaying trees, evidence of Necromancer influence. The soil has become tainted with their foul magic that drains all the life it touches. The grim sight sprawling over the horizon tells you that you stand on the edge of the Necromancer's newly claimed domain. Frustrated at how little you can do, you close your eyes and clench your fists. Despite your best efforts to raise an army to defeat these vile creatures, it seems you cannot work fast enough to stop their growing areas of influence. Upon your return to the troops, you hear worried whispers spreading among them. This is definitely not something they are used to seeing.

THE SEER'S HUT

Unlike other Barbarians, you spent most of your life studying magic under the Wizards of Bracada. All to please your mother.

Although it wasn't your idea of the useful, it was precisely the basic magical training you underwent that allowed you to recognize the faint magic aura surrounding a modest cottage over the hill—a Seer's Hut. Now, there's a place to go.

As you push open the squeaking old door, you can't help but wonder what your teachers would have said about how you've applied their teachings. Wouldn't approve, most likely—you've never read the books they ordered you to.

The dust on the windows dims the light that is reluctantly spilling over the wooden interior. You give your eyes a moment to adjust. When they do, they are met with a bizarre view of two elderly women using thick ropes to restrain a lich, while a third one is sweeping the floor littered with broken utensils and furniture. If you hadn't sensed their magic earlier, maybe you would assist them. Maybe.

"I apologize for the mess," the woman sweeping the floor says, busily collecting broken jars and shelf fragments into a bucket. "We've had quite a few unexpected 'visitors' lately… Where are my manners? Here, take a seat," she adds, gesturing to one of the unbroken chairs.

"I am more used to the saddle of a horse than the stiffness of the wood," you answer, refusing to sit, to which one of the women restraining the lich snorts, irritated. "But if I can offer some help to the wise seers, I would be more than willing—as long as you offer me your strength in return."

The three women eye you up judgingly. They are clearly wondering whether you are mocking them or not, but then one of them starts, "Well… If you offer us some protection…" but is immediately interrupted by the others. "…or help transport 'this' to the nearby prison…", "…we might…", "…having some troops nearby would make it easier…", "…tell you where you can find the Cyclops living in seclusion."

When you attempt to respond, you lock eyes with the lich on the ground and hear a somber voice echoing in your mind: "Aid me in departing from this place at once, and I shall divulge what knowledge I possess!"

You weigh your options while looking at this scene.

Choose one option:

1. If you have a ⭐ Dwelling, discard 20 🪙 worth of units (in the case of Packs, add the Recruitment and Reinforcement costs) and:

- 🔴 Build ⭐ Dwelling for free.
- 🔴 This event ends here—do not read the continuation of this section of text.
- 🔴 Put your faction cube on this field. You cannot visit this location again.

2. Gain Negative morale and:

- 🔴 Gain 20 🪙.
- 🔴 Draw from the Artifact deck until you have two cards granting 🛡 bonuses to units. Add one of them to your hand and shuffle the other back into the Artifact deck.
- 🔴 Read the rest of the story section below.
- 🔴 Put your faction cube on this field. You cannot visit this location again.

You nod in agreement and inform the old Seers that you'll handle the task of transporting the lich but need to leave immediately. Once outside the range of their magic, you begin questioning the Necromancer. Xsi, as you find out, was left behind by others for not agreeing with the entirety of their plan. Not because of a good heart, of course. Killing and turning so many people on Erathian soil would undoubtedly provoke a war with Deyja. Unfortunately, she cannot share the identity of the operation's mastermind, as she was abandoned before having a chance to meet the one who

is behind all this. Instead, as a gesture of gratitude for releasing her, she shares the location of a gold mine where she hid a powerful shield.

ISRA

While making your way through the land tainted by Necromancers, you approach an isolated settlement, which seems to have been withstanding the flood of the undead. As you approach it, you notice that the people are in rather good spirits. Wondering why this is so, you question a peasant in the area. He explains, "Why, sir, it is because you are here to rescue us. Not only that, in my sister's town, there is another Barbarian helping them out against the Necromancers. This means Erathia and Krewlod may be making peace, right?" You just nod and wander away, not wanting to dash his hopes.

While you make a mental note to check out the other Barbarian who is having trouble with Necromancers as well, in the distance, you see a horde of skeletons. One of them catches your eye. Wearing a tarnished brown helmet and black strands of something that used to be well—dressed hair, she seems to have an air of power. The lesser undead obey her. Is she a lich? As they are getting closer, her aura seems to grow a bit darker, more sinister, akin to what one would expect from such a creature… but it's so faint you begin to doubt whether she is not just a regular skeleton with a cursed helmet.

"Not that it matters…" you murmur to yourself. And then you charge at the horde, your army following.

Start Combat with **Isra's Army.**

AISLINN

Traveling down the road, you stop suddenly as you come across a Necromancer's castle. According to your map, there should be a town here, not a castle. But as you draw nearer, it becomes apparent—it stands on the ruins of an old Erathian town. Some of the walls are still evident, crumbling underneath the Necropolis' shadow. And the stench of death causes you to gag and hardens your resolve to help people in this land. Under different circumstances, you might have been impressed by the speed at which such a massive structure was erected… but knowing who constructed it, whose bony finger laid the bricks… or whatever materials were used… it just sends a chill down your spine.

A flaming rock striking down an orc to your right snaps you out of your grim thoughts. Your eyes dart from the corpse to the castle's windows, frantically searching for the source of the menace. A glint of magical energy allows you to spot a wrinkled face of a vampire

in one of them. She seems to be gathering her powers to shower you with more meteorites. As you do so, an army of undead floods out of the castle, launching a full assault on your troops.

Place the Arrow Tower card on the Combat board in one of the corners on the AI's side, then surround it with three Wall cards. After that, place the AI Army in the third row of the Combat board in one line. Start Combat with **Aislinn's Army.**

NOTHING PERSONAL

Feeling the horses need a rest, you pull over to the edge of the road and call a halt for today—your people immediately start setting up camp. You sit on a nearby boulder, take out a flask made of a behemoth claw, and take a few sips of water. To kill time, you start flipping through the belongings of the last Necromancer you've defeated—some old ritual equipment, a few rusty rings, worthless accessories, messages from her allies in the region, and a book on dark magic. Opening the first page brings a smile to your face.

When you were at the magic academy, you fell in love with another student. It must be true that opposites attract because, unlike you, she was quite scholarly and bookish. And how she loved studying magic! That thought makes you smile even wider… but your smile turns bitter in no time. It was her life! Or it should have been… had it not corrupted her. She spent her spare time scouring libraries for arcane magical tomes, and she eventually came across a manuscript such as the one now in your possession.

"Going against the advice of teachers is something we shared…" you murmur to yourself, the words tinged with regret. Realizing what you've just said, you throw the book aside. She studied the book, and its evil glyphs transformed her! You rise to your feet and angrily start towards your horse. The thought of the sum you received for a similar tome in the past flashes through your mind, making you hesitate almost instantly. Money is money, after all, and it wasn't an insignificant amount. Taking a deep breath, you reach to retrieve it once more. But as you lay your hand on the open book, a realization strikes you—it was no coincidence that you started reminiscing about your past.

"From your fellow knowledge seeker, Vidomina," reads the dedication on the first page.

You clench your fist, tearing the page in the process. With raging determination, you march up to a campfire and cast the accursed book into the flames. Passing by your dumbfounded subordinates, you carry on as if nothing out of the ordinary had occurred.

"Nothing personal," you say through clenched teeth, looking around. Wilted grass, trees rotting from the inside, darkened soil tainted by the touch of death. The overwhelming stench of decay. You make a mental note of your surroundings… of what the evil Necromancers have done to what once was a beautiful land.

Whoever did this will pay, and they will pay dearly.

2. GATHERING THE LEGION

SCENARIO LENGTH

This scenario plays out over 10 rounds.

PLAYER SETUP

Faction: Stronghold

Faction Hero: Crag Hack

Faction Army: A Pack of Goblins, a Pack of Wolf Raiders

Starting Resources: 8 × 🪙, 0 × 🪨, 0 × 🔻.

Town Buildings: ⭐ Dwelling, City Hall

Bonus: Choose one of the following options:

- 🔴 ⭐ Peasants
- 🔴 +6 🪙 Resources
- 🔴 **Search (4)** the Spell deck

AI HERO SETUP

Enemy Heroes: Lord Chasim, Lord Velmor, Tyranell

Enemy Armies:

- 🔴 **Lord Chasim's Army:** A Pack of Halberdiers, a Pack of Griffins, a Few Crusaders, a Few Zealots
- 🔴 **Lord Velmor's Army:** A Few Marksmen, a Few Crusaders, a Pack of Zealots
- 🔴 **Tyranell's Army:** A Pack of Halberdiers, a Pack of Marksmen, a Pack of Zealots, a Pack of Crusaders, a Few Champions

Enemy Decks:

- 🔴 **Lord Chasim's and Lord Velmor's Deck:** 3 × Might card, 1 × Magic card
- 🔴 **Tyranell's Deck:** 4 × Might card, 2 × Magic card, 2 × Skill card

Enemy Spell Deck: 2 × "Magic Arrow" Spell card, 1 × "Lightning Bolt" Spell card, 2 × "Cure" Spell card

Skill: "Offense" Ability card

MAP SETUP

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

4 × Starting Map tile (I):

- 🔴 1 × Necropolis (S1)
- 🔴 1 × Dungeon (S2)
- 🔴 1 × Castle (S3)
- 🔴 1 × Stronghold (S7)

5 × Far Map tile (II–III):

- 🔴 3 × random tile from Castle (F3, F6, F9), Necropolis (F1, F4, F7) and Stronghold (F19–F21)

4 × Near Map tile (IV–V):

- 🔴 1 × Castle tile with an Obelisk (N3)
- 🔴 1 × Dungeon tile with an Obelisk (N5)
- 🔴 2 × random Subterranean tile (U1–U6)

NOTE: Place a Subterranean Gate token as shown in the map layout.

HEROES PLACEMENT

Place your Stronghold Hero on the Town field of the Stronghold Starting tile. This tile is already discovered. Use the two Castle models to represent **Lord Chasim** and **Lord Velmor.** Place one of them on the Town field of the Castle Starting tile—this is **Lord Chasim.** Place the other one on the Town field of the Necropolis Starting tile—this is **Lord Velmor. Tyranell** does not have a model or appear on the map.

ADDITIONAL RULES

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

- 🔴 You cannot Recruit units from your faction Dwellings.
- 🔴 After each Combat with a Neutral Army, shuffle its Unit cards back into their respective decks.

- The Enemy Heroes do not move until their movement is triggered by a timed event.
- If you have them, take the following cards out of the Artifact deck: Arms of Legion, Head of Legion, Legs of Legion, Loins of Legion, and Torso of Legion. Use them to create a separate pile—the Legion Deck. If any of these cards are in your Hero's deck of Might and Magic, replace each of them with a "Magic Arrow" Spell card.
- Whenever you defeat AI's Enemy Army, **Search (2)** the Legion Deck and gain 1 🎖 and 5 🪙.
- Once during the Resource round (including the first round) and each time your Hero visits an Obelisk for the first time, you can draw 2 cards from the top of the Neutral Unit deck that corresponds to one of your Dwellings. You can **Recruit one of these units** if you 🤚 its Recruitment cost. Shuffle the Neutral Unit cards that you did not Recruit back to their deck.
- When you enter the Town field on the Dungeon Starting tile, start Combat with **Tyranell's Army.**
- Remove the following Neutral Unit cards from the Neutral Unit decks:

   a) ⭐ : Rogues, Zombies, Wraiths, Harpies, Evil Eyes

   b) ⭐ : Nomads, Mummies, Vampires, Liches, Medusas

   c) ⭐ : Enchanters, Dread Knights, Ghost Dragons, Manticores, Black Dragons

WIN/LOSE CONDITIONS:

Win: You win the moment you have 3 "Legion" cards in your deck.

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

TIMED EVENTS

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

1st Round:

- Read the "The Town of Hartferd" section below.

3rd Round:

- Build the ⭐ Dwelling—Fort under the Nest— for free.
- **Lord Chasim** and **Lord Velmor** start moving.
- Read the "The Peasants and the Lords" section below.

7th Round:

- Build the ⭐ Dwelling—Mountain Caves—for free.
- Add a Few Champions to the armies of **Lord Chasim** and **Lord Velmor** if you have not defeated them yet.
- After you receive your income this round, pay 5 🪙.
- Discover both Subterranean tiles on the Map.
- Read the "Old Retainer" section below.

10th Round:

- At the end of the round, you lose. All is lost!

When you enter a field with the Subterranean Gate:

- Read the "Guards" section below.

Necropolis Map Tiles

I

II-III

II-III

II-III

II-III

IV-V

◄ **N3**

N5 ◄

IV-V

II-III

II-III

IV-V

IV-V

I

Castle Map Tiles

I

Dungeon Map Tiles

THE STORY

THE TOWN OF HARTFERD

You've been traveling for several days without much of a break, and your troops have been itching for a breather. And you couldn't really blame them— they were barely standing. So when you've finally come upon an inn, you decided to call it a day. Having ordered them to get a few rooms, you went on to enjoy a little rest on a bench outside. The sun in Erathia isn't as harsh as in Krewlod. But it is midsummer. And the fur of your raiders' wolves is thick.

"They're great in battles, but for journeys like this, a regular horse might have been a better option," you grumble, wiping sweat from under the helmet.

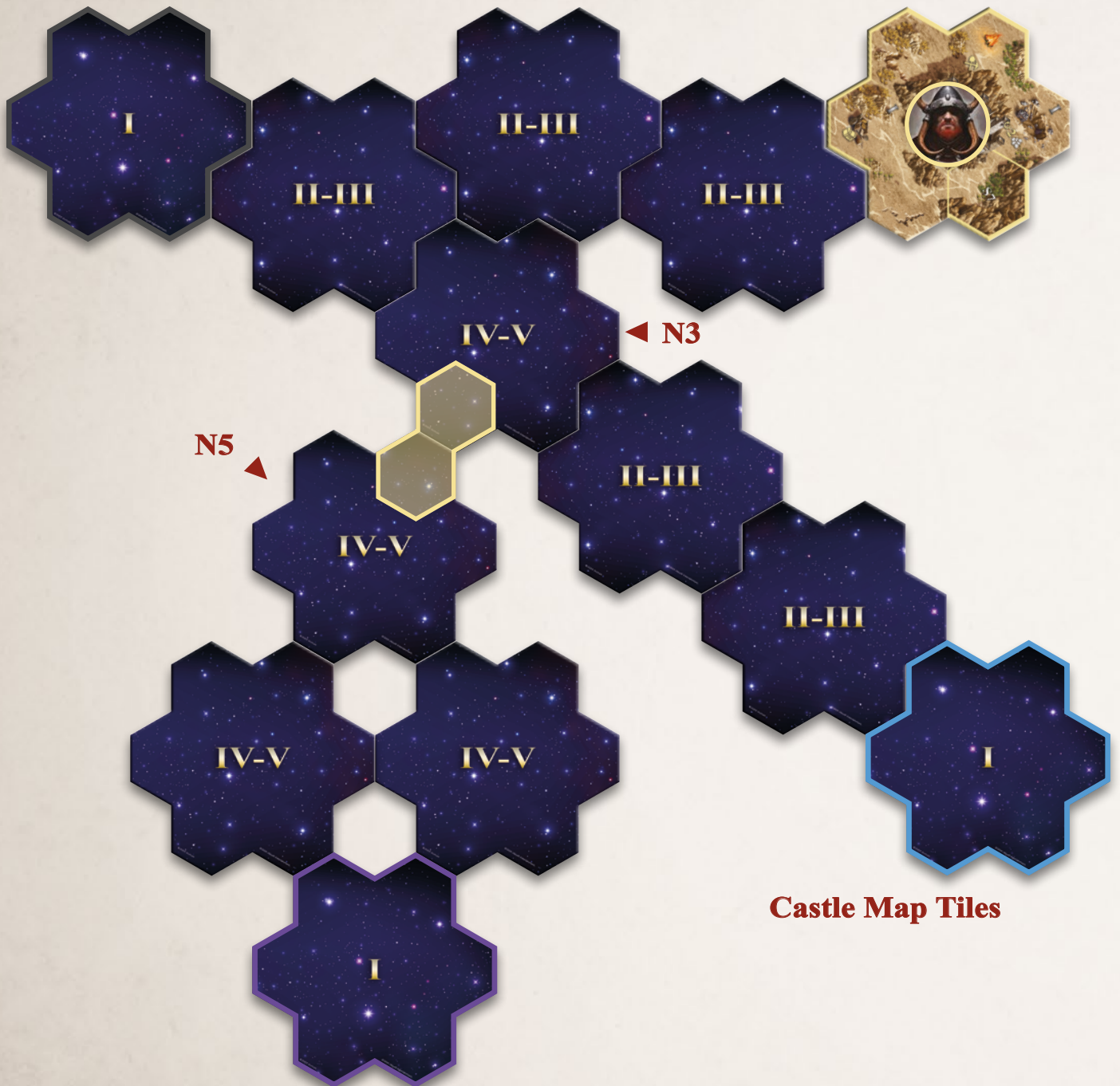The days and weeks of searching for Sandro after his betrayal have proven fruitless. No one seems to have seen the wizard you describe. Some recognize the name from somewhere, but just shrug when asked who and where he might be. Luck is definitely not on your side, so you decide you need a change of pace—perhaps a peaceful visit to the relatives who have moved from Krewlod into Erathia might help you clear your mind?

A sudden series of smashing sounds and screams from the inside jerks you out of your thoughts. Assuming it's your men wreaking havoc, you rise to check up on them, but then notice a small, round figure rushing in your direction. Fearing that some nasty hobgoblin is trying to exploit your moment of weakness, you adjust your helmet and raise your axe, ready to strike. But as he gets closer, you realize it's just a balding man in a fancy dress.

"Ph… Phee… Plea…" he starts, struggling to catch his breath.

"Hey, hey, slow down, mate. Don't rush—I'm not going anywhere, haha…" you reassure him, offering the friendliest smile you can muster… and discreetly hiding the axe behind your back.

Though, seeing your smile alone makes the man jump.

"You… you're not the duke with reinforcements?" he asks fearfully.

You look at yourself, then back at him. And burst into laughter.

"No," you say when you finally manage to suppress your laughter. "I'm Crag Hack. My relatives live here… Somewhere around here. I stopped with my men to…" you pause, noticing two of them tossing someone out of the window behind the bald man, "…REST!"

you yell to drown out the sound of the body hitting the ground. "You look like you're in some serious trouble, dear…?"

"Timis. Mayor of the town of Hartferd."

You glance at the several houses sprawled by the road he came along. A town, huh?

"Please help us, sir… Crag Hack, if I may call you that. A matter of grave import has befallen us. A knight named Tyranell has stolen our town artifact, the Head of Legion, from us. The only reason Hartferd is on the map is because of this artifact!" he blurts out. "So, it's important we get it back. Also, it's rumored that the other pieces of the Legion artifact are around; perhaps you could find those for us too?" He continues with hope in his voice. "Once the full artifact—a whole Statue!—is assembled, Hartferd would truly become a fabulous city. We can't offer you much reward, but you would be celebrated as a true hero and always welcome here."

As Timis is speaking, you can't help but think of once again having to find artifacts for someone. Perhaps Sandro has his hand in this somehow. Nah, that would be too much of a coincidence. Still, being called a Hero doesn't sound that bad… *Maybe this is just what I need to lift my spirits. Some fun!* You probably would have helped him anyway, but now they couldn't hold you back with two dozen horses.

"Tell me more about this… Tyranell it was?" you ask while leading the mayor over to the inn.

THE PEASANTS AND THE LORDS

Today you passed a small village where you had been welcomed by a bunch of peasants armed with pitchforks. But when they saw you, their attitude suddenly changed to something along the lines of, *"Please don't hurt us! We'll do as you want, we promise!"*

"The people of Erathia are such scaredy–cats," you comment, looking at one of your orcs proudly raising his new pitchfork. A snicker behind your back tells you that a scout has just arrived with a report.

"What news?" you demand, turning back.

"My chief! There are two other knight factions in the region. They are led by Lord Chasim and Lord Velmor. Both are looking to complete the Statue of Legion, and neither is hospitable to outsiders," she continues her report, then brings out a map. "Their current positions are here… and here. The other pieces of Legion might be in their possession. There are some rumors that Tyranell is hiding out somewhere on an island in the

southwest. As for the other pieces, there is not much to go on other than they might be underground somewhere in the area."

"Sure, sure. Anything else?"

"The inhabitants of Hartferd are building up their town to help you."

"Is that so?"

OLD RETAINER

Your vanguard caught an interesting person during their last attack—an old retainer of Tyranell's. Discharged from the knight's service. Now he's sitting before you, dejected, in the sand. At first, he was reluctant to speak, but he became surprisingly talkative when you sat nearby and started tending to your axe with a sharpener. Erathians are so weird…

After some questioning, you learn that Sandro was going to pay Tyranell well to find the Head and other pieces of Legion. So, that lich was really involved in all of that!

"…Tyranell is just waiting for authorities to give up the search for him to continue his quest," he finishes.

"So, he has hidden on that island? That 'great and noble' hero? Swam like a rat escaping from a ship?"

"Or went there through the underground passage, just south of the Hill Fort near here."

"There is a tunnel like that?"

"They are all over Erathia. Although, you will need to pay the guards to pass this one."

"You don't say…"

You might not have been the best host to your guest, but what he told you will surely be useful. And you didn't even need to push that much. So, for his information, you give the retainer some gold and send him on his way. Being in someone's debt is not your style, and you have enough enemies already. As you watch him leave, a messenger from Hartferd arrives.

"What is it?"

"The inhabitants of Hartferd are building up their town to help you."

"Is that… the whole message? Never mind…"

GUARDS

You stand in front of the gate to the underground passage. As you were told, there are indeed guards posted at the entrance. While their numbers may not be as great as your army's, their apparent skill makes them a force to be reckoned with—you will certainly not emerge from this encounter unscathed.

The guards will permit you passage if you pay the toll. Do you wish to pay and go the Erathian way? Or pave your own way with their bones, as the barbarian tradition would have it?

Choose one option:

- 🔴 Pay 15 🪙, then put your faction cube on this field. You cannot visit it again.
- 🔴 Discard 12 🪙 worth of units (in the case of Packs, add the Recruitment and Reinforcement costs), then put your faction cube on this field. You cannot visit it again.
- 🔴 Move back to the field you have visited last.

3. SECRETS REVEALED

SCENARIO LENGTH

This scenario plays out over 13 rounds.

PLAYER SETUP

Faction: Stronghold

Faction Hero: Choose any Stronghold Hero

Faction Army: A Pack of Goblins, a Pack of Wolf Riders, a Pack of Orcs

Starting Resources: 10 × 🪙, 3 × 🪨, 1 × 🔻

Town Buildings: ⭐ Dwelling, Citadel, City Hall

Bonus: Choose one of the following options:

- 🔴 +10 🪙 Resources
- 🔴 +3 🔻 Resources
- 🔴 Draw from the Artifact deck until you have 2 cards granting bonuses to Spells. Choose one of them to add to your deck and shuffle the rest of the cards drawn back into the Artifact deck.

AI HERO SETUP

Faction: Necropolis

Enemy Heroes: Necromancer Attackers, Nimbus, Moandor

Enemy Armies:

- 🔴 **Orc Chieftains' Army:** ⭐ Goblins, ⭐ Wolf Riders, ⭐ Orcs, ⭐ Ogres
- 🔴 **Necromancer Attackers' Army:** Neutral Army of a level equal to the current round number divided by two (rounded up). If the Army would consist of fewer than 5 units, add a Pack of Skeletons.
- 🔴 **Nimbus's Army:** A Pack of Zombies, a Pack of Wraiths, a Pack of Vampires, a Pack of Dread Knights
- 🔴 **Moandor's Army:** A Pack of Vampires, a Pack of Dread Knights, a Pack of Ghost Dragons, a Pack of Liches, ⭐ Liches

Enemy Decks:

- 🔴 **Nimbus's Deck:** 2 × Might card, 4 × Magic card
- 🔴 **Moandor's Deck:** 5 × Might card, 2 × Magic card, 2 × Skill card
- 🔴 **Other AI Heroes' Deck:** 1 × Might card, 2 × Magic card

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

Skill: "Bowstring of the Unicorn's Mane" Artifact card*

Special: Prepare the "Archery" Ability card for a special story event.

Whenever this skill is activated, put one Necropolis faction cube on this Artifact card. Whenever a unit in Moandor's Army rolls a "−1", and there is at least one cube on this card, remove one of the cubes and roll the Attack die again.

MAP SETUP

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

2 × Starting Map tile (I):

- 🔴 1 × Dungeon (S2)
- 🔴 1 × Stronghold (S7)

3 × Far Map tile (II–III):

- 🔴 3 × Stronghold (F19–F21)

4 × Near Map tile (IV–V):

- 🔴 1 × Castle Near tile without any Obelisk (N6)
- 🔴 1 × Stronghold Near tile without any Obelisk (N13)
- 🔴 2 × random Subterranean tile (from: U1–U6)

1 × Center Map tile (VI–VII):

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

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

HEROES PLACEMENT

Place your Stronghold Hero on the Town field of the Stronghold Starting tile. This tile is already discovered. **Necromancer Attackers** are represented by either Necropolis model and appear on the Town field of the Dungeon Map tile as a result of timed events. **Nimbus, Moandor,** and **Orc Chieftains** do not have models or appear on the map.

ADDITIONAL RULES

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

- After each Combat with a Neutral Army, shuffle its Unit cards back into their respective decks.
- Whenever you defeat AI's Enemy Army, gain 1 ⚑.
- You cannot enter the Subterranean Gate before flagging the center field of the Center tile.
- From the Neutral Unit decks, Remove all Neutral Unit cards, except for the following:

  a) ⭐ : Rogues, Zombies, Wraiths, Harpies, Evil Eyes

  b) ⭐ : Nomads, Mummies, Vampires, Liches, Medusas

  c) ⭐ : Dread Knights, Ghost Dragons, Manticores, Black Dragons

WIN/LOSE CONDITIONS

- **Win:** You must win all Combats with Enemy Armies.
- **Lose:** You fail the scenario if your Hero is defeated in any Combat, but you can still retreat from Combat with non−Azure tier Neutral Armies.

TIMED EVENTS

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

1st Round:

- Place **Necromancer Attackers** on the Town field of the Dungeon Map tile.
- Read the "Two Barbarians" section below

4th Round:

- Place **Necromancer Attackers** on the Town field of the Dungeon Map tile.

8th Round:

- Place **Necromancer Attackers** on the Town field of the Dungeon Map tile.

13th Round:

- At the end of this round, all is lost! You lose!

The first time you enter a field with a Settlement:

- Start Combat with the **Orc Chieftains' Army** instead of the regular Neutral Army.
- After defeating it, read the "Gold is Gold" section below.

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

- Start Combat with **Nimbus's Army** instead of the regular Neutral Army.
- After defeating the **Nimbus's Army,** put your faction cube on this field.
- After defeating it, read the "Nimbus" section below.

When you enter the field with the Dungeon Town:

- Read the "The Last Necromancer in the Region" section below.

When you complete the scenario:

- Read the "Gathering Allies" section below.

IV-V

II-III

II-III

II-III

VI-VII

IV-V

IV-V

IV-V

I

Dungeon Map Tiles

THE STORY

TWO BARBARIANS

Some dust and ash from the burning building you've just left sprinkled your dark blue arm. You brush it off matter—of—factly and direct your steps towards the central square, where Crag Hack gazes at the inferno raging all around. A burning body is lying on the ground in front of him.

Another city turned into smoldering ruins by the Necromancers. You both spend a moment watching the flames consume surrounding buildings.

"We, two Barbarians, should be glad to have found each other in this land of strangers," you strike up a conversation.

"…"

"Both of us are following the trail of the Necromancers, but I am shocked that their actions seem to have gone unnoticed by Erathian leaders."

"…"

"This isn't really working," you think after another minute of silence. *"But then, I was not really expecting a talkative fellow here. It took me a little while to find Crag Hack and convince him to join up with me. At the start, he was not even interested in investigating my concern further until I mentioned his glorious battle. That always works with Barbarians like him."*

"At least his skull isn't completely empty," you murmur to yourself while leaving him behind to… watch the fire burn. Shortly after you and Crag Hack joined up, you came across a section of Erathia completely taken over by the undead. Being the bloodthirsty Barbarian that Crag is, he wanted to go rush in and take on all the Necromancers by himself. Convincing him to stay and build up an army was a lot easier than you thought. All you had to do was mention that if he built an army, he could roll over all the undead in this area in a matter of weeks.

But was this city truly taken down by Necromancers? After walking for a while, you spot a few corpses lying around. They don't usually leave them behind. Or at least, they are not lying when they leave them…

As you cross the rugged terrain on the side of the settlement, you come across a man lying on the side of the pass with a big gash in his side. His breath is very weak. When he sees you standing there, he waves you over. Before you can get too close, though, he points to the east and says in a hoarse whisper, "My gold… taken… lots of Orcs… hurry…" With that, his limp hand falls to the ground and his eyes become vacant.

Looks like someone else is using the chaos around to cover their actions.

GOLD IS GOLD

In the direction the dying man pointed to, you found a small group of primitive stick huts—orcish settlement, no doubt.

"We have been collecting this gold for years! You will not take it from us!" shouts one of the orcs just before the fight.

"As if this gold was really yours," you think to yourself. As you wipe the blood from your blade, you contemplate what a good fight that was. Well, since the orcs won't be needing this gold anymore, you decide to take it.

"Since I started traveling with Crag Hack, several weeks have passed. He was not that into my investigation at the start, but now he is very enthusiastic about kicking some serious Necromancer butt." The thought of seeing it makes you smile. *"While we camped, he told me the story about how a Wizard named Sandro tricked him into giving up four artifacts without getting paid. I have never heard of this Wizard but will keep an eye for anyone fitting his description."*

Laughing to yourself, you come to the realization you were crazy to even think about joining forces with that… that… that Barbarian. Curious about the battle tactics of an esteemed and much more experienced warrior than you, you asked him how he would plan to proceed with the Necromancers. Here is what he said: "We build, we crush. Fear not the smelly ones."

"Well, that was blunt, if anything," you murmur, smiling. Realizing this Barbarian will probably rush off into battle half prepared, you bark orders to speed up the preparations.

The cities are coming along nicely. And you have built a decent army. Yet, it's going slower than you would like. For some reason, you have a nagging suspicion you are in for a lot of trouble. Not liking this feeling, you sent out some scouts to take a look at the area around. They've been absent for some time, but it seems your gut was right—one of your men has just come rushing back, saying he has brought back some intelligence on the enemy. But the news is not good.

"Not only will they come at me from all sides, we are outnumbered three to one!" You shout after looking down at the scout's report. The Necromancer forces are a lot stronger than you originally thought. "I must let Crag Hack know about this immediately!"

NIMBUS

The last battle was harsh. Not only did the enemy command an army that was stronger than the ones you faced so far, but he wielded really powerful magic. So, after the battle, you collapse—relieved but exhausted.

While you are lying on the ground, Crag Hack shows up. Seems like he never runs out of energy and is eager to discuss exactly how you are going to crush the Necromancers. Apparently, he had practice in this before—he killed lots of Necromancers for some artifacts. As he explains to you, those artifacts were supposed to be his ticket to gold, land, and women. But it never happened because Sandro cheated him out of the whole deal. Now he just wants to kill stuff to relieve stress.

After listening to this for a while, you start to lay out your plans, explaining that the longer he waits in some instances, the more Necromancers he will be able to crush. He seems to agree with the idea… but something tells you he may not stick to the plan…

THE LAST NECROMANCER IN THE REGION

You had sent out two scouts to check out the town's fortifications. Only one has returned, but he has brought more than just information you needed. He had an interesting conversation memorized.

"This is what I remember that was said," starts the scout. "'This is getting ridiculous,' said the Necromancer. 'Finneas Vilmar will be absolutely raging when he hears of our losses. Our orders were simple: come here and build an army. We can't even do that! I am going to take that Barbarian's head and use it as a paperweight… once I catch him, that is…' Then the soldier replied: 'They haven't won yet, do not fear.' But that only made the Necromancer angrier, so he shouted at him: 'I AM NOT AFRAID! Do you hear me? Nothing in this world scares me!' To which the soldier said: 'Yes, sir.' And after that, the Necromancer shouted some more: 'Now go get me the heads of those filthy barbarians! NOW!' That one was really funny," the scout chuckles. "…but that was when their conversation ended, sir."

Noting this, you decide that once these Necromancers are gone, you would pay this Finneas Vilmar a visit. But for now, you need to focus on the enemy ahead. Raising your hand, you gather your troops to attack the last Necromancer base in the region.

GATHERING ALLIES

Today's battle has drained you and your troops completely. But when Crag Hack found wine stashed in a cellar of the last Necropolis castle, most of the men started celebrating as if they had not been fighting for several days straight just before that. Leaving them be, you go to get some well—deserved rest in your tent, but a messenger awaits you there with some promising news. It seems you and Crag Hack are not the only ones fighting these Necromancers. A Ranger and a Druid, Gelu and Gem, are also fending off the forces of undead, but they are working within the borders of AvLee. You had not realized the Necromancer's influence reached so far. Quickly, you pen a letter explaining your situation and send it off to them, hoping they will meet with you at a later date.

After handing the letter to one of your men, you can't help but ponder, "Maybe they have some information on that lich Sandro, who tricked Crag Hack. He seems like a linchpin of this whole chaos. And if that's the case, he might also know where Vidomina is. She must be found before she gets completely corrupted by the Necromancers. She must be stopped… one way or another…"

MAP LOCATIONS

TOWN

Category: **Flaggable**

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

SETTLEMENT

Category: **Flaggable**

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

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.

SPELL SCROLL

Category: **Visitable**

When you enter this location, take 1 Spell Scroll card, place it near your Hero card, and follow the instructions on the card.

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.

CREDITS

Rules design: Kamil Białkowski, Jacek Karpowicz, Aleksander Kubiak, Jakub S. Olekszyk

Solo mode rules design: Aleksander Kubiak

Tournament rules design: Kamil Białkowski

Technical Writing: Hermanni Karppela

Proofreading: Derek Barry, Paul Becker, Eliška Boudová, Santiago Adrián Domínguez, Matthieu Emont, Szymon Ewertowski, Bruce Fletcher, Pauline Fuchs, Malte Kühle, Jaume de Marcos, Anna Skup, Michal Stárek, Piotr A. Wesołowski

Graphic design and editing: Anna Gut, Hubert Charczyński, Dawid Kopczyński, Patryk Kubiak, Przemysław Nawrocki, Natalia Rachowska

Box cover and book cover art: Viviane Tybusch Souza

Artwork: Tomasz Badalski, Yoann Boissonnet, János Brumár, Shen Fei, Marcin Jarkiewicz, Dave Ketch, Krzysztof Porchowski Jr., Tomasz Tworek, Viviane Tybusch Souza, Iana Vengerova, Bartosz Winkler

Miniature sculpting: Adrian Bukowski, Adrianna Dołowska, Aleksandra Lupa-Trendota, Paweł Kazub, Maciej Powarunas, Konrad Rogowski, Stefano Vecchi

Project management: Michał Hartliński, Jakub S. Olekszyk, Michał Tukan

Marketing: Wiktoria Budnik, Szymon Ewertowski, Kamil Grochowski

Chief Operating Officer: Michał Pawlaczyk

Chief Executive Officer: Jarosław Ewertowski

Heroes of Might & Magic IP team (Ubisoft):
Eric Damian-Vernet — Brand Director
Theo Gallego — Senior Game Designer
Vicky Malineau — Narrative Director

Special Thanks:
Jean-Felix Monin — Creative Director (Ubisoft)
Jon Van Caneghem and New World Computing — the original creators of Heroes of Might & Magic

Gametesting and consulting:
Artur Adamski, Sławomir Aftarczuk, Piotr Andrzejewski, Maciej Barczyk, Derek Barry, Filip Bęben, Marijn Bierhof, Edyta Borkowska, Michał Borkowski, Konrad Boryczka, Maxime Bouchard, Alex Brown, Adam Burdykiewicz, Marcel Cwertetschka-Mattasits, Jarosław Czerwiec, Sławomir Czuba, Kamila Faber, Aleksandra Frąckowiak, Piotr Gapiński, Iwona "Ivcia" Gawrońska, Nina Gerling, Izabella Gładysiak, Kuba Iwaszko, Anna Jabczyńska Adamska, Kaja Jastrzębska, Patrycja Jaszewska, Kacper Jurczyński, Aleksandra Kajkowska, Filip Karpowicz, Artur Kasprzyk, Marcin Kawczyński, Piotr Kierzkowski, Darek "KIRA" Kloskowski, Kamil Kluba, Joanna Kmieć, Marcin Kmieć, Lustyk Kostek, Julia Kostka, Katarzyna Kotas, Zuzanna Kotlarek, Theofilos Koutroubis, Kacper Kozioł, Adrian Krasicki, Łukasz Krogulec, Grzegorz Kuryłowicz, Dawid Kuźniacki, Robert Kałek, Paweł Kwiecień, Karol "Hadesto" Lach, Peer Lagerpusch, Konstantinos Lekkas and Dracon Rules Design, Emilia Lewandowska, Ziemowit Lewandowski, Tomasz Małyszka, Robert Mankowski, Marcin Marenda, Philip Middleton, Maciej Miga, Anna Młyńska, Cezary Młyński, Sławomir Mocha, Adam Mrowiec, Michał Musiał, Kajetan Najda, Robert Nieroda, Aleksander Nowacki, Aleksandra Olejniczak, Mateusz Olejniczak, Kacper Olekszyk, Kamil Orłow, Szymon Pach, Adam Pankau, Bartosz Perzyński, Paweł Piekarski, Jan Pietras, Rafał Polakowski, Konstantinos Poumpouridis, Marcin Półbrat, Dominik Radkiewicz, Marcin Radomski, Jamie Rowley, Tomasz "Student" Rudnik, Cyprian Sala, Krystian Skrzyszewski, Adam Smuda, Grzegorz Sowa, Justyna Stawowska, Krzysztof Szych, Jan Tomczak, Michał Tomczak, Szymon Tomczak, Bartosz Tafelski, Rafał Tomczyk, Karol M. Toporowicz, Oktawian Tośko, Maciej Urbaniak, Sara Urbańczyk, Milan Varga, Adam Witek, Paweł Wojciechowski, Witold Wojcieszak, Arkadiusz Zawieja, Karol Zawieja, Adam Zielke

Awaria Prądu, Boardowa Cafe, Druga Era, Fani Gier, Fantasmagoria, Hirawka, Igranie w Lochu, Inowrocławski Klub Fantastyki Cerber, Ludiversum, ParaDice, Planszownia Grodzisk, Planszówkowi Astronauci, Pokój Geeka, Portotypy, Szczecinecki Klub Fantastyki, Trzy Plansze

Lore consulting: Mateusz Bąk, Rafał "Dark Dragon" Mońka (Acid Cave), Mateusz "Hellburn" Jarosz (Jaskinia Behemota)

Thanks for the inspiration and fluffs for some Astrologers Proclaim cards: Jędrzej Mroczkiewicz, Marek Pakieser (Kopalnia Drewna)