



HEROES III

OF MIGHT AND MAGIC®

III

THE BOARD GAME

FORTRESS

MISSION BOOK

The swamps of Tatalia are unforgiving for those who do not wish to dirty their hands. To live is to fight. And to fight, you need to fortify your resolve and master your inner flame. Only the ones capable of it, are worthy of leading the Fortress.

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

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COMPONENT LIST

7 × Map tile:

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

1 × Town board

1 × Mission book

1 × Player's Aid

2 × Hero model

7 × Unit model

1 × Hero card (double-sided)

7 × Unit card

7 × Town Building tile

2 × Neutral Unit card

3 × Astrologers Proclaim card

8 × Artifact card

20 × Spell card

4 × Ability card

6 × Specialty card

20 × Event card

8 × Statistic card

- 4 × Defense card
- 2 × Power card
- 2 × Knowledge card

9 × Gold token

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

6 × Building Material(s) token

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

4 × Valuable(s) token

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

1 × Build token

1 × Population token

1 × Spell Book token

1 × Morale token

30 × Acrylic cubes

- 10 × "Black"
- 20 × "Dark Green"



NEW ELEMENTS

EVENTS

Fortress introduces “Event cards” that describe a new type of events, which means that with this expansion the gameplay can be affected by three types of events:

- Astrologers Proclaim cards*
- Timed events*
- Event cards

*For a detailed description, see the Rulebook page 9.

EVENT CARDS

At the start of each Resource round (except for the first one), after each of the players is given their resources, an Event card is drawn and resolved according to its description. The first player draws the first card, then—on the next Resource round—the drawing player changes clockwise. Event cards describe events that affect different aspects of the game, and they take effect immediately. Shuffle this deck and place it face down near the Round tracker.



Event Card

1. Name
2. Fluff
3. Effect

RULES FOR USING EVENT CARDS

Whenever Event cards are used in the game, the following rules apply:

- Event cards are only used in scenarios involving multiple players. If the described action does not involve other players, each player performs the action in clockwise order.
- If there is no specific information on the order of performing actions, the players take actions clockwise, starting with the one who drew the Event card.
- If the actions described in the event are not connected to each other, players can perform them simultaneously without waiting for others to finish.
- After resolving an event, if any additional cards are left, shuffle them back into the piles from which they were taken.



SCHOOLS 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.



School of Fire



School of Water



School of Air



School of Earth

MAP LOCATIONS

In Fortress Expansion, you will find more tiles with new locations to discover. For the complete list of the locations, go to page 26.





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.





ALLIANCE MODE

ARROGANCE

Once, centuries ago, the world was at peace. Four cultures lived in harmony and freely associated with each other. Then you came into power and realized things would be better for you if you took over the entire world.

PLAYER COUNT

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

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:

- 4 × Starting (I) Map tile
- 8 × Near (IV–V) Map tile, 4 of which must contain an Obelisk
- 2 × Center (VI–VII) Map tile, 1 of which must contain a Grail
- 8 × Far (II–III) Map tile – Each player gets 2 of these tiles and places them face down next to their Hero card to use during the scenario.

NOTE: Before placing the Near tiles, separate them into 2 piles (with and without an Obelisk). Put them alternately so that the tiles with an Obelisk are not placed adjacent to each other.

STARTING RESOURCES

Each player starts with the following resources:

13 ×  4 ×  1 × 

SETTING A PLAYER'S INCOME

Set the income on the income tracker to:

“10”  “0”  “0” 

STARTING BUILDINGS

Each player starts the game with these buildings:

-  Dwelling


STARTING UNITS

Each player starts with the following units:

- 2 × A Few  with the highest Recruitment cost.

ADDITIONAL SCENARIO RULES

During this scenario:

- Only a Main Hero can obtain the Grail.
- Only one Grail can be taken, even if there are 2 tiles with the Grail.
- Alliance may not visit the field with the Grail token unless either they have already visited at least 4 different Obelisks or the Grail token has been taken by any Hero at least once.
- To obtain the Grail token, a player's Hero must spend 2 Movement Points on the field with the Grail.
- 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 hex where the Hero was defeated.
- The Grail token increases  income by 5.

VICTORY CONDITION

To win the scenario, by the end of the 12th round, an alliance must have the Grail token delivered to one of its Towns.

ROUND TRACKER

If the above condition is not met by the end of the 12th round, the game ends and all players lose the scenario.

TIMED EVENT

At the start of the 3rd, 6th, and 9th rounds, every Hero gains Positive Morale.



CLASH MODE

SEARCH FOR THE GRAIL



The Grail is said to have been lost somewhere in the area, and you have been charged with finding and retrieving it. But beware! The minions of your enemies are also seeking to lay their hands on it!

PLAYER COUNT

A scenario for 2–3 players.

SCENARIO LENGTH

This scenario plays out over 10–13 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
- 6 × Near (IV–V) Map tile, 3 of which must contain an Obelisk
- 1 × Center (VI–VII) Map tile with the Grail field
- 4 × Far (II–III) Map tile—Each player gets 2 of these tiles

NOTE: Before placing the Near tiles, separate them into 2 piles (with and without an Obelisk). Put them alternately so that the tiles with an Obelisk are not placed adjacent to each other.




For a 3-player scenario:

- 3 × Starting (I) Map tile
- 6 × Near (IV–V) Map tile, 3 of which must contain an Obelisk
- 1 × Center (VI–VII) Map tile with the Grail field
- 6 × Far (II–III) Map tile—Each player gets 2 of these tiles

NOTE: Before placing the Near tiles, separate them into 2 piles (with and without an Obelisk). Put them alternately so that the tiles with an Obelisk are not placed adjacent to each other.

STARTING RESOURCES

Each player starts with the following resources:

16 ×  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:

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

ADDITIONAL SCENARIO RULES

During this scenario:

- Only a Main Hero can obtain the Grail.
- Only one Grail can be taken, even if there are 2 tiles with the Grail.
- Players may not visit the field with the Grail token unless either they have already visited at least 2 different Obelisks or the Grail token has been taken by any Hero at least once.
- To obtain the Grail token, a player's Hero must spend 2 Movement Points on the field with the Grail.
- 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 hex where the Hero was defeated.
- The Grail token increases  income by 5.

VICTORY CONDITION

To win the scenario, a player's Main Hero must gain the Grail token and return with it to their Faction Town.

ROUND TRACKER

If the above condition is not met by the end of the 10th round, the game ends and all players lose the scenario.

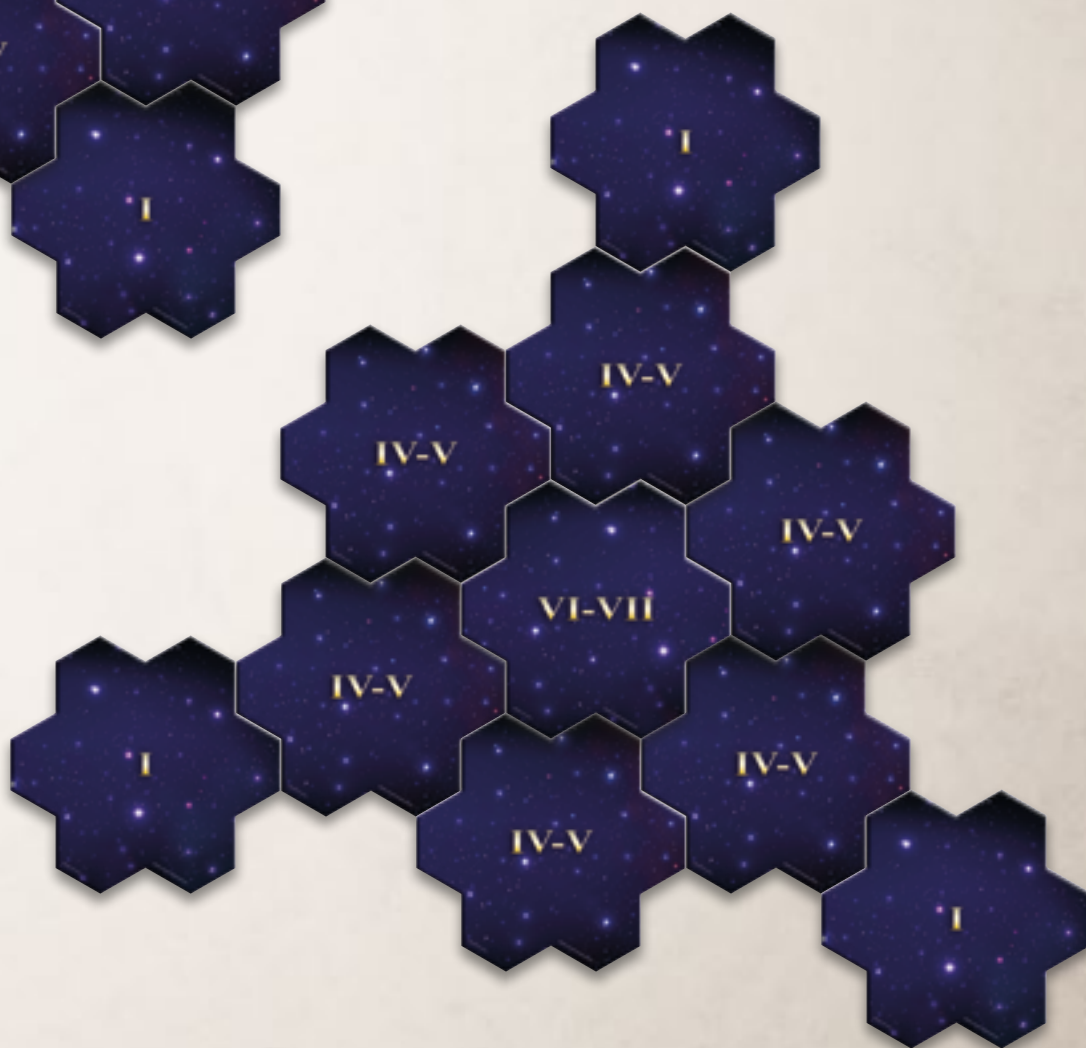
If by the end of the 10th round the above condition is not met, but a player has the Grail token, they gain additional time—until the end of the 13th round—to return with the Grail to their Faction Town. Otherwise, they—too—lose the scenario.

TIMED EVENT

At the start of the 3rd and 9th rounds, all Heroes gain +1 MP.



2-PLAYER
SCENARIO



3-PLAYER
SCENARIO



FORTRESS CAMPAIGN—PLAYING WITH FIRE

1. FARMING TOWNS

After the Restoration of Erathia, the necromantic cult of Lord Haart was made illegal, and its members went underground. Cultists resurrected their leader and decided to move to Tatalia.

At the same time, after receiving lessons from clerics in Steadwick—the Erathian capital, the witch Adrienne returns to her homeland—Tatalia. Her brethren treat her with distrust also because she specializes in fire magic, rare in Tatalia. She discovers a Death Knight is turning the local population into a harvesting ground for Undead. Restore the land and hunt down this evil. Utter extermination of the undead plague is your ultimate goal.

SCENARIO LENGTH

This scenario plays out over 13 rounds.

PLAYER SETUP

Faction: Fortress

Faction Hero: Choose one—Adrienne or Wytan

Faction Army: A Few Gnolls, ★ Rogue*

Starting Resources: 12 ×

Town Buildings: None

Bonus: Choose one of the following options:

- Search (3) the Artifact deck
- Search (3) the Spell deck
- +4 Resources

AI HERO SETUP

Faction: Necropolis

Enemy Heroes: “NightStalkers”

Enemy Army: A Pack of Vampires, a Pack of Liches, a Pack of Zombies, ★ Mummies*

Enemy Deck: 2 × Magic card, 4 × Might card

Enemy Spell Deck: 2 × “Curse” Spell card

Special: Prepare the Zombies card for later use in the scenario

**Before beginning the scenario, find this card in the relevant Neutral Unit deck.*

MAP SETUP

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

1 × Starting Map tile (I):

- 1 × Fortress (S5)

3 × Far Map tile (II–III):

- 2 × Castle (choose from: F3, F6, F9)
- 1 × Fortress (choose from: F13–F15)

3 × Near Map tile (IV–V):

- 1 × Necropolis (choose from: N1, N4)
- 2 × Fortress (N9, N10)

HEROES PLACEMENT

Place your Fortress Hero on the empty field on the bottom leftmost Map tile—the furthest distance away from the Fortress Starting tile. Ensure the Map tile is rotated and positioned in such a way that the empty field is the leftmost field of the map.

ADDITIONAL RULES

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

- The bottom leftmost Map tile is already discovered.
- Once your Hero reaches Level 5, they gain no more Experience.
- You can neither **Recruit** using your Town Buildings nor produce resources unless you have conquered the Town.
- Prepare two copies of the “Diplomacy” Ability card for the special event.

- The “Diplomacy” Ability card can be used for ★ and ☆ even without the corresponding Dwelling.
- Whenever you trigger Combat with Neutral Units, replace one ★ with a Few Zombies.
- If your Hero visits an Obelisk before the 6th round, it does nothing. After that, it triggers a special event in the story.

WIN/LOSE CONDITIONS

Win: You must fulfill the conditions described in the “Some Things Never Change” section.

Lose: You fail the scenario if:

- You do not capture the Town within 4 rounds.
- You do not fulfill the conditions described in the “Some Things Never Change” section.

TIMED EVENTS

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

1st Round:

- Read the “Please, Help Us!” section below.

4th Round:

- If you do not have a Town at the end of this round, you suffer defeat in the scenario.

6th Round:

- Read the “Some Things Never Change” section below.

8th Round:

- Remove the Black cubes from all locations on the map. The locations can be visited again.

13th Round:

- At the end of the round you lose unless you have fulfilled the conditions from the “Some Things Never Change” section.

When you complete the scenario:

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

**Castle
Map Tiles**



**Fortress
Map Tiles**

**Necropolis
Map Tiles**

THE STORY

PLEASE, HELP US!

Adrienne climbed the hill, to have a better view of the area. The landscape on the other side resembled her beloved Tatalia even more—the forests grew denser, while grasslands gradually yielded to mossy swamps. Her eye even caught a glimpse of a few unique herbs native to her homeland.

The sight, however, brought her little joy. Because no matter where she looked, her gaze was met with eerie emptiness. No chimney smoke, no horse-pulled carts, no tired peasants toiling in the fields. She had hoped that the familiar sights would compensate for the harshness of her long journey from Erathia to Tatalia, and yet her heart sank with every abandoned town that she passed.

“I have yet to encounter a living soul,” she murmured to herself. “There is only the lingering stench of...”

She would even prefer annoying kids’ banter to that silence. Or their mockery.

The Fire Witch, as they started to call her, cannot bear to be away from her lands, but is not readily welcome there either. For the people of Tatalia fear Fire Magic and shun all who use it. Yet that was a price Adrienne was willing to pay. Knowing the power it holds, and wanting to wield it... She let these desires pave her path, she let them guide her every step, even when she left her home and her whole world behind...

She never regretted it. The time spent in Steadwick studying with the Clerics was useful and productive. Without it, she would have never become who she was today. But it was too long away from the swamps and the marshes she loved and called home.

A sudden movement in the bushes below a nearby pine roused her from her musings. She jumped down and rushed towards it. The bushes rustled and she prepared for attack. Even in Erathia there are beasts to be wary of. It was not beasts, but peasants. With blood caked and dried on their faces and wraith-like bodies. Terror gripped these peasants and held them captive. Barely able to stutter out the horrors they were witness to. Finally, after a bit of water and some coaxing, one of them told the tale in a near-senseless jumble of words.

“I—I was farming, and my wife was out picking berries with the children.” He closes his eyes to squeeze out the images and breathes deeply. “Th—then we were beset upon by a wailing none of us had ever heard before. Frozen in terror, I watched as these ghastly things flew towards my wife and children.” He sobbed, unable to

speak for a moment. “Then I ran and ran and ran. Never looked back. Mortimer found me two days later. But he’s dead now, or at least sort of. He walks but does not see or hear that we are his friends. He killed his own son!” The man finally broke down completely and cried like a child.

This was worse, much worse.

‘Who...’ is unknown. ‘Why...’ is unknown.

Your Hero immediately gains one level of Experience—draw the Diplomacy Ability card instead of an Ability card that you would draw normally. Once you draw the starting hand for your hero, put another copy of the Diplomacy Ability card on top of your deck.

If you enter a field with an enemy Town, you can capture it. The Town is defended by a III level Neutral Army. After capturing it, read the “Town of Basdar” section below.

TOWN OF BASDAR

Upon approaching the half-destroyed town of Basdar, mutterings can be heard within the troop ranks. Worried about their homes and families, they begin to wonder if they will ever return and if there will be anything to return to. Such talk causes the men’s morale to falter. Something must be done soon. Good news needs to arrive, for if it does not, you will surely lose the war.

Unfortunately, the reports from the others confirm your worst fears. Someone is slaughtering the peasantry to make an undead army. But for what reason...

The sight of a lone figure of a young girl hiding behind ruins makes you push the dark thoughts away for a moment. Her dress is torn and tattered, and she is half-starved. You rush your troops to share some of the meager supplies you are carrying, and she wolfs down the offering. Her story is a brave one, as she counted the numbers in the garrison while hiding from the scouting parties for several days. There were five men on large, black horses. Ten had glowing staves, and there were twenty of the bloodsuckers. There were thirty-five floating women in rags with glowing eyes. Fifty of the slow-moving, rotting corpses shuffled around, with one hundred of the skeletons in broken bits of armor. Once done telling her story, she begins to sob uncontrollably, relieved to be out of harm’s way.

This must stop. These are horrors a child should never witness. Bearing this resolve in mind, you call your army to set this place as your base and rush to your tent. Determined to apprise the Erathian officials of the situation, you start your letter...

You finish it just as the evening sun paints your tent with shades of flaming red. You give the message a final quick read.

“My name is Adrienne, Witch of Tatalia. I am aware we recently were at war, but now is a time for our lands to work together. Recently, on a journey home from Steadwick, I crossed paths with a group of peasants from Brastleton. My men have confirmed the news of the undead overrunning the land. Erathia is under attack by these vile creatures. I am the only one who has answered their pleas. I do know of the troubles you are having with this new menace, but any help would be appreciated.”

Satisfied the message conveys the urgency of the situation, you rise to send it off, hoping the Erathians will take seriously a request for help from a Tatalian. Just when you were about to leave, your most trusted friend and advisor, Baltron, shows up.

“Adrienne, there is no way Erathia is going to assist us and yet you attempt to beg help from them. They are still upset at the war and are probably under attack. Why do you bother?”

“Well, I must try.” A small, quirky smile brushes past your face. “This way I have covered all of my bases. If we fail, then no one can say I should have asked for help. What if they do not refuse? It is a possibility I cannot pass up. You are no warrior. I need troops and other warriors or spell casters. I do value your assistance, but we simply need more help. This is not going to be an easy battle, and you know it.”

The weight of your words makes him reply with silence. Unwittingly, your face catches some of your resolve and your usual frown settles back to its accustomed place.



After capturing the Town, choose one of the following options:

Option 1 – Gain:

- City Hall
- A ★ Dwelling
- +30 🍷 Resources
- +3 🌿 Resources
- Set Production of 🌿 to 2
- Set Production of 🍷 to 20

Option 2 – Gain:

- A ★ Dwelling
- A ☆ Dwelling
- +8 🍷 Resources
- +8 🌿 Resources
- +1 🌿 Resource
- Set Production of 🌿 to 2
- Set Production of 🍷 to 20

SOME THINGS NEVER CHANGE

Last night you came across lots of piles of rotting flesh. Even though they did not move, you were confident it was a trap. Rather than risking another confrontation, you unleashed the flames burning in your soul, cleansing the area of the rotting bodies. The men were horrified at the show of fiery magic. Recoiling from your destruction of what obviously had become Zombies, they stood far from you. The fear in their eyes was enough of an answer ‘why’.

As you reminisce, a cloud of dust, rising over the road behind your troops, moves close enough for you to see horsemen rushing towards your position. You hastily move through your men to discover the riders to be two messengers.

One of them was a part of the group you sent to Tatalia to scout the situation. Only he returned. Your worst fears seem to come true. The infection of the undead has spread across the border and into Tatalia. There will be no way to get word to the leaders anytime soon. You must deal with this problem without help from your beloved homeland. Moreover, the sighting of the leader occurred some days ago. It is a Death Knight on a great Black Charger. Loyal followers obey his every wish and command. He has moved deeper into Tatalia, and you know this does not bode well for your homeland. Time is of the essence.

It is the other messenger who makes your heart skip a beat, however, as he bears the official insignia of Erathia!

Such a quick reply can only mean one thing. You hastily grab the letter from him, but the moment you start reading, you tense up.

“We regretfully inform you of our inability to assist in this manner. Due to a new and formidable menace, we are unable to spare a single Knight or Cleric. Since the disturbance takes place on the Erathian-Tatalian border, we would be grateful if you and your people were able to remove this nuisance. There is, however, one Knight whom you may be able to recruit. He is being ransomed by a group calling themselves, ‘The NightStalkers’. If you free him and show this letter, he will offer the aid you need.” Barely containing the burning fury welling up within, you crumple the letter and stuff it into your pocket. Fools never listen! While you were occupied with the letter, Baltron showed up. Your expression gives away the answer to his unspoken question, so he starts instead:

“My dearest young Witch,” you know this is going to be an ‘I told you’ session.

“I did warn you against begging for aid from Erathia. Even the Tatalians are unreachable. I am truly surprised they even took the time to write what they did—

You cut him off angrily. “Quiet! I am the one who makes the decisions around here. Don’t give me that ‘I told you so’ crap. I was well aware of what the response was going to be. Now I have covered my bases, and we can get on with this business of burning the plague of undead from the land.” Unconsciously, your hands have clenched and power had begun to slither out and curl around you like a snake ready to strike. Seeing the terror in his eyes you stalk out and curse him for getting you so angry. You try to leave, but the moment you take your first step, the messenger stops you.

“That’s not all,” he says with an apologetic expression while handing you another, less official, letter from Erathian lords from the outer regions of the kingdom. They noticed your movements. They need money to run a war. Busy with their own problems, they have neglected to realize there are problems on the border. The messenger says if he does not return with the tithe due from this area, then he will have to tell the Erathian military there is a Tatalian Witch running the territories here, and that could be very bad for you. Their audacity knows no bounds! Baltron says nothing more and just leaves you alone. You order to set up a camp—you need time to gather your thoughts. That night your own men, fearful of your fire magic, shunned you. In the morning, black smoke plumed into the sky. Rushing to see why the forest was burning, you saw the most amazing sight. The men were grimly surrounding a pyre. There, the bodies of the dead were being burned. Apparently, they

had come to terms with fire and realized its value here. If the bodies were not utterly destroyed, then they would soon join the ranks of undead. It was best this way.

This part unlocks two Victory Conditions for the scenario (you must meet both to win):

1. You need to gather:

- 40 × 
- 20 × 
- 10 × 

If you succeed, read the “Dirty Politics” section below. **Beware!** You will lose these resources!

2. Enter a field with an Obelisk, read the “NightStalkers” section, and then win the fight with the “NightStalkers” Army.

If you fulfill both of these conditions, read the “Where There Is a Light, There Is Always a Shadow” section.



DIRTY POLITICS

Grinding your teeth at having to be political, you fork over the tithes. Your men for the one last time count the crates of material demanded by the Erathian lords—all under the watchful eye of their messenger.

Having one less thing to worry about, you continue on with your journey. But the surroundings are not making it easy for your troops. The stench of death fills your lungs, and you can taste the decay in the air. The undead horrors foul the land, creating a waste none can stand to live in. On a nearby rock, you see a message saying “Beware the NightStalkers!”

Rallying the troops, you are able to push on with renewed determination.

Return these resources to the Resource Pool:

- 40 × 
- 20 × 
- 10 × 

NIGHTSTALKERS

Passing through the small valley, the troops come across the scarred land where a great battle had taken place. Bodies, weapons, and horses litter the ground as a somber reminder of war. Nothing but the screams of tortured and dying men echo through the trees. Taking a quick look, scouts report Vampires feeding on the survivors of the battle. The tattered remains of an army are food for these soulless creatures. The shouts of their leader can be heard. Sir Michael lives.

You rush to where his voice is coming from, but while passing a nearby bush, an incredibly strong hand grabs your arm and holds you in place. You hear an amused voice from behind:


“Well, well, well. Lookie what showed up on our doorstep. So, you think you can take us? We don’t think so.”

You lift your head a bit and see a Vampire, who was mimicking Michael’s shouts a moment ago.

“Hey look! Lunch!”

Instinctively, you gather your magic and release it in a fiery burst, charring everything behind you. With satisfaction, you feel the Vampire’s grip dissolve into nothingness as the creature shrieks in agony. Seeing that their leader steps out.

“A ragtag bunch of people who want to become our dinner. Mmmm, mmmm good. Finger-licking good, that is. Dig in, boys!!!”

Start Combat with the “NightStalkers” Army. For the first round of battle, all units in their army gain +2 to initiative. Place 2  token to the Vampire unit.

If you win the fight, read the “Prison of the Vampires” section below.

PRISON OF THE VAMPIRES

Once the battle is over, you approach the small prison guarded by the Vampires you have just vanquished. Inside, a group of Erathians is waiting to be freed. Some are chained to the walls, while others lie on the ground. All bear fang marks on their bodies. You call out to Sir Michael and a sturdy man comes forward. He seems to be still alive, and in good condition, too! You show him the letter, he reads it and drops to one knee. “I pledge the loyalty of me and my men.” Satisfied, you move forward to free them from prison.

WHERE THERE IS A LIGHT, THERE IS ALWAYS A SHADOW

It has been a long and tiring day. Traveling through familiar territory that has been turned into a pile of rotting corpses takes its toll on everyone. As if that wasn’t enough, the scouts brought more grim news. They have been tracking the Death Knight, and have finally returned with word of who he is. Those Death Knights and Necromancers seen here used to be living members of a cult that served Lord Haart. They raised him from the dead. Then he raised the dead members of his cult, who now serve him with utter loyalty.

Sighing heavily, you retire to your simple tent to find a few hours of sleep. Noticing the flap is open, you cautiously enter, wondering if undead understand the notion of assassins. If they do, you were not going to find the answer today. Dozens of flowers litter the inside of the tent, their sweet perfume a heavenly scent. You breathe deeply and realize this is not something soldiers or Baltron would do. Giggling from just outside the door lets you know who is responsible for such a gesture. Children, recently rescued, are watching you enjoy the simple pleasure of flowers amidst the horrors of war. You toss them a smile and shoo them off to bed. For that night, at least, you sleep well and dream only of your childhood.



FORTRESS CAMPAIGN—PLAYING WITH FIRE

2. MARCH OF THE UNDEAD

SCENARIO LENGTH

This scenario plays out over 12 rounds.

PLAYER SETUP

Faction: Fortress



Faction Hero: Choose one—Adrienne or Wystan

Faction Army: A Pack of Gnolls

Starting Resources: 10 × , 3 × , 1 × , additional +5  production

Town Buildings:  Dwelling,  Dwelling

Bonus: Choose one of the following options:

-  Add a Few Lizardmen, a Few Dragon Flies, and a Few Basilisks units to your army
-  Add a Few Marksmen, a Few Griffins, and a Few Crusaders units to your army

AI HERO SETUP

Faction: Necropolis

Enemy Heroes: Nagash



Enemy Army: A Pack of Dread Knights, a Pack of Vampires, a Pack of Wraiths, a Pack of Liches

Enemy Deck: 6 × Magic card, 1 × Might card, 3 × Skill card

Enemy Spell Deck: 2 × “Magic Arrow” Spell card, 2 × “Curse” Spell card, 2 × “Slow” Spell card

Skill: “Sorcery” Ability card*

Special: Prepare the Zombies, Skeletons, and Wraith unit cards for later use in the scenario

**If you draw skill cards two times in a row or if there are no more spells in the AI hero Spell deck, deal  equal to  to the player's unit with the lowest HP.*


MAP SETUP

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

1 × Starting Map tile (I):

-  1 × Fortress (S5)

3 × Far Map tile (II–III):

-  3 × Fortress (F13, F14, F15)

4 × Near Map tile (IV–V):

-  2 × Dungeon (N2, N5)
-  2 × Fortress (N9, N10)




The Starting Map tile and both Dungeon Near Map tiles are already discovered.

HEROES PLACEMENT

Place your Hero's model on the center field of the Fortress Starting Map tile.

ADDITIONAL RULES

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

-  The first time you discover a Fortress Near tile with an Obelisk field on it, read the “Bad Decisions...” section.
-  You cannot enter the field with Obelisk till all Mines and Settlements are **Flagged**, except for the ones on the Dungeon Near tiles.
-  Entering the Obelisk on the Fortress Near tile teleports your hero to the field with an Obelisk on the Dungeon Near tile.

WIN/LOSE CONDITIONS

Win: You must **Flag** (put your faction cube on) all Settlements and Mines on the map.

Lose: You fail the scenario if you reach the end of the 12th round without fulfilling the winning condition.

TIMED EVENTS

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

1st Round:

- Read the “The Death Knight’s Shadow” section below.
- Whenever you trigger Combat with Neutral Units, replace the first drawn ★ with a Few Skeletons unit.

3rd Round:

- Read the “Birthdays Are the Worst” section below.
- From this turn onward, the difficulty level of every Combat encounter on the map increases by one till the end of the scenario (see page 35, “Field Difficulty Level Table” in the Core Rulebook).
- Whenever you trigger Combat with Neutral Units, replace the first drawn ★ with a Few Zombies unit, and the second drawn ★ with a Few Skeletons unit.

5th Round:

- Read the “Birthday Present” section below.
- Whenever you trigger Combat with Neutral Units, replace the first drawn ★ with a Few Zombies unit, and the first drawn ☆ with a Pack of Wraiths unit.

12th Round:

- At the end of the round, if the Enemy Army has not been defeated, the player fails the scenario.

If you discover a Fortress Near tile with an Obelisk on it:

- Read the “Bad Decisions...” section.

When you complete the scenario:

- Read the “The Last of Them” section below.



THE STORY

THE DEATH KNIGHT'S SHADOW

Freeing the Erathian-Tatalian border from the grasp of undead, you push further into Tatalia, fearing what you see. With the conclusion of the Restoration War, Lord Haart's necromantic cult had disbanded and went into hiding. It appears they have resurfaced and resurrected their leader. Lord Haart was raised from the dead and is now sweeping through Tatalia creating an undead army of mammoth proportions. Now he walks the Tatalian lands, a Death Knight.

"If I am to continue my hunt for the dead warrior, I will need help. I hope my countrymen will be wise and not shun a hero who embraces fire magic..." With these dark thoughts, you try to fall asleep, but the moment you close your eyes, Baltron rushes into your tent.

"Adrienne! There is trouble with the men! Come quick!" Throwing on clothes, you stumble sleepy eyed out into camp and straight into a free for all. Tatalians and Erathians are brawling, a huge fistfight has engulfed the camp! "Stop this now!" Your strong voice carries, but none listens. Vainly, you shout again and know it will only give you a sore throat. From deep within, you call the anger needed to release the power of Fire.

The unleashed flames soar high into the night sky, and men quickly scramble for cover.

Letting your temper cool, each man warily keeps their distance as you stalk through the camp, looking for the instigators. It is easy to find them. Two hot-headed Cavaliers were disciplined twice already for inciting the Mighty Gorgons within the ranks—by trying to ride them. Now one of the troublemakers lies dead, having discovered why most don't lock eyes with a Mighty Gorgon. Staring coldly at the remaining Cavalier, you wordlessly snag the fool in one hand.

Gritting your teeth, you manage to utter these words, "There—will—be—no—more—FIGHTING!"

The camp jumps as you punctuate the last word with a small burst of fire from your free hand. The Cavalier will need to change his shorts. Dropping him, you stalk back towards your tent while Baltron takes over, scolding them further and arranging for healing of the wounded and burial of the dead.

Sadly, the bad day does not end here. Near the entrance, the scouts await you with their reports. The news is not good.

The first to return did not get far before running into groups of the undead. It seems the Death Knight had



an ingenious thought. His troops were left to guard the dwellings of all citizens of Tatalia. When the new recruits ready to fight for Tatalia emerged, the undead attacked. Powerful magicks were placed so if a group of undead simply stayed in the area, their numbers would cause the fallen Tatalians to rise from the dead and join the ranks of the enemy. With this tactic, the Death Knight's armies will swell each week, and soon be unstoppable. The next few scouts reported this tactic as being used in a widespread manner. The undead must be cleared from the land and the Tatalians freed from their bony grasp.

BIRTHDAYS ARE THE WORST

Today is a depressing day for you. It is your Birthday. Unlike so many others, you cannot celebrate with your family, and not even your countrymen would celebrate the event with you. Quietly, you go into the forests to be alone and contemplate. A day of quiet would be nice, but a few hours in the early morning shall have to suffice. At least, that was what you had hoped for before you heard the familiar voice of your advisor:

"My lady, there is trouble." You turn to him, trying to not show any emotion on your face. "An outside Witch has come to the area in order to aid us. She was pleased to find some were already working hard to rid Tatalia of this plague, until she found out about you, Adrienne. Your use of Fire Magic has caused her to leave, going to the Leaders in order to report on your transgression. Her fear may very well cause our efforts to be for naught."

Baltron's face is solemn. He has been a good advisor, honest and forthright. You are waiting for the bad news. They are always bad.

"If she does make it to the Leaders, it will be several weeks from now. Then she must wait in order to present her case. With the advent of the Festival of Life in Krewlod they will be waiting to see who will be the new king, if there is indeed one. Until Krewlod's new leader is assessed, our leaders will want to keep heavy forces on their border." He pauses seemingly waiting for your response, but after a few seconds of silence, he continues, "Still, once all of that has been determined, the Leaders will be able to turn their attention to you. If we fail, they will blame you, even if none of this is your fault. Because of your use of Fire Magic, Tatalians will shun you unless their lives are in jeopardy."

He spat on the ground, disgusted at his own people's view of Fire Magic. Only with such knowledge have you been able to rid the border of those undead, and now free the citizens. People have such short memories. Nevertheless, you know that the moment the new

Krewlodian King is elected and the Leaders' hands are free, all eyes will be on you. You are running out of time.

"We should be well clear of this area by then, and hopefully hot on the trail of the real menace."

"I agree, my friend. My choice in power is my burden to bear. It is not one you have to bear as well." You say to him, knowing his answer.

"That is rubbish and you know it." His words bring a faint smile to your face. "Now we should get back to the matter at hand. We've heard grim news from the rescued—it seems that some tried to cheat death and chose to hide in nearby underground caverns... but the undead followed them there. We need to destroy these abominations before it's too late." You nod in agreement. This day is bad enough, and you just want a moment of peace for yourself. Baltron leaves, and you listen to his steps subsiding in the distance. Finally alone. If only for a short while.

BIRTHDAY PRESENT

"Excuse me," one of your lieutenants approaches cautiously, knowing your bad mood the past few days. "We understand it was your Birthday a few days ago. Well, we have gotten you a little something." Curious, you accept the rolled-up scroll. It turns out to be a copy of the letter from that outside witch Baltron was talking about. It is addressed to the great Leaders of Tatalia.

The situation is dire. We are overrun with undead. All of the villages have fallen in the area. We are few, and the enemy is twice as great in number. It has been confirmed that Lord Haart was raised from the dead and is leading his followers, who are all Liches and Death Knights. They are burning the swampland until there is nothing left. Help us, or all of Tatalia will burn.

Tiva

With the delivery of the message, the Leaders had no choice but to investigate such a claim. If Lord Haart were truly on the loose, then it would take precedence over a Witch using fire. The Leaders have been stalled—at least for now.

You love your Birthday Present.

BAD DECISIONS...

This Death Knight has a good lead on you and your troops. And he has not squandered that lead. Smoldering ruins were here not too long ago. Now the land is recuperating, but it will be a while before the lush swamps heal the land. For the time being, plants and trees are starting to quickly grow back in certain areas,

but others are still a little bare. The First Lieutenant asks why you are smiling to yourself. “It is difficult to burn these swamps, there is much water to extinguish the fires. These fires burned large sections of the forests and mountains, but the land is healing faster than they might have expected. Only outsiders do not understand how quickly our swamplands recover.” Your smile turns to a grimace at the sight of an old passage leading underground. And piles of decaying bodies at the entrance. Here is where many of the Tatalians fled below ground. Now you must free them because the undead blindly followed.

Upon entering, you hear the chilling howls haunting the underground tunnels. The sheer size of these caves, however, makes it impossible to say where the wailing is coming from. The undead could be miles away or lurking in shadows just a turn of a tunnel away. Seeing how your troops start trembling in fear, you pass them and push on. Every fiber of your body tells you to turn away and hide. But you know this is not an option. Troops need a dauntless leader they can follow. You gather your magic to light the path ahead and speed up your pace to shake off your own shivers. Soon, all of your men follow.

After this part, you will have two locations to **Flag with your faction cube. In the second location, instead of a usual army, you engage in Combat with Nagash’s Army. Add Wall and Gate cards to their side of the Combat board. If your Difficulty Setting is Hard or Impossible, add the Arrow Tower card.**

If you are victorious, read the “The Last of Them” section.

THE LAST OF THEM

The fight was long and tiring. Your men scatter—some are still looking for surviving undead to finish them off, while the rest are sluggishly setting up a provisional camp. They look no better than the undead they were fighting moments ago. While inspecting the area, in one of the ravines you find hundreds of frightened Gnolls. Not until the horrid creatures were crushed would they dare come out. Seeing the menace gone, they greet you joyfully. Looks like you could save at least some of your people.

Within the rear-guard, you see a commotion. A messenger is rushing towards you. He hands you the official response to Tiva’s letter. Depending on what they decided... things could turn really ugly.

Tiva,

We have assessed the immediate situation. It is definitely Lord Haart and his followers who are burning Tatalia, not the Fire Witch. Henceforth, any indiscretion on her part will be assessed at a later date. We will send aid as soon as possible. Continue with your excellent progress.

Leaders.

You laugh out loud.





FORTRESS CAMPAIGN—PLAYING WITH FIRE

3. BURNING OF TATALIA

SCENARIO LENGTH






This scenario plays out over 14 rounds.

PLAYER SETUP

Faction: Fortress

Faction Hero: Choose one—Adrienne or Wystan

Faction Army: A Pack of Gnolls, a Few Lizardmen

Starting Resources: 15 × , 6 × , 1 × , additional +5  production, additional +1  production

Town Buildings:  Dwelling,  Dwelling, Citadel

Bonus: Choose one of the following options:

- Add a Pack of Dragon Flies and a Few Basilisks units to your army
- Add a Pack of Marksmen and a Few Crusaders units to your army

AI HERO SETUP

Faction: Necropolis

Enemy Heroes: Lord Haart's Follower 1, Lord Haart's Follower 2, Lord Haart

Enemy Armies:

- **Lord Haart's Follower 1 and 2 Army:** A Pack of Zombies, a Pack of Vampires, a Pack of Liches, a Few Dread Knights
- **Lord Haart's Army:** A Pack of Black Dragons, a Pack of Dread Knights, a Pack of Ghost Dragons, a Pack of Liches

Lord Haart's Follower 1 and 2 Decks: 2 × Might card

Lord Haart's Deck: 6 × Might card, 3 × Magic card, 2 × Skill card

Enemy Spell Deck: 2 × "Curse" Spell card, 1 × "Slow" Spell card

Lord Haart's skill: "Offense" Ability card

MAP SETUP

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

1 × Starting Map tile (I):

- 1 × Fortress (S5)

4 × Far Map tile (II–III):

- 4 × random tiles from Necropolis (from: F1, F4, F7) or Fortress (from: F13–F15)

4 × Near Map tile (IV–V):

- 2 × Necropolis (N1, N4)
- 2 × Fortress (N9, N10)

Additionally, for the timed event prepare:

- 1 × Center Map tile (VI–VII) with the Dragon Utopia in the middle (C1)

HEROES PLACEMENT


Both Enemy Heroes are represented by the two Necropolis Faction Hero models. The two Enemy Heroes are placed on blocked fields on the Near Map tiles, as described in the timed events section.

Place your Hero on the center field of the Fortress Starting Map tile.

ADDITIONAL RULES

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

- The difficulty level of every Combat encounter on the map increases by one (see page 35, "Field Difficulty Level Table" in the Core Rulebook).
- Enemy Heroes move according to the standard rules.
- The Enemy Heroes move after the human player.
- You can enter a blocked field if the Enemy Hero is in that field.

- After defeating an Enemy Hero's Army, gain 2 .
- When your Hero visits an Obelisk, you trigger a special event.

WIN/LOSE CONDITIONS

Win: You must visit both Obelisks and defeat all three Enemy Armies.

Lose: You fail the scenario if:

- You lose control of your Faction Town.
- You lose one Combat encounter.
- You reach the end of the 14th round and have not defeated the Enemy Armies.

TIMED EVENTS

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

1st Round:

- Read the "A Season of Blessings" section below.

5th Round:

- Read the "Armies from All Directions" section below.
- Discover all undiscovered Near Map tiles on the right side of the map.
- Place the first Lord Haart's Follower on the rightmost blocked field from the Near Map tiles on the map.

9th Round:

- Read the "Four Riders" section below.
- Discover all undiscovered Near Map tiles on the left side of the map.
- Place the second Lord Haart's Follower on the leftmost blocked field from the Near Map tiles on the map.

14th Round:

- If you do not secure victory by the end of this round, you are defeated. All is lost!

When you complete the scenario:

- Read the "Die a Hero Or..." section below.



THE STORY

A SEASON OF BLESSINGS

“I don’t believe it,” you mutter to Baltron, as you study the maps of the region sprawled on the mossy floor of your tent. The latest reports of Lord Haart’s activity make no sense. Scouts report the dead knight has turned northwest and set up along the coast. He is just sitting there, doing nothing. “I do not know what the dead remember from their time among the living. If Lord Haart had a memory of Tatalia, it has failed him,” you continue. “Now I have him trapped.”

Baltron nods and starts immediately, as if he was waiting for the right moment, “However—”

“However, army morale is low,” you finish his thought. “My people do not like following a fire witch.”

You briefly step outside the tent to look at your troops. The gnolls have just set fire to damp wood while showing Sir Michael’s troops some tricks that are known only to the inhabitants of this region. Reluctant at first, they tried mimicking the gnolls to light their own campfire. They did manage to spark... a burst of laughter. The rainy season has started and blessed this forest with much of its love. You smile to yourself.

“Yet... they dislike becoming undead even more.”

“Freeing Tatalia from the bony grasp of deadly evil will not be easy...” he pauses theatrically as if waiting for your response. Seeing your lack of enthusiasm, he chuckles and continues, “But... we might be in luck. In this region, there are two elders whose knowledge of ancient arcane rituals and spells can help our cause. We should seek the Seers’ Huts to find the Tomes of Fire and Earth magic.”

“Let’s hope they are willing to help a fire witch,” you whisper to yourself.

Your Hero immediately gains one level—Search (2) the Ability deck.

If you enter a field with an Obelisk, read the “Tome of Earth” section.

ARMIES FROM ALL DIRECTIONS

True to their word, the Leaders have sent help. Some troops are now assembling, having returned home from the border. These will be seasoned and hardened troops, ready for battle. While you are watching over the gathering troops, a messenger returns with news of a few towns that have been able to withstand the attacks. However, they will not hold out for long. The Undead

followers of Lord Haart have whittled their forces down. The townsmen beg you to give them aid before they are forced to become undead. Although the messenger provides you with only the last known location of the undead army, the reports of destruction it left in its wake give you a pretty good idea of where the army is headed. They are coming straight at you.

Choose one option:

Option 1—Gain:

- A Few Gorgons unit
- +5  Resources

Option 2—Gain:

- A Few Zealots unit
- +5  Resources

Option 3—Gain:

- +15  Resources

FOUR RIDERS

Moving swiftly through the swamps, four riders arrive at the camp. Each of them is trailing two horses, all loaded with saddlebags. The riders dismount quickly, pull the bags off the animals, and drop them heavily to the ground. A quick glance hints to you as to their contents.

One of the riders says, “Greeting Adrienne, we bring word from the leaders. They cannot send troops right now, but send supplies to support the construction of towns and cities here...”

Meanwhile, the scouts report another army marching in your direction.

Choose one option:

Option 1—Gain:

- +15  Resources
- +4  Resources
- +4  Resources

Option 2—Gain:

- +10  Resources
- +6  Resources

After defeating both Enemy Armies on the map, your Hero can proceed to the final battle. Go to the top right tile of the map and then spend one Movement Point to add a Center Map tile. As long as it is connected, you can place it anywhere you want. You can only enter the tile if you have visited both Obelisks on the map. Upon

entering the center field of that new Map tile, read the “Like an Undead Mouse in a Trap” section and then fight Lord Haart’s Army.

TOME OF EARTH

You approach an old Hut surrounded by lush greenery. The hut itself is covered with moss and lichens. Cautiously, you open the door. Inside, an old seer sits on the rocking chair beside a fireplace. Fitting this house, her face is wrinkled to the point you wonder if it’s not lichens like the ones outside. The moment you start considering the possibility she might actually be dead, her eyes open.



“I have been waiting for you,” she says with her gaze fixed directly on you.

“So you know what I came for.”

“I have heard of your needs but also have needs of my own. In order to leave my humble home, I should be well protected before giving up my only other defense—the Tome of Earth Magic.”

You start rummaging through your possessions.

Choose one option:

- Remove one Artifact with a  symbol on it from your hand.
- Remove one  from your army.

If you are unable to do so, to finish this part, come back when you can meet one of the conditions.

Place your faction cube on this field—from now on, whenever you visit this field again, you can Remove one Artifact card from your hand to draw one new Spell card.

If you enter another field with an Obelisk, read the “Tome of Fire” section.

TOME OF FIRE

A recovering path of destruction was left behind by Lord Haart and his undead followers. Small bits of green can be seen poking through the mountains. With amazing restorative capabilities, the swamps of Tatalia will soon recover from the extensive burnings. But you know that if Lord Haart and his followers are not soon defeated, they will turn the beautiful swamps of Tatalia into nothing but barren lands of Undead. Even the swamps need some parts left intact in order to grow again.

Up ahead, nestled amidst this recovering landscape, you see another Seer’s hut. It looks as if someone hollowed a humongous mushroom to make it into a house. Baltron rushes to it, leaving you behind, so when you finally get there, they are already talking.

“...In order to finish my Tome of Fire Magic, I need the Sword of Hellfire,” says an old hag with a horribly hoarse voice. She looks way more lively than the previous seer, despite not being any younger, from what you can tell.

“We hurried here, knowing that you have the Tome of Fire. The undead are swarming all over the region, and we have no time for that. Besides, why would you need a sword to... create a magic tome?!”

“It is my property, and I say whether it’s ready or not. The sword. Bring it to me, and I will...”

“If you want Hellfire, I can bring some here,” you cut in, your cold voice starkly contrasting with flames bursting violently in your hand...

“I—I never said I am not open for negotiations,” the hag replies, unable to tear her gaze away from the flaming sphere growing in your palms.

Choose one option:

- Remove One Relict Artifact from your hand.
- Lose 4 × .

If you are unable to do so, to finish this part, come back when you can meet one of the conditions.

Place your faction cube on this field—from now on, whenever you visit this field again, you can Remove one Artifact card from your hand to draw one new Spell card.




LIKE AN UNDEAD MOUSE IN A TRAP

For days, you have traveled, following the thick plume of smoke. Finally, the smoke thins, and you come across the destruction. Here, Lord Haart burned a path through Tatalia, creating an undead army of those killed in the fires. The acrid stench of burned bodies fills up your nostrils. Opposite your troops stands Lord Haart, the undead army behind his back, waiting unmoved. He is personally leading his troops to battle instead of maintaining a safe distance or running away. The ominous figure on the black horse looks mesmerizing. Almost majestic... How much respect his presence must have commanded when he was alive...

“But why did he not run? Why did he allow me to corner him? Pride? A twisted remnant of his chivalric ideals? Or something different?” You ponder.

You tell Baltron to prepare troops to charge. Meanwhile, you take out the Tome of Earth and the Tome of Fire to each of your hands. After putting some of your power in them, they spring open, filling the air with their dense magical energy. You start weaving your spells while your army charges.

In the first Combat round of this fight, you can cast one spell from the Earth School and one from the Fire School, Neither of the spells counts against the spell limit. Each of these spells is cast with the maximum  and returns to your hand instead of being discarded. After defeating the enemy army, read the “Die a Hero or...” section.

DIE A HERO OR...

Once you cleansed the land from the undead, you told your troops to bury Lord Haart’s charred remains in the ground to return him to the dirt where he belongs. After they finished, they quickly left, without glancing back even once. No prayers. No mourning.

Soon you were left alone. As usual.

You look at Lord Haart’s grave, at all the fresh dirt put haphazardly over it. All too well knowing he was a great knight of Erathia, but was also affiliated with an undead cult. How will he be remembered? And why did he stop? You know you’ll probably never learn the truth, but you are happy that it happened.

“Tomorrow, I will wake, and this nightmare will end for myself, Tatalia, and its people,” you whisper to yourself. “I do not know if I have buried a hero... or a villain.”

“In my travels, I have heard many stories of Lord Haart’s bravery and ultimate downfall.

And now I have my own tale to tell.” You turn around and walk away slowly. You pass through the battlefield.

Your troops hustle around, tending to the wounded, mourning their lost friends. Some just lie on the ground with an empty stare.

A few moments later you disappear in the pleasant embrace of a nearby forest. But even there, one thought still follows you, “*When I lay to rest, I wonder if the stories my countrymen tell will speak of me as a fire witch in a land of earth and water... or as a hero?*”





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).

SCHOLAR



Category: **Visitable**

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

- **+1** – Draw 1 chosen Statistic card or Remove one of the Statistic cards from hand.
- **0** – Draw 2 Ability cards, take one of them and discard the other.
- **-1** – Draw 2 Spell cards, take one of them and discard the other.



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