

# HEROES III

OF MIGHT AND MAGIC®

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## THE BOARD GAME



STRETCH GOALS  
**MISSION BOOK**

Would you like to trample over your enemies alongside Bloodthirsty Mutare? Rise an undead army to make Sandro's darkest dreams come true? Or challenge the mightiest of Dragons while joining Dracon on his quest for glory? All that is but a taste of the adventures that await you in the heroic stories below.

This booklet expands **Heroes of Might and Magic III: The Board Game** with three new campaigns:

- “Dragon’s Blood”—dedicated to the Dungeon faction,
- “Rise of the Necromancer”—dedicated to the Necropolis faction,
- “Dragon Slayer”—dedicated to the Tower faction.

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## COMPONENT LIST

### 15 × Map tile:

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

### 1 × Town board

### 1 × Mission book

### 1 × Player’s Aid

### 2 × Hero model

### 7 × Unit model

### 7 × Hero card (double-sided)

### 7 × Unit card

### 7 × Town Building tile

### 28 × Neutral Unit card

### 4 × Astrologers Proclaim card

### 11 × Artifact card

### 7 × Spell card

### 11 × Ability card

### 42 × Specialty card

### 7 × Statistic card

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

### 12 × Gold token

- 4 × “1 Gold”
- 4 × “3 Gold”
- 4 × “10 Gold”

### 9 × Building Material(s) token

- 5 × “1 Building Material”
- 4 × “3 Building Materials”

### 8 × Valuable(s) token

- 4 × “1 Valuable”
- 4 × “3 Valuables”

### 10 × Damage token

- 5 × “1 Damage/2 Damage” (double-sided)
- 5 × “3 Damage/5 Damage” (double-sided)

### 1 × Build token

### 1 × Population token

### 1 × Spell Book token

### 6 × Paralysis/Defense token

### 5 × Movement token

### 1 × Morale token

### 30 × Acrylic cubes

- 10 × “Black”
- 20 × “Light Blue”





# NEW ELEMENTS

## MAP LOCATIONS

In Stretch Goals, you will find more tiles with new locations to discover. For the complete list of the locations, go to page 41.

## PERMANENT CARDS

∞ These cards either provide you with a bonus or have a condition waiting to be met. When you play a Permanent card, place it in front of you. It stays there until you either discard it or replace it with another Permanent card.

A Hero may only have one card of this type at a time.

**NOTE:** When a Permanent card is in play, you can still use its effects, either Basic or Expert. But remember, they do not stack—if you use the Expert effect, do not add it to the Basic effect.

## SCHOOL OF MAGIC

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



**NOTE:** Although “Magic Arrow” belongs to all Schools of Magic, it can benefit from a bonus from only one School at a time.



*School of Fire*



*School of Water*



*School of Air*



*School of Earth*

## MINIATURES IN PLAY

At the start of the game, prepare all the unit miniatures you wish to use. During Combat, you may place them on top of corresponding unit cards to indicate each unit’s position on the Combat board clearly.

**NOTE:** Faction unit miniatures have the same color as the border on their card.

## ADDITIONAL RULES

If you play with miniatures, there are a few rules to follow:

1. If any of the following occur during Combat with Neutral Units, discard that card and draw another in its place:
  - a) If you draw the same Neutral Unit more than once.
  - b) If you draw any unit you already have in your army.
  - c) If you draw any unit from your faction.
2. While you **Recruit** Neutral Units, you can **Recruit** neither any units from a faction that is controlled by a player nor any units that already are in any player’s army. Discard that Unit card and draw another.



# DUNGEON CAMPAIGN—DRAGON'S BLOOD

## 1. SAVAGING THE SCAVENGERS

*Overlord Mutare, an ambitious Nighon Lady, wishes to take her rightful place among the ranks of powerful Nighon Lords. In Nighon, you don't inherit your lands—you take them from those too weak to hold them. Only the strong are fit to rule, and the bones of the weak litter the tunnels of Nighon.*

### SCENARIO LENGTH

This scenario plays out over 11 rounds.

### PLAYER SETUP

**Faction:** Dungeon

**Faction Hero:** Mutare

**Faction Army:** A Few Troglodytes, a Few Harpies, a Few Evil Eyes

**Starting Resources:** None

**Town Buildings:** None

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

- Add A Few Medusas unit to your army
- Reinforce Troglodytes and Harpies
- Search (4) the Artifact deck

### AI HERO SETUP

**Faction:** Dungeon

**Enemy Heroes:** Caomham, Preuet

**Enemy Armies:**

- **Caomham Army:** Neutral Army one level higher than your Hero level, 1 × Arrow Tower card, 3 × Wall card, 1 × Gate card
- **Preuet Army:** A Few Black Dragons, 2 × ★ random Neutral Unit\*

**Caomham Deck:** 2 × Might card, 2 × Magic card

**Preuet Deck:** 2 × Might card, 2 × Magic card

**Enemy Spell Deck\*\*:** 2 × Fire Shield Spell card, 2 × Blind Spell card

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

*\*\*All the AI Enemies use the same Spell deck. Reset it after each Combat.*

### MAP SETUP

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

**1 × Starting Map tile (I):**

- 1 × Dungeon (S2)

**3 × Far Map tile (II–III):**

- 3 × Dungeon (F2, F5, F8)

**2 × Near Map tile (IV–V):**

- 2 × Dungeon (N2, N5)

### HEROES PLACEMENT

Both Enemy Heroes, Caomham and Preuet, are represented by two Castle Faction Hero models. Keep them handy beside the map, you will need them later in the scenario.

Place your Dungeon Hero on the empty field of the furthest Map tile at the bottom of the scenario map. The empty field must occupy the bottommost position of the scenario map. If the empty field is in the center hex of the Map tile, you can orient the Map tile as you like.

### ADDITIONAL RULES

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

- You cannot increase your Hero's Experience Level beyond Level 4.
- You cannot build ★ Dwellings.
- You cannot Recruit using your Town buildings



or produce resources until you have conquered the Town.

- You cannot **Recruit** a Second Hero.
- Caomham does not move.
- Preuet moves after your turn ends.
- You gain nothing from visiting Obelisks.
- All borders on your Dungeon Starting Map tile are ignored.

## WIN/LOSE CONDITIONS

**Win:** You must defeat both Enemy Heroes: Caomham and Preuet.

**Lose:** You fail the scenario if you lose one Combat encounter.

## TIMED EVENTS

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

### 1<sup>st</sup> Round:

- Read the “The Weak Must Fall” section below.

### 5<sup>th</sup> Round:

- Place the Caomham Hero model at the Obelisk that is the nearest to your Main Hero. If there are no discovered Obelisks on the map, Caomham will show up when you discover the first Obelisk.

### 8<sup>th</sup> Round:

- From the discovered Map tiles, find the top-leftmost blocked field and place the model representing Preuet on that field.

### 11<sup>th</sup> Round:

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

### When you capture the Town on the Starting Map tile:

- Read the “Gloom Cave” section.

### When you complete the scenario:

- Read the “Just Getting Started” section below.



## THE STORY

### THE WEAK MUST FALL

The evening was dark and gloomy. Or maybe it was morning. Or noon. Telling the time in the deeper levels of the caverns was always difficult, to say the least, even for Nighon denizens.

Mutare was writing in her diary. A war diary, to be precise.

*“Ordwald. I find the name distasteful. This old man has held rich Nighon lands given to him by a much greater father. He has squandered his time and done little to earn his stature. I have stood in his shadow and by his borders too long.”*

Mutare gave the sentences a thoughtful look, as she reassigned her quill to a particularly hard battle with some leftover mutton between her teeth. Seemingly satisfied with the results, she nodded and closed her diary with a loud smack.

“Augh...” a lone shriek escaped the mouth of a troglodyte who served as her table a moment ago. Mutare just narrowed her eyes a bit, at which he immediately escaped her sight.

Having waved at a small squadron of her closest soldiers to follow, she hurried to her horse, mounted it in one swift move and went into full gallop. She did not bother to slow down to give orders and information. Her words boomed in the caverns.

“...my spies have brought news. Two young and hungry lords have launched near simultaneous attacks on Ordwald. Surprisingly, they are doing well.”

“Maybe they are that strong,” proposed one of her generals, trying to match her pace.

“A year ago he would have easily beat off their attacks. Ordwald must have lost his edge, for them to do so well,” she continued ignoring the comment.

“Shouldn’t we gather all of our troops and crush him with a huge army?” Suggested another one, his voice trembling with uncertainty.

“A small force is enough. Time is of essence. We have patiently waited for Ordwald to stumble before making our move. Last week, Ordwald slipped. Time to take him down.”

When you capture the Town on the Starting Map tile, read the “Gloom Cave” section. The Town is protected by a level III Neutral Army.

After capturing the Town, you gain:

- A ★ Dwelling
- City Hall
- +25 🍷 Resources
- +6 🍄 Resources
- +3 🍁 Resources
- Production of 15 🍷





## GLOOM CAVE

“Ordwald is absent. No wonder his lands were so easy to take,” you hear one of the soldiers comment.

You lift your heel from the chair, letting gravity take its hold. Smack. The chair falls into a damp floor along with the prisoner tied to it. Though, they are too exhausted to let out more than a faint groan.

Interrogation revealed that Ordwald did not personally defend his lands because he went on a quest for the fabled Vial of Dragon Blood.

“It seems he has spent his life and his father’s fortune in pursuit of the vial. It is believed that drinking from it will transform the user into a sentient dragon,” another interrogator throws in while wiping off their hands.

“Ordwald isn’t as stupid as I believed,” you admit.

“Still, he is old.”

“I will find him and the vial, but first, I must dispose of the young lords who have heard the news and nip at my heels.” You smile at your thoughts and the opportunity this petty inconvenience offers. Caomham and Preuet have also heard about the Vial. They will certainly follow you into the Deep Caverns after Ordwald if they can. You will have to dispose of them first. What a pity!

**When you defeat both Enemy Heroes, read the “Just Getting Started” section below.**

## JUST GETTING STARTED

The swing of the sword sends a splash of fresh blood against a cave wall. A look of disbelief shows on the man’s face as his head slowly falls off from his wilting body.

“Was it Caomham? Preuet?” You start to wonder. Not that it matters...

Your eyes follow the rolling head. Just like in the past.

*“I always thought I would be a powerful noble one day,”* you continue while looking at the head. *“Taking Rauric’s Lands was only the first step. But I thought it wouldn’t be possible ‘til I was old, like 26 or 27. The Vial changes all my calculations.”*

You look up. Your troops are awaiting your orders.

“We are just getting started,” you shout to them and raise your bloodied sword. A deafening roar of war cries responds.

Whoever transforms into the Dragon will be able to muscle their way into the highest ranks of Nighon nobility.





DUNGEON CAMPAIGN—DRAGON'S BLOOD

# 2. BLOOD OF THE DRAGON FATHER

## SCENARIO LENGTH





This scenario plays out over 11 rounds.

## PLAYER SETUP

**Faction:** Dungeon





**Faction Hero:** Choose one—Mutare or Alamar

**Faction Army:** A Few Troglodytes, a Few Harpies, a Few Evil Eyes

**Starting Resources:** 14 × , 3 × , 1 × , additional +5  production

**Town Buildings:**  Dwelling,  Dwelling, Citadel

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








-  **Search (3)** the Artifact deck
-  +4  Resources
-  **Reinforce** Evil Eyes, Troglodytes, and Harpies units

## AI HERO SETUP

**Faction:** Dungeon

**Enemy Heroes:** Ordwald Vanguard, Dragon Guardians

**Enemy Armies:**

-  **Ordwald Vanguard's Army:**  Sharpshooters\*, 2 ×  Golems\*\*\*,  Enchanters\*
-  **Dragon Guardians' Army:** 2 ×  random Neutral Unit\*\*,  random Neutral Unit\*\*

**Ordwald Vanguard's Deck:** 3 × Might card, 2 × Magic card

**Dragon Guardians' Deck:** 5 × Might card, 1 × Skill card

**Ordwald Vanguard's Spell deck:** 2 × Curse Spell card

**Dragon Guardians skill:** Armorer Ability card

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

*\*\*Draw the required number of Neutral Unit cards from the relevant Neutral Unit deck.*

*\*\*\*Keep drawing from the relevant Neutral Unit deck until you have two Golems unit cards. Shuffle the rest of the Neutral Unit cards back to their 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 × Dungeon (S2)


**3 × Far Map tile (II–III):**

-  3 × Dungeon (F2, F5, F8)

**2 × Near Map tile (IV–V):**

-  2 × Dungeon (N2, N5)

**1 × Center Map tile (VI–VII):**

-  Dragon Utopia Center Map tile (C1)




## HEROES PLACEMENT

In this scenario, the enemy is represented by one of the two Castle Faction Hero models. You can decide which Castle Hero you will play against. Keep them handy beside the map, you will need them later in the scenario.

Your Dungeon Hero is placed on the Town field of the Dungeon Starting tile.

## ADDITIONAL RULES

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

-  Visiting an Obelisk prevents Ordwald Vanguard from moving for one turn.
-  Ignore all borders on the Starting Map tile.
-  The Enemy Hero ignores everything else and goes straight to the Dragon Utopia, using the shortest path possible. The Enemy Hero does not pursue



the player directly, but if they happen to be on the same field, they will attack the player's Hero.

- The Enemy Heroes move after the player's turn ends.
- Upon entering the Dragon Utopia field, you fight the Dragon Guardians' army.

## WIN/LOSE CONDITIONS

**Win:** You must defeat the Enemy Army in the Dragon Utopia. Defeating Ordwald Vanguard is optional.

**Lose:** You fail the scenario if Ordwald Vanguard reaches the Dragon Utopia

## TIMED EVENTS

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

### 1<sup>st</sup> Round:

- Read the "The Edge" 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).

### 4<sup>th</sup> Round:

- Read the "Time is Running Out" section below.

### 11<sup>th</sup> Round:

- At the end of the round the player fails the scenario.

### When you enter the field with the Dragon Utopia:

- Read the "Dragon Guardians" section below.

### When you complete the scenario:

- Read the "The End of Race" section below.



## THE STORY

### THE EDGE

As usual, you were writing in your diary to gather your thoughts. Your war diary.

*“I have found Ordwald. He is close to the vial, but his conservative actions and slow thinking leave the way open for me to surpass him. As much as I must worry about Ordwald, I have to focus on the artifact. The Vial of Dragon Blood will give me the edge I need to force my way into the ranks of powerful Nighon lords. Once I have passed him, there is the vial, and no doubt, it will have guardians... dragon guardians. To get the Vial I need to defeat them or Ordwald or both.”*

The moment you finish the last sentence, a messenger rushes to your side:

“...on to the west is an underground river,” he starts haphazardly. “The Master of Scouts is convinced that Ordwald’s armies passed through here about 6 to 8 months ago. The scouts found a prison along the river today. A warlock named Alamar is imprisoned there. He is willing to join the side of anyone who frees him. Should I show you the path we took?”


The messenger stares at you, awaiting instructions. Meanwhile you slowly put down the quill and start giving orders. “General Miah will take command of the troops in my old staging area near the access to the Deep Caverns. He should be able to make things tough on any Lords trying to follow me, by raiding them, killing their scouts, laying false trails and stomping the overly bold ones.”

You rush out of the room with your guards. A small force should be able to slip in without being noticed by anyone.

The room quickly emptied, leaving only the lone messenger waiting for his reply.

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

**At the end of your Main Hero’s movement this round, you can choose:**

- **To immediately start Combat with a level III Neutral Army—they are the attacking side and you can extend this fight without paying the MP. If you win the Combat, you gain a Secondary Hero.**
- **To gain 1 additional , but lose the option of Recruiting a Secondary Hero—this option will be unavailable to you for the remainder of the scenario.**





## TIME IS RUNNING OUT

Ages of living underground leave their marks on people. Only the toughest can survive in this harsh environment. That's why at the news of Ordwald's army slipping through Miah's force and marching in your direction you don't even flinch.

Neither does learning about its size.

Good commanders have to plan for all the things that might happen. That way whatever happens, you can still win or at least survive your defeat. Rauric did not understand that. Which is why you killed him so easily and took his lands. If Ordwald gets the Vial first, you may be forced to flee Nighon...

**Place the model representing Ordwald's Vanguard at the blocked field in the top-right Far Map tile. If it is not already discovered, discover the Far Map tile before placing the model.**

**When you enter the field with the Dragon Utopia, read the "Dragon Guardians" section below.**

## DRAGON GUARDIANS

The Dragon Utopia stands before you. The area is brimming with magic that seems to be paving the path with weirdly soft flooring and lining it with strange trees. The unnatural colors almost hurt your senses. It makes you sick. Thinking about the magical plains, areas containing trees and other Bright Land things, you wonder if some Green or Gold Dragons could dwell here. Normally, they only live on the surface, but maybe you could find them in places like this. It would bring some consolation for these hideous green colors.

"Plants should be brown not green," you grumble to yourself, while opening the ancient door before you.

Inside the tower you discover countless bones of animals of all sizes scattered haphazardly along the stairs to the top. Many of them seem human. At the top, you find a big hall guarded by dragons. Ancient, majestic creatures. They just wait, unmoved and unsurprised. Maybe they don't even see you as a threat?

Behind you, a rattling of countless swords being drawn can be heard, alongside the hiss of angered gorgons and the heavy breathing of minotaurs.

Without a word, you raise your sword and the whole army charges.

**When you win the Combat, read the "The End of Race" section below.**

## THE END OF THE RACE

After the battle, the Dragon Utopia is a shambles. The walls bear countless claw marks from the guardians of the Vial. The floor is painted in crimson from all the shed blood in which petrified scales are slowly sinking. On your side, many are wounded... and even more dead. But now, it all ends. The Vial is just beyond these colossal dragon bodies.

The mighty dragons.

The strongest beings in this world.

All lying on the ground, dead.

All lying before you.



## DUNGEON CAMPAIGN—DRAGON'S BLOOD

# 3. BLOOD THIRSTY

### SCENARIO LENGTH






This scenario plays out over 10 rounds.

### PLAYER SETUP

**Faction:** Dungeon


**Faction Hero:** Choose one—Mutare or Alamar

**Faction Army:** A Few Harpies, a Few Minotaurs, a Few Medusas

**Starting Resources:** 20 × , 5 × , 2 × , additional +1  production, additional +5  production

**Town Buildings:**  Dwelling,  Dwelling, Citadel

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




- Add a Few Black Dragons to your army
- Add a random Dragon from the  deck to your army
- Reinforce Harpies, Minotaurs, and Medusas units

### AI HERO SETUP

**Faction:** Dungeon

**Enemy Heroes:** First Lord, Second Lord, Third Lord, Ordwald

**Enemy Armies:**

- **First Lord's Army:** A Pack of Troglodytes, a Pack of Evil Eyes, 1 ×  random Neutral Unit\*
- **Second Lord's Army:** A Few of Manticores, 1 × Neutral Army at Level 4\*\*
- **Third Lord's Army:** A Pack of Manticores, 1 ×  random Neutral Unit\*, 1 × Neutral Army at Level 4\*\*
- **Ordwald's Army:** A Pack of Manticores, 1 ×  random Neutral Unit\*, 1 × Neutral Army at Level 4\*\*

**Lords' deck\*\*\*:** 3 × Might card, 1 × Magic card

**Ordwald's deck:** 5 × Might card, 2 × Magic card

**Lords' Spell deck\*\*\*:** 1 × Blind Spell card, 2 × Magic Arrow Spell card

**Ordwald's Spell deck:** 2 × Slow Spell card, 2 × Stone Skin Spell card, 1 × Blind Spell card

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

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

*\*\*\*All the Lords use the same AI and Spell decks. Reset them after each Combat.*

### MAP SETUP

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

**1 × Starting Map tile (I):**

- 1 × Dungeon (S2)

**3 × Far Map tile (II–III):**

- 3 × Dungeon (F2, F5, F8)

**2 × Near Map tile (IV–V):**

- 2 × Dungeon (N2, N5)

**1 × Center Map tile (VI–VII):**

- Dragon Utopia Center Map tile (C1)

### HEROES PLACEMENT

The four Enemy Heroes are represented by the four Faction Hero models from both Castle and Necropolis Factions. Keep them handy beside the map, you will need them later in the scenario.

Your Dungeon Hero is placed on the Town field of the Dungeon Starting Map tile.



## ADDITIONAL RULES

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

- Ignore the borders on the Starting Map tile.
- At the Dragon Utopia, you can **Recruit Dragons\*** for the price listed on their cards. You need to have ★ Dwellings to do this. You cannot have more than two Dragon units in your army.
- Defeating an Enemy Hero gives you half a level of Experience.
- You cannot use Manticores units.
- Visiting an Obelisk prevents all Enemies from moving for one turn. This only works once per Obelisk.
- Whenever you trigger a Combat with enemy AI, you fight a different enemy. They will appear in the following order: First Lord’s Army, Second Lord’s Army, Third Lord’s Army, and Ordwald’s Army.

*\*You can Recruit any one Dragons unit from the Azure Neutral Units deck.*

## WIN/LOSE CONDITIONS

**Win:** You must survive all Enemy Hero attacks.

**Lose:** You fail the scenario if you lose a Combat.

## TIMED EVENTS

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

### 1<sup>st</sup> Round:

- Read the “No Time to Rest” section below.

### 3<sup>rd</sup> Round:

- Read the “Spreading the Fear” 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).

### 5<sup>th</sup> Round:

- Read the “Counter Lie” section below.

### 7<sup>th</sup> Round:

- Read the “Late to the Party” section below.

**When you complete the scenario:**

- Read the “Queen of Nighon” section below.



## THE STORY

### NO TIME TO REST

“Now, Ordwald and his lackeys seek to slay me and drink my blood. They believe it will transform them as the vial transformed me.” You exclaim with a low tone, causing everyone around you to shiver.

Your body has changed. You have changed. Your red hair is gone. So is the annoyingly soft and vulnerable skin, which has turned into magnificent crimson scales that now adorn your body. Your hands now wield powerful claws, while your jaw is filled with razor-sharp teeth. Your subordinates look at your new form with a mixture of fear and admiration. Some even avert their gaze whenever you turn to them. Good.

“They will never drink my blood. I will be the one to drink theirs...”

The moment you finish that last word, a battering ram shatters the doors and a small band of enemies charges at you, as if asking for death.

**Draw your cards and immediately engage in Combat with the first Enemy Army. You cannot buy units or do anything before the Combat.**

**After the Combat, your Hero immediately gains two levels of Experience—perform Search (2) the Ability deck twice. After this Combat do not add the bonus experience from “Additional Rules.”**

### SPREADING THE FEAR

A message from General Miah arrived today; he has obtained information, which he believes to be true. At least two of the lords blocking my access into Nighon have formed an alliance.

*“I would not be surprised if this is true. None of the lords I’m fighting now are fools. I’ll beat them anyway.”* you laugh at that warning. *“It will just be a bit harder, but my victory will be all the sweeter.”*

You find yourself laughing with glee at the thought of the battles to come. You pause to admire your beautiful new claws, and then roar for messengers to summon your best warriors.

It’s time to show the doubters you’re worthy to join the ranks of Nighon’s most powerful nobles.

*“So they want to drink my blood, do they? I’ll bathe in theirs!”*

Roll the Attack die and reroll any “0” outcomes.

- On “+1”, place the model for the Dungeon Enemy Hero on the rightmost Far Map tile, on the blocked field.
- On “-1”, place the model for the Dungeon Enemy Hero on the leftmost Far Map tile, on the blocked field.

If Map tile is not discovered, flip the Map tile before placing the model.

### COUNTER LIE

You clumsily try to hold a quill between your claws.

*“I’m going to have to counter Ordwald’s lies...”* you slowly start in your war diary. *“If people actually believe they can turn into a sentient dragon by drinking my blood, every Lord in the world is going to try to kill me. The cleverest lies are the ones people want to hear...”*

With a crack, another quill broke... While grabbing a replacement, you wonder about your next steps. Being the strongest being around is one of the best feelings, but it has its cons.

“I sent a message to General Miah to leak word to the borderlands that drinking my blood just makes people sick. He’s to spread rumors that I had some of my champions drink some of my blood and all it did was make them sick for a week or so. The rumors will spread from the borderlands to the rest of Nighon. Hopefully, they will make me less of a target.”

Roll the Attack die and reroll any “0” outcomes.

- On “+1”, place the model for the Dungeon Enemy Hero on the rightmost Far Map tile, on the blocked field.
- On “-1”, place the model for the Dungeon Enemy Hero on the leftmost Far Map tile, on the blocked field.

If Map tile is not discovered, flip the Map tile before placing the model.

### LATE TO THE PARTY

The young scout ends their report and immediately rushes out of the room, making you burst into laughter. Or maybe it was the news itself that made you so happy? Ordwald is finally showing his face. As he is unable to drink from the vial, it seems he is now aiming for you. Is that desperation?

*“Maybe I thought too high of him?”*



“I sent a messenger to the Sage by Sinkhole Castle” you mutter to yourself. “I asked him to do some research to prove that you have to drink the blood of the Dragon Father, NOT my blood, to turn into a sentient dragon. I offered him enough gold, he better prove it.”

The room was eerily quiet. In the past it was much more lively...

Roll the Attack die and reroll any “0” outcomes.

- On “+1”, place the model for the Ordwald Hero on the rightmost Far Map tile, on the blocked field.
- On “-1”, place the model for the Ordwald Hero on the leftmost Far Map tile, on the blocked field.

If Map tile is not discovered, flip the Map tile before placing the model.

If there are already two Enemy Hero models on the map, wait until one of the Enemy Heroes is defeated before placing the next Enemy Hero on the map at the end of the round.

## QUEEN OF NIGHON

Ordwald is dead.

His lackeys are dead.

You sit on top of a golden pile of coins and glittering artifacts wondering what to do next. For some reason, you feel a strange urge to sleep on gold lately.

*“What’s even more strange, the researcher from the sinkhole still did not prove that my blood doesn’t turn you into a dragon. He just asks for more gold and resources. But that doesn’t matter.”*

Ordwald and his allies – their lands and riches belong to me. Soon, all of Nighon will belong to me.





## NECROPOLIS CAMPAIGN—RISE OF THE NECROMANCER

# 1. TARGET

*Sandro must fight his way past his old master and several other lords who want the artifacts he carries. Once in Deyja he will make allies and soon rise to the top of the Deyja hierarchy.*

### SCENARIO LENGTH




This scenario plays out over 8 rounds.

### PLAYER SETUP

**Faction:** Necropolis


**Faction Hero:** Choose one—Sandro or Tamika

**Faction Army:** A Few Skeletons, a Few Zombies

**Starting Resources:** 25 × , 3 × , 1 × 

**Town Buildings:** ★ Dwelling

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

- Reinforce the Zombies
- Search (3) the Artifact deck
- Draw cards from the Spell deck until you find a Spell card that deals . Add that card to your hand and discard the rest

### AI HERO SETUP

**Faction:** Undefined

**Enemy Heroes:** Shiva, Jeddite

**Enemy Armies:**

- **Shiva's Army:** 1 × Neutral Army at the same level as your Hero level\*\*, 1 × ★ Nomads\*
- **Jeddite's Army:** A Pack of Evil Eyes, a Pack of Minotaurs, a Pack of Medusas

**Shiva's deck:** 5 × Might card


**Jeddite's deck:** 1 × Might card, 2 × Magic card, 2 × Skill card

**Jeddite's Spell deck:** 1 × Stone Skin Spell card, 2 × Magic Arrow Spell card

**Jeddite's Skill deck:** Resurrection VI\*\*\*

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

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

\*\*\*Look for this card in the Specialty cards of the Dungeon Hero, Alamar. Whenever an AI card asks you to "use a skill", place one black cube on this Specialty card. Then, whenever any of the units in Jeddite's Army is about to fall to 0  due to other unit attack, remove one black cube from it and use the "Resurrection VI" Specialty card.

### 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 × Castle (S3)

**4 × Far Map tile (II–III):**

- 4 × random tiles from Core Box (choose from: F1–F9)

**3 × Near Map tile (IV–V):**

- 3 × random tiles from Core Box (choose from: N1–N6)

### HEROES PLACEMENT

Put your Hero on the center field of the Necropolis Starting Map tile.

Both Enemy Heroes are represented by the two Dungeon Faction Hero models. Place them on either of the remaining Starting Map tiles at random.



## ADDITIONAL RULES

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

- You cannot increase your Hero’s Experience Level beyond Level 4.
- The Enemy Heroes move after the player’s turn ends.
- Obelisks let you choose which model represents which enemy (see “Dear Jeddite...” for further details).

## WIN/LOSE CONDITIONS

**Win:** You must defeat both Enemy Heroes.

**Lose:** You fail the scenario if you lose even one Combat.

## TIMED EVENTS

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

### 1<sup>st</sup> Round:

- Read the “Dear Jeddite...” section below.

### 6<sup>th</sup> Round:

- Add a Few Manticores to Jeddite’s Army.
- Add an additional ★ to Shiva’s Army.

### 8<sup>th</sup> Round:

- At the end of the round, the player fails the scenario.

### If you enter a field with an Obelisk:

- Read the “Do It Yourself” section below.
- You can choose which model represents which enemy.

### If you and the Enemy Hero are present on the same tile:

- Read the “They Never Learn” section below.

### When you complete the scenario:

- Read the “Rise and Shine” section below.



## THE STORY

### DEAR JEDDITE...

In the gloom chamber of his mansion, Sandro was looking outside the window. Deeply in the thoughts, he was holding a letter from an old acquaintance.

*“Sandro,  
My name is Jeddite. Perhaps you remember me, if your memories are not clouded by your undead mind. We were students together under Ethric. By becoming a Necromancer, you have completely shamed me, for it was I who introduced you to Ethric. I should have listened to him. From the start, he doubted your ability to wisely endure the burden of magical knowledge. Ethric told me of the two artifacts now in your possession. Know this, Sandro: you will not get past me on your journey to Deyja. I have allied with the Rampart town up north, and they stand with me against you. I will take the artifacts from your rotting corpse and return them to Ethric.”*

After reading it yet again, he crumpled the paper and turned around.

“Ahh, there you are,” he started. “At last! I have the Cloak of the Undead King and the Armor of the Damned! My plans to take over Deyja can now commence! Still... It seems Ethric... my old master... has finally tracked me down”.

The words ‘my old master’, were uttered with a mockingly pompous tone. If not for the lacking muscles in his face, he would surely smirk there.

“He hasn’t been too happy about me...” continued Sandro. “No, he was not happy about me becoming a Necromancer, and wants to remove the... blight... from his career. Ethric is no fool. He spread word of my location to those who would stop me. Some of the lords will want these artifacts for their own use. Others will wish to destroy them.”

The room was silent. The only noise was coming from the wind outside and the random cracking of wood in the fireplace.

“It does not matter. I will defeat these fools, soundly beat my master and continue on to Deyja, where they will appreciate my talents”.

“...you are awfully shy today” added Sandro after rushing to the table. Then he grabbed a lonely skull sitting on the top of it.

“You were way more chatty last week!” he finished while bursting into sinister laughter. Then with a sigh

he tossed the skull aside, losing all interest, and sat at the table littered with all kinds of crumpled papers and haphazardly put away scrolls. He snapped his bony fingers at which a single skeleton came out of the shadows of the room with a tray. On top of it, was a single quill pen.

*“Dear Jeddite” he started the letter. “I have received your letter of warning. Am I supposed to run and hide, fearful of your vow to stop me? No, your threat only strengthens my resolve. For I will now use all of them to crush you and your troops. I will take these artifacts to Deyja, where I shall use them to rise to the top of the Deyja hierarchy. You and your pitiful little band cannot stop me. If you stand in my way, I will kill every living soul under your command and convert their undead bodies to my cause.*

*PS. By the way, thank you for introducing me to the powers of magic. Without your help, I would never have achieved such greatness.*

*Sandro”*

After finishing his writing, he inspected every inch of the paper thoroughly. He then crumpled the whole thing and tossed angrily behind to start writing again.

*“I, SANDRO THE GREAT, have received your letter of warning...”*

If you enter a field with an Obelisk, you can choose which model represents which enemy, after this read the “Do It Yourself” section below.

If you and the enemy model are present on the same Map tile, read the “They Never Learn” section below.

### DO IT YOURSELF

Sending a message confidently announcing your intentions to your enemy is not normally your approach. You prefer a deceitful manipulation or a surprise attack to the chivalry of civilized warfare. However, you are paying your advisors a large sum of gold to reveal your enemies’ weaknesses to you, and they advise you thusly: “Send a message to all towns in this area announcing you hold the artifacts. Then explain with excruciating detail just how terribly powerful you will become when you use them. Tell them if they don’t permit you to pass, you will use the artifacts in battle and cast the shadow of death over their land.”

Yet, now you are seeing some of your scouts, who report to you unpleasant news.

*“And I even sent them these letters...” you think to yourself. “I need to hang a few advisors later... Oh, right. I did.”*



It seems that, in the distance, an enemy army is marching. Your scouts are unsure which army it is, exactly, but they are clearly looking for someone in nearby villages. Angrily, you conjure a spell to see the lands afar while muttering “What a worthless bunch”.

**Choose which model represents which enemy.**

**Skip the ‘They Never Learn’ passage of text.**

**If you win both Combats with the Enemies, read the “Rise and Shine” section below.**

## THEY NEVER LEARN

Jeddite has become quite a powerful lord as well as a powerful warlock. You have learned he is a man of his word and has never backed down from a battle. You wonder if going into combat against a former friend will affect his strategy. After all, both sides have the advantage of knowing exactly what and how each other will act in battle...

Your scouts bring you a message. Pretending to care of what matters they deem to be important you listen to their babble about the incoming enemy army.

*“Looks like no matter how long people live, they never learn... as long as they live...”*

**When entering same Map tile as an enemy Hero for the first time, roll an Attack die:**

- If the result is “+1”, this Enemy is Shiva, the other is Jeddite.
- If the result is “-1”, this enemy is Jeddite, the other is Shiva.
- Reroll any “0” results.

**If you win both Combats against the Enemies, read the “Rise and Shine” section below.**

## RISE AND SHINE

After the fight, you look at the battlefield, where the remaining skeletons and zombies are dealing with the last survivors. One group of skeletons just captured a wounded halberdier and started whispering among themselves. Making bets. You wonder about what...

A spy returns with word about internal conflicts among your enemies. Your old friend Jeddite’s allies want to seize the artifacts and promptly return them to Ethric. However, two other allied stronghold towns to the North and to the Northeast want the artifacts to remain in their possession. According to your advisors, Lord Jabarkas, the leader of these two towns, is Ethric’s illegitimate younger brother suffers from Little Man’s Syndrome.

It seems that Jabarkas has always been envious of his older brother’s prestige, and you suspect that he believes he can gain more respect from his peers were he to have the two artifacts.

You permit yourself a sinister smile. Psychological attacks are the kind you enjoy most. With any luck, your enemies might just kill each other off, and you can pass through to Deyja like a shadow in the night.

But it won’t be as easy with Ethric.

You look at the land behind you and all the shattered undead from the last battles. Jeddite became as powerful a warlock as your spies had told you. Should you animate it and let your erstwhile friend see where you go? Perhaps he would even fight alongside you, like in the old days.

You stand over Jeddite’s corpse.





## NECROPOLIS CAMPAIGN—RISE OF THE NECROMANCER

# 2. MASTER

### SCENARIO LENGTH



This scenario plays out over 10 rounds.

### PLAYER SETUP

**Faction:** Necropolis



**Faction Hero:** Choose one—Sandro or Tamika

**Faction Army:** A Few Skeletons, a Few Zombies, a Few Wraiths

**Starting Resources:** 3 × , 2 × 

**Town Buildings:**  Dwelling,  Dwelling

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


- +5  Resources
- +9  Resources
- Build the Cover of Darkness Town Building for free

### AI HERO SETUP

**Faction:** Undefined

**Enemy Heroes:** Ivor, Ethric

**Enemy Armies:**

- **Ivor's Army:**  Nomads unit\*, Neutral Army at the same level as your Hero level\*\*\*
- **Ethric's Army:** A Pack of Minotaurs, a Pack of Medusas

**Ivor's Deck:** 4 × Might card, 1 × Skill card

**Ethric's Deck:** 2 × Might card, 3 × Magic card

**Ethric's Spell Deck:** 2 × Stone Skin Spell card, 1 × Magic Arrow Spell card

**Ivor's Skill:** Archery\*\* Ability card

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

*\*\*During every Combat, the first time an AI card activates the skill, resolve its Basic effect. After that, if an AI card tells you to activate a skill, resolve its Expert effect.*

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

### MAP SETUP

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

**2 × Starting Map tile (I):**

- 1 × Necropolis (S1)
- 1 × Dungeon (S2)

**3 × Far Map tile (II–III):**

- 3 × Necropolis (F1, F4, F7)

**4 × Near Map tile (IV–V):**

- 4 × random tiles from Core Box (choose from: N1–N6)

### HEROES PLACEMENT

Ethric is represented by one of the two Dungeon Faction Hero models. You can decide which Dungeon Hero to play against. Place Ethric's model on the top-leftmost Starting Map tile.

Ivor is represented by one of the two Castle Faction Hero models. You can decide which Castle Hero to play against. Place Ivor's model beside the map, ready to be placed later in the scenario.

Your Necropolis Hero is placed on the bottom-rightmost Necropolis Starting Map tile, positioned on the Town field.

### ADDITIONAL RULES

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

- You cannot increase your Hero's Experience Level beyond Level 5.
- The Enemy Heroes move after the player's turn ends.



## WIN/LOSE CONDITIONS

**Win:** You must defeat both Enemy Heroes.

**Lose:** You fail the scenario if:

- You reach the end of the 10<sup>th</sup> round.
- You lose your Faction Town.

## TIMED EVENTS

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

**1<sup>st</sup> Round:**

- Read the “Dreadful Times” section below.

**4<sup>th</sup> Round:**

- Read the “A Message from V” section below.
- Add a Pack of Evil Eyes to Ethric’s Army.

**6<sup>th</sup> Round:**

- Add a Few Manticores to Ethric’s Army.

**10<sup>th</sup> Round:**

- At the end of the round, you fail the scenario.

**If you defeat one of the Enemy Heroes:**

- Read the “You Are in Love” section below.

**When you complete the scenario:**

- Read the “Path to Deyja” section below.



## THE STORY

### DREADFUL TIMES

*“Ethric just doesn’t give up...”* you think to yourself, seeing a soldier frantically running to you.

“Dreadful news, sir!”

They tell you that someone broke into your quarters, slashed your linens, and drove a large sword through the middle of your bed. Attached was a note saying, *“Sandro, death to you and all who would follow you. I will seize those artifacts you have stolen.”*

The note was unsigned.

“Sir, I’m sorry to report that the intruder, whoever it was, came and left undetected,” the soldier continues. “And there’s more, sir. The intruder took your hidden gold... all of it!”

With a snarl, you raise your sword and lop off the soldier’s head. You could have been assassinated had you slept in your bed last night. Your troops need to be better trained in the art of defending against covert attacks.

Seeing that display skeletons around you start to tremble and click with their bones. On your right, you hear a sigh full of awe. Vidomina.

While Ethric’s words are creating turmoil around the Erathia, the gaze of many people turns to you. But not all of them look at you greedily.

Or rather... not in the same sense.

Vidomina is a young wizard with aspirations of being a Necromancer. For the time being she will be useful, but we will part ways once we get past Ethric and into Deyja proper.

Vidomina continues to demonstrate great talent and dedication to becoming a Necromancer. Having spent the day conferring with your advisors, you were not available to tutor today, but in the evening you check upon her studies. As you watch her practice incantations under the moonlight, you realize that she is also quite beautiful. Suddenly her eyes meet yours and she smiles warmly. You turn away, slightly ashamed for the momentary indulgence.

Necromancers are not supposed to have such feelings!

Vidomina walks over and places her hand on your shoulder.

“Good evening, Master. It is good to see you. I missed your company today,” You brush her hand away.

“Your first lesson for this evening: do not be so familiar

with me. Necromancers must constantly deal in death, and it is wise to remain distant to those around you, even your mentors.”

“Yes, Master,” Vidomina replies sheepishly.

“Now for your second lesson. Do not place too much trust in other people, especially the living. All day long my advisors have been providing information about this land we journey through, but I worry that I have grown to rely on them too much. I need you to go forth and bring me your own impressions of our situation. Discover how powerful our enemies are, how many troops they have, and what kind of magic they use. The last four towns I encountered were quite easy to defeat, but I do not wish to fall into the trap of being over-confident. I need a fresh pair of eyes to appraise what lies before us. Now go!”

As you watch Vidomina ride off on her first lone excursion, you can’t decide whether to feel relief or apprehension.

“What dreadful times” you mutter under your breath.

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

**When the 4th round begins, read the “A Message from V” section below.**

**If you defeat one of the Enemy Heroes, read the “You Are in Love” section below.**





## A MESSAGE FROM V

A message from Vidomina arrives.

*“Master, there are two Rampart towns in this region. Ethric sent word to them explaining the incredible danger posed by you, because of the artifacts you carry. Unfortunately, dwarves populate one of these towns, and when they learned that one of your artifacts was stolen from their people, they agreed to join Ethric’s fight against you. Be wary when passing through this area.*

*Signed, Vidomina.”*

*“Vidomina. Warns me. About the dangers. ME!? Ha!”* you think to yourself.

You carefully fold the letter then hide in your bags.

“Prepare for elfs! Their rangers are incoming!” you shout to one of your scouts.

Your army rises, while you wonder how they will react when they see the enemy army.

**Place model for Ivor hero at the nearest discovered Obelisk. If none of the Obelisks are on the map, he will show up when you discover one.**

## YOU ARE IN LOVE

“He’s in love, I tell you,” a skeleton warrior whispers to his comrades.

“Haven’t you seen the way he looks at her? Why when she rode off, he practically got all misty-eyed.”

“Shut up, you fool,” a zombie warns. “Spreading gossip like that can get you killed.”

“Ha! I’m not afraid of Sandro,” the skeleton snorts.

“Why, he’s so love-struck, I wonder if he still has the mettle to lead us into...”

A sudden bolt of lighting sends the skeleton’s charred bones flying in all directions.


“There will be no more of such talk! Now, back to your duties,” Sandro snarls at the surviving troops. They quickly scatter off to their posts.

Curse your human frailties, you admonish yourself. If you fail to keep your emotions in better check, your armies may lose confidence in your leadership!

“Where are my scouts? I want to know what Ethric is doing! And where are my advisors...”

**If the Ethric model is still on the map, they change their behavior. Now, they stop moving toward your Hero, but go back to their Town. If you engage in Combat with**

**them in their Town, add Walls, Gate, and Arrow Tower cards to their side of the Combat board.**

**Pay 10  to invoke a movement penalty for Ethric—his model will only be able to move 2 spaces, each round.**

## PATH TO DEYJA

Ethric is gone. The last obstacle on your path to Deyja is gone. The last person who knew Sandro before becoming Necromancer.

At least the last you remember.

“Should I feel more about it or not?” you wonder. Human frailties are beyond you.

While you think about your late master a horde of skeletons gathers. All ready to march to your next destination.





## NECROPOLIS CAMPAIGN—RISE OF THE NECROMANCER

# 3. DUKE ALARICE

### SCENARIO LENGTH






This scenario plays out over 11 rounds.

### PLAYER SETUP

**Faction:** Necropolis



**Faction Hero:** Choose one—Sandro or Tamika

**Faction Army:** A Few Skeletons, a Few Liches

**Starting Resources:** 20 × , 2 × , 4 × , additional +2  production, additional +5  production

**Town Buildings:**  Dwelling,  Dwelling, Citadel

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






- Add a Few Vampires to your army
- +4  Resources
- +2  Resources

### AI HERO SETUP

**Faction:** Undefined

**Enemy Heroes:** Thorgrim, Melodia, Duke Alarice

**Enemy Armies:**

- **Thorgrim and Melodia Armies\*\*:** A Few Griffins, a Few Crusaders,  Sharpshooters\*,  Enchanters\*
- **Duke Alarice Army:** A Pack of Crusaders, 2 ×  Mummies\*,  Sharpshooters\*,  Enchanters\*

**Thorgrim's Deck:** 3 × Might card, 1 × Magic card

**Melodia's Deck:** 1 × Might card, 3 × Magic card

**Duke Alarice's Deck:** 6 × Might card

**Thorgrim and Melodia Spell Deck\*\*:** 2 × Bless Spell card, 1 × Magic Arrow Spell card

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

*\*\*Thorgrim and Melodia use the same Spell deck and Armies. Reset the Spell deck after each Combat encounter.*

### MAP SETUP

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

**1 × Starting Map tile (I):**

- 1 × Necropolis (S1)

**2 × Far Map tile (II–III):**

- 2 × Necropolis (choose from: F1, F4, F7)

**3 × Near Map tile (IV–V):**

- 1 × Necropolis (choose from: N1, N4)
- 2 × Castle (N3, N6)

**1 × Center Map tile (VI–VII):**

- 1 × Dragon Utopia Center Map tile (C1)

### HEROES PLACEMENT



Melodia and Thorgrim are represented by two Castle Faction Hero models. Keep them handy beside the map, you will need them later in the scenario.

Duke Alarice is not placed on the map. The battle with him is triggered during the story.

Your Necropolis Hero is placed on the Town field of the bottom-rightmost Starting Map tile.

### ADDITIONAL RULES

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

- The Enemy Hero ignores AI Movement rules (but still has 3 MP) and goes straight to the nearest player's model, using the shortest path possible.
- The Enemy Heroes move after the player's turn ends.
- Defeating Enemy Heroes rewards you with either 6  or 2 .



- Obelisks give you 10  and allow your Hero to enter the Dragon Utopia.

## WIN/LOSE CONDITIONS

**Win:** You must defeat all Enemy Heroes and win the Combat in the Dragon Utopia.

**Lose:** You fail the scenario if:

- You reach the end of the 11<sup>th</sup> round.
- You lose your Faction Town.

## TIMED EVENTS

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

**1<sup>st</sup> Round:**

- Read the “Ruling from the Shadows” section below.

**11<sup>th</sup> Round:**

- At the end of the round, you fail the scenario.

**If you enter a field with a Settlement:**

- Read the “Stop, Lord Alarice!” section below.

**After discovering the second Near Map tile:**

- Read the “Duke’s Dirty Tactics” section below.

**After entering the field with the Dragon Utopia:**

- Read the “Last Words” section below.

**When you complete the scenario:**

- Read the “My Last Words” section below.



## THE STORY

### RULING FROM THE SHADOWS

Another skeleton shattered to bits when a lightning bolt struck it.

“Your next lesson: You have to concentrate on both necromancy AND spells” you comment calmly. “Nobody will wait for your damn army to rise, while you fiddle with casting.”

Vidomina was casting another lightning bolt, while raising undead at the same time. That technique was not an easy feat but seeing her dedication you felt it was fitting. Her pace was impressive.

“As I was saying, traveling to Deyja, I met Finneas Vilmar. An ambitious but slightly foolish Necromancer. He has some holdings here and is trying to increase his realm of power. With my skills of persuasion he should soon find himself in the position he craves.” You share your plans with Vidomina, who has joined your troops on the way.

“Master, why won’t you...” started Vidomina but you immediately stopped her,

“Concentrate! When you are the ruler, everyone blames you for their mistakes. And try to assassinate you. Poison, blade, magic. Pick what you want. My bed is being stabbed even without having the title of a ruler.” You tell at the end, looking into her eyes. Her gorgeous, deep eyes...

“Of course, I will be the shadow whispering orders into his ear” you add after a small pause. “Finneas Vilmar is a young lord who desires power. With such a greedy appetite but a poor head for tactics and political manipulations... He is a prime candidate for becoming a puppet! He just doesn’t know it yet.”

Seeing Vidomina silently continuing on with her training, you start to wonder about what’s to come. Soon Duke Alarice will find himself among the dead. Your plans are going well as you prepare to launch an assault. Finneas does not agree with your tactics, but you know his are certain death. He suffers from the delusion that he is a tactical genius.

Soon he will come to see that he cannot survive without your guidance.

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

If you enter a field with a Settlement, read the “Stop, Lord Alarice!” section below.

After discovering the second Near Map tile, read the “Duke’s Dirty Tactics” section below.

### STOP, LORD ALARICE!

“Stop where you are!” shouts a voice out of nowhere.

“Why do you stop us?” you shout back.

“We already told you, Lord Alarice, we will not join you!”

“I’m not Lord Alarice,” you explain.

“Oh,” the voice says, relieved. A dwarf appears from the top of the building before you. “Greetings. I am Taruzdandu. Thank goodness you are not Lord Alarice. That man is so exasperating!”

“Oh? Why do you say that?”


“He never gives up,” the dwarf sighs. “He wants us to provide him with gold so he can fund a take-over or some such nonsense. But the fact is, we don’t give a hoot about aboveground politics. We just want to mine in peace.”

“Oh, really? What mine are you referring to?”

“There is a good gold mine not too far from, which produces more than any other mine. We can’t get to it until they stop trying to raid this area for resources. Apparently, this Sandro fellow is also after all of our gold, not just Alarice.” The dwarf looks closely at you. “Hey, you’re not that Sandro fellow, are you? I’ve heard some bad things about you. People say you just go about killing everyone so you can get bigger armies.”

“I would be glad to have such intelligent servants within my army. It is true, I am Sandro, and to me you are simply recruits who don’t know it yet.”

Having said that, you push forward to take over the town.

**This Settlement produces gold. It raises your production of  by 10.**

After discovering the second Near Map tile, read the “Duke’s Dirty Tactics” section below.

### DUKE’S DIRTY TACTICS

As you ride into a clearing, you notice in the distance two armies marching in your direction. How is it possible? Your scouts didn’t inform you of any nearby armies. They even said the path is clear. Unless...

“Duke Alarice did something” you say to yourself.

Discover the remaining two Near Map tiles, and place both Castle Heroes on the middle hex of each Map tile.



After you finish your move, they will begin to move toward your nearest Hero model.

To enter the Dragon Utopia, you need to visit an Obelisk.

After entering the field with the Dragon Utopia, read the “Last Words” section below.

## LAST WORDS

You catch up with Duke Alarice in the evening, near the eerie ruins of an old tower. Your vanguard swiftly deals with his guards, leaving him helplessly alone. So small. So insignificant.

Your troops surround his lonely figure, almost pressing him to the crumbling walls.

Leisurely, you walk to the front while not even looking at the Duke, but rather at the setting sun. As it slowly hides under the horizon you turn to the Duke.

“Any last words?”

Despite your overwhelming army, Duke Alarice looks unfazed. Is it pride? Not that much can be read from a lich face anyway... Then without any warning or even a shred of fear he steps closer... and utters just one word.

“ARISE”.

From the ground between you and the Duke, an avalanche of hands pops out, dragging behind the rest of their bodies. Covered in tattered rags mummies. At the same time you hear the sinister, yet so familiar groans all around you. And the eyes glimmering in the dark. Eyes of the dead. From the ruins on the sides, all the beings killed recently by your troops emerge, ready for one last struggle.

“Your dirty tricks never end...” you mutter under your breath.

Before starting Combat, place one of the ★ Mummies units on your Combat board side—in a free space along either the first or the second rows of your Faction units. The ★ Mummies unit will attack before any other unit.

After winning the fight, read the “My Last Words” section below.

## “MY LAST WORDS”

The Duke Alarice is alone. Again.

You nervously look around, standing on the tips of your bones. But nothing more happens. Human frailties, you admonish yourself.

With a bit of a relief you approach him. All kinds of words swirl inside your head. Or maybe soul. Since the skull is quite empty, like in any proper lich.

“He’s all yours” you mutter to the wounded undead. Their eyes light up in the dark and soon the air fills with the sounds of crushing bones and torn flesh.

As you walk away from the sight you start to wonder. “Huh. I forgot to get his crown.”

Turning around you gaze at the mass of undeads covering the room where remains of Alarice were just a moment ago. Were.

“Well... I will need a new one. It’s not like Finneas will tell the difference anyway,” you mutter to yourself at which few nearby skeletons start laughing. Angrily you gather a magic energy in your hands and shout:

“Back to work!”





## TOWER CAMPAIGN—THE DRAGON SLAYER

# 1. CRYSTAL DRAGONS

*The way of a Dragon Slayer is harm's way. To prove himself one, Dracon has to rise to a handful of perilous challenges, and defeating a Crystal Dragon is but the first step. Once it is made, Dracon will have to seek out and battle the greatest wyrm to have ever lived, as only when the Azure Dragon perishes can Dracon truly call himself a Dragon Slayer.*

### SCENARIO LENGTH





This scenario plays out over 9 rounds.

### PLAYER SETUP

**Faction:** Tower


**Faction Hero:** Choose one—Dracon or Solmyr

**Faction Army:** A Few Gremlins, a Few Gargoyles

**Starting Resources:** 15 × , 3 × , 1 × , additional +5  production



**Town Buildings:**  Dwelling,  Dwelling

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

- +2  Resources
- Add a Few Iron Golems to your army
- Reinforce Gremlins and Gargoyles

### AI HERO SETUP

**Enemy:** Crystal Dragon

**Crystal Dragon Army:** 1 ×  Crystal Dragons\*,  Sharpshooters\*

**Crystal Dragon Deck:** 3 × Might card, 2 × Magic card

**Crystal Dragon Spell Deck:** 3 × Magic Arrow Spell card

*\*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 × Tower (#S1)

**3 × Far Map tile (II–III):**

- 3 × random tiles from Core Box or SG Box (choose from: F1–F9 and #F1–#F3)

**2 × Near Map tile (IV–V):**

- 2 × Castle (N3, N6)

### HEROES PLACEMENT

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

### ADDITIONAL RULES

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

- Visiting an Obelisk triggers a special event.
- You cannot discover any Near tiles before discovering all Far tiles on the map.

### WIN/LOSE CONDITIONS

**Win:** You must visit an Obelisk and win the battle with the enemy there.

**Lose:** You fail the scenario if:

- Your hero loses one battle.
- You run out of time—you have time till the end of the 9<sup>th</sup> round.

### TIMED EVENTS

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

**1<sup>st</sup> Round:**

- Read the “Great Heritage Equals Great Expectations” section below.



#### 4<sup>th</sup> Round:

- Read the “Getting Closer” section below.

#### 9<sup>th</sup> Round:

- At the end of this round, you fail the scenario.

#### When you enter a field with an Obelisk:

- Read the “My First Challenge” section below.



## THE STORY

### GREAT HERITAGE EQUALS GREAT EXPECTATIONS

You stand at the top of the highest hill you could find. Snowy valleys stretch over the visible horizon, and the line between the sky and the ground is blurred by distant fog. Behind you, your loyal troops are waiting for orders, to challenge dragons along with you—their master.

Your mother has been training Dragon Slayers for as long as you can remember. It is now time that she trains her only son. Your mother knows how smart you are, and therefore she can't give you any ordinary task. The only thing going for you is your ability to train priests and mages into enchanters. You have control of a small village.

“My mother has finished preparations for my final test,” you start, still with your back to the troops. “The finest crystal, stealthily taken from the caverns of Krewlod,

has been used to create a great dragon golem. This creature's construction is a feat of magical prowess. To destroy it...” You raise your hand and clench it, as if grabbing something invisible, “...is an even greater feat. Yet, I have heard the greatest feat a dragon slayer can accomplish is to kill the rare, mighty Azure Dragon.”

You finally turn around, just to find more than half of your troops are already gone—preparing food, setting their tents, or doing all other necessary odd jobs. Well, you wanted to camp here tonight, so that's fine. It makes you proud, in fact, that your men can read your intentions so well. You nod to the youngest recruits who still await your instructions and dismiss them.

Your task is to kill the Crystal Dragon with the troops given to you, so you can prove to your mother and to everyone else, you are ready to be a Dragon Slayer. The task is dangerous, so be careful.

### GETTING CLOSER

Just a few steps ahead, a glimmer on the ground catches your eye. You signal to stop and jump off your horse. Crouching, you carefully pick the slivers of crystal reddishly glistening in the snow. Recognizing the shards, you figure the Crystal Dragons must not have been pleased that their minions failed to stop you. Smirking to yourself, your confidence grows. You are ready for this... so you tell yourself.

You gain 2 .

### MY FIRST CHALLENGE

Straight ahead, you finally see your goal—the crystal dragons. A couple of them are sleeping in the middle of the valley you were passing through. Just as you expected!

You cannot help but admire their mighty form. Made entirely of red crystal and brought to life through magical means, they exhibit a mysterious aura. Looking at them, you notice that they are semi-transparent—through their crystalline bodies you see the valley behind; tinted in blood-red. Magical hearts buried deep in their chests lit their bodies up from the inside. Many wizards create these creatures for the crystal they shed... or so you've heard.

Defeating them may be just the first step into the Dragon Slayer's life, but what a step it is! Mother will be pleased, you think to yourself as you charge into battle.

**Fight with the Crystal Dragon army.**



## TOWER CAMPAIGN—THE DRAGON SLAYER

# 2. RUST DRAGONS

The scenario is playable with the Fortress expansion.  
If you don't have it, skip it.

### SCENARIO LENGTH




This scenario plays out over 11 rounds.

### PLAYER SETUP

**Faction:** Tower




**Faction Hero:** Choose one—Dracon or Solmyr

**Faction Army:** A Pack of Gargoyles, a Pack of Iron Golems, a Few Magi

**Starting Resources:** 18 × , 1 × , 3 × 

**Town Buildings:**  Dwelling, Citadel









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

-  +5  Resources
-  Reinforce the Magi unit

### AI HERO SETUP

**Enemy:** Rust Dragons' First Army, Rust Dragons' Second Army, Rust Dragons' Third Army

**Enemy Armies:**

-  **Rust Dragons' First Army:** 1 ×  Rust Dragons\*
-  **Rust Dragons' Second Army:** 1 ×  Rust Dragons\*, 1 ×  Gold Golems\*
-  **Rust Dragons' Third Army:** 2 ×  Rust Dragons\*, 2 ×  Gold Golems\*

**Rust Dragons'\*\*\* Deck:** 3 × Might card, 2 × Magic card

**Rust Dragons' Spell Deck\*\*:** 2 × Curse Spell card

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

*\*\*All the armies use the same deck. Reset it after each Combat.*



### MAP SETUP

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


1 × Starting Map tile (I):

-  1 × Tower (#S1)

3 × Far Map tile (II–III):

-  1 × Tower (#F2)
-  2 × Fortress (F14, F15)

2 × Near Map tile (IV–V):

-  2 × Necropolis (N1, N4)







## HEROES PLACEMENT

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

## ADDITIONAL RULES

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

- Each time you enter a field with a Mine, read the corresponding section of the text from The Story below.
- You cannot enter the Gem Pond before capturing 3 Mines.
- When you defeat one of the Rust Dragons’ armies, gain 1  and .

## WIN/LOSE CONDITIONS

**Win:** You must capture all Mines and the Gem Pond, and defeat the armies that defend them.

**Lose:** You fail the scenario if:

- Your hero loses one battle.
- You run out of time—you have time till the end of the 11<sup>th</sup> round.

## TIMED EVENTS

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

**When you enter a field with a Mine on Tower Starting Map tile:**

- Read the “A Task Worthy of the Hero!” section below.



## THE STORY

### A TASK WORTHY OF THE HERO!

You look over the map of the region. According to the scouts who have just left your tent, the Rust dragons have taken to feeding from the mines near the town of Ochre. It is not surprising. They live and feed in sulfur mines. These uncommon beasts have chased off the peasantry, and now their livelihoods are in jeopardy.

“As a hero, I should do this for the town’s people!”

You exclaim to yourself, to boost your resolve.

“Yet, I do this to hone my skills. Where rust dragons abound, the Azure may be nearby...”

Rust Dragons spew a concentrated acid as their primary attack. This acid is capable of eating through the strongest armor. The fight promises well.

When you enter a field with a Mine, read the “The First Mine” section below.

### THE FIRST MINE

Expecting the mighty creatures to challenge your army, you enter one of the first dragon-infested mines in the region. But—to your disappointment—rather than Rust Dragons’ fiery gaze, you are met with silence and dust settling gently on your head. The mine is abandoned. But why? You dig into the mystery, and soon you learn the simple truth—there is nothing worth eating here anymore. Not for them.


“No one can mine in these tunnels now...” You murmur to yourself.

The people of Bracada have kept the Krewlodians at bay by controlling the mines. Now Rust Dragons have taken over and all of the resources of this land will be gone. Unless somebody stops them. The people are in need of help and your skills could use some sharpening.

When you enter another field with a Mine, read the “The Second Mine” section below.

### THE SECOND MINE

As you enter the crystal mine, you hear death-filled screams that would make any other man go mad. You head towards a faint light that looks to be deep within the cave. As you approach the light, you see dragons holding a man, who turns his head toward you and in a faint whisper says, “Help us.”

Fight with the Rust Dragons’ First Army. Place  on the Rust Dragons unit. When you enter another field with a Mine, read the “The Third Mine” section below.

After this combat, the difficulty level of every Combat encounter on the map increases by one (see page 35, “Field Difficulty Level Table” in the Core Rulebook).

### THE THIRD MINE

It has been a long trek through the mountains and trees. On your travels, you come across a very old man lying on the ground. With a bandage over his head and a sling around his neck, he looks to be unconscious, if not dead. Closing your eyes and shaking your head, you decide to rid the land of the dragons that did this.

Knowing you well, some of your men volunteer to bury the body. You cannot just leave him there to rot. Still, even the tiniest delay invites the risk of losing track of the enemy...

Choose one:

- Weaken one of your units from “A Pack” to “A Few”. Then gain a Positive Morale token.
- Gain Negative Morale.

While you are hiking through the mountains, you see a glint of reddish-orange in the not-too-distant sky. As you walk up to the mine, you feel a slight breeze. Seeing the dragons land, you smile at your precise timing.

“Nobody but the dragons will get hurt this time,” you tell yourself.

Fight with the Rust Dragons’ Second Army. When you enter the field with the Gem Pond, read the “The Final Confrontation” section below.

After the fight, you can enter the field with the Gem Pond.

### THE FINAL CONFRONTATION

You approach a gem pond swarming with dragons. A wave of nauseating acrid stench hits your nostrils, forcing your breakfast back out. You immediately cover your mouth, desperately struggling against the urge. Not without an effort, you finally manage to contain yourself. Some of your men are less successful, though. The smell is excruciatingly bad. The sun is beating down on the blood covering the sulfur. The dragons have done a number here. You push forward. When you are about to enter the pond, you are almost run down by an avalanche of prospectors. At a quick glance, you take notice of how battered and broken the people are. Not wanting them to suffer any longer, you quickly run in to slay the dragons who are tormenting them.

Fight with the Rust Dragons’ Third Army.





TOWER CAMPAIGN—THE DRAGON SLAYER  
**3. FAERIE DRAGONS**

**The scenario is playable with the Rampart expansion. If you don't have it, skip it.**

### SCENARIO LENGTH





This scenario plays out over 13 rounds.

### PLAYER SETUP

**Faction:** Tower




**Faction Hero:** Choose one—Dracon or Solmyr

**Faction Army:** A Pack of Gargoyles, a Pack of Iron Golems, a Few Magi

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

**Town Buildings:**  Dwelling,  Dwelling, Citadel









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

-  +4  Resources
-  Reinforce the Magi unit

### AI HERO SETUP

**Enemy:** Faerie Dragons' First Army, Faerie Dragons' Second Army, Faerie Dragons' Third Army

**Enemy Armies:**

-  **Faerie Dragons' First Army:**  Faerie Dragons\*
-  **Faerie Dragons' Second Army:**  Faerie Dragons\*,  Trolls\*
-  **Faerie Dragons' Third Army:** 2 ×  Faerie Dragons\*,  Trolls\*

**Faerie Dragons' Deck:** 5 × Might card

*\*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 × Tower (#S1)

**4 × Far Map tile (II–III), with Settlements:**

-  1 × Necropolis (F1)
-  1 × Dungeon (F2)
-  1 × Castle (F3)
-  1 × Rampart (F10)

**2 × Far Map tile (II–III), without Settlements:**

-  2 × Tower (#F2, #F3)

**1 × Near Map tile (IV–V), with a Pandora's Box:**

-  1 × Castle (N3)

Mix the Far Map tiles and place them covered in whatever order you like.



## HEROES PLACEMENT

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

## ADDITIONAL RULES

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

- After capturing the first settlement, each time you enter another settlement, read the corresponding section of the text from The Story below.

## WIN/LOSE CONDITIONS

**Win:** You must capture all Settlements on the map and then win the fight at the Pandora’s Box.

**Lose:** You fail the scenario if:

- Your hero loses one battle.
- You run out of time—you have time till the end of the 13<sup>th</sup> round.

## TIMED EVENTS

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

**1<sup>st</sup> Round:**

- Read the “Mischievous Faerie Dragon!” section below.





## THE STORY

### MISCHIEVOUS FAERIE DRAGON

Having traveled far and wide, you seem to have reached a dead end in your quest. Seeking the famed and elusive Azure Dragons, you heard of sightings to the west. Leaning over a map in your tent, you retrace the long chain of leads that brought you here, only to find a mischievous Faerie Dragon playing tricks on the locals. You were disappointed at first, but then you discovered it wasn't one, but several such dragons and they are relocating towns, maidens, and generally mucking about. Now you see an opportunity.

"Still, I have never seen a Faerie Dragon," you admit to an officer who accompanies you. "And awfully little is known about these notorious troublemakers."

"Huh, so they know something?"

"Yes. What is known is found more in storybooks than magical tomes."

"Oh, that sorta thing."

"Some say they are invisible. Some say they can cast spells."

"Scary."

"But they are supposedly only three feet high. I do not know what to expect or how my skills will be tested. Nevertheless, the more I know, the better I will be prepared for the Azures."


Feeling you could use the practice before taking on the Azure Dragons, you have decided to help the people of Bracada rid themselves of the threat. But looking at the map, the situation might be much more dire than a little trickery. It seems that if the Faerie Dragons aren't disposed of within six months, none of the villages along the coast will last.

"My Lord, I have news to report." A familiar voice outside of tent makes you turn around. The officer you've been talking to for the past quarter or so... has just approached the entrance.

"Haven't you just..." You start and pause immediately as you look around.

There is nobody in the tent beside you.



"Huh?"

When you enter a field with , read the "The First Encounter...?" section below. You cannot discover any Map tiles before entering that field.

## THE FIRST ENCOUNTER...?

As you are walking through the forest, you come across a box. You have seen these boxes before and quickly decide not to open it. After you take a few steps away from the box, you realize curiosity just got the better of you. So, you turn around and reach your hand out to open it. Suddenly, a leprechaun jumps out of the forest and sits on the lid, not letting you open it. Not really understanding what just happened and having never before seen a leprechaun, you just sit there and study him. After a few long moments, he breaks the silence, "I am Erik! And who might you be?" While you are telling him your name, you wonder what this little guy is up to. "I know what is going on around here. Knowing this, I just wanted to give you some advice... Don't, under any circumstances, open this box," says the leprechaun as he pats the side of the box. Then right before you are about to ask him why you shouldn't open the box, he disappears in a puff of smoke. Leaving you with the box... and a strange feeling that you've already met him.

Choose one:

- Roll two  and choose one of them.
- Gain Positive Morale and one more .



When you conquer the first Settlement, read the "Good Advice" section below.

## GOOD ADVICE

Shortly after you leave the settlement you see a man lying on the ground, trying his hardest to get back to his home. Being the honorable person you are, you once again face a moral dilemma. This man needs your help, as do other people that are terrorized by these nasty creatures in other places; and every moment spent here is a moment longer other people may suffer. Mother taught you to help the ones in need, but she's never mentioned making choices like that!

When you enter the field with the Settlement, read the "A Shimmer" section below.

Choose one:

- Gain one  and then gain Negative Morale. Skip the continuation of this part.
- Lose one  in your next turn, but discover two tiles of your choice on the map.

You decide to help him. It takes you about an hour or so to take him back to his house, but just as soon as you are sure that he is home and safe, you turn to leave. As you reach for the door the old man regains consciousness, and shares with you a tale and the lay of the land.


## A SHIMMER

You walk through a settlement. Carts are left in the streets in disarray, but there are no people. You peek into a tavern only to find empty seats and half-eaten meals. It must have been the Faerie Dragons who made them all flee in terror. On a hill in the middle of the town, there is a garrison manned with local mercenaries. Or at least there should be. *“If there’s anybody left, that’s where I’ll find them.”* Trying to keep your hopes up, if only for a moment, you start climbing. As you step through the garrison, you see a faint shimmer just over the small hill that lies in front of you. You know who is there. You just wonder if there is another way around. Coming to the conclusion there isn’t, you venture forth. As you top the hill, you see the leprechaun and notice he is waving at you. The creature strides forward, coming to a stop directly in front of you.

“I figured that since you wouldn’t listen to me anyway, I wouldn’t bother to warn you about the Faerie Dragons that were guarding the garrison,” he says.

“Thank you very much. It was actually pleasant with you not there,” you snap, losing your patience.

“If you are going to be like that, then I won’t tell you that one Faerie Dragon got away and is now returning with more,” says the leprechaun, again disappearing in a puff of smoke.

**Fight with the Faerie Dragons’ First Army. Place  on the Faerie Dragons unit. After the fight, read the “The Illusion” section below.**

## THE ILLUSION

After you beat the Faerie Dragons, you look around. Within moments, your vision begins to waver and then as quickly as it began, the illusion disappears. Looking around you again, you notice the town wasn’t abandoned at all. It is actually a prospering city.

**When you enter the field with the next Settlement, read the “The Third Encounter” section below.**

**After this combat, 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).**

## THE THIRD ENCOUNTER

The leprechaun appears before you, shaking his head and laughing to himself. You are not surprised. His mirth makes you anxious, though, so you ask what he is so happy about.

“Do you purposely not pay any attention to anyone?” Says the leprechaun, giggling again.

Not feeling like listening to him, you walk right past, thinking that if you ignore him, he will go away. To your dismay, he doesn’t. He just walks with you, lecturing on why you should listen to him. After hours and hours of listening to his jabbering, you come to the conclusion you are really getting tired of his antics. So, you turn around angrily and attempt to take his head off with the back of your hand. But in the instant your hand makes contact with his body, he disappears. He irritated you so much that you actually start mumbling to yourself as you continue your journey to find the Faerie Dragon.

**Fight with the army guarding this Settlement normally. When you enter the field with the next Settlement, read the “The Last Oppressed Settlement” section below.**





## THE LAST OPPRESSED SETTLEMENT

Your scouts were kind of busy today, so you decided to inspect the area yourself. Learning the daily activity of your people should broaden your perspective and make you a better commander.

It was a bad idea.

Right now, you are running from several Faerie Dragons. Wanting to get as much space between you and them, you hurry on down the path. Turning your head to see how much distance is already between you and that... that... things, you see that you are approximately 50 paces away. As you turn your head back to the road, you nearly fall to the ground with surprise as the leprechaun appears directly in front of you.

“I told you so!” He shouts. “Come on. What did I say? Say it with me now, ‘Don’t under any circumstances open this box’. Well you didn’t listen to me, did you? Hehe, next time you will listen.” The leprechaun laughs.

Again, right before you can ask any questions, he disappears.

**Fight with the Faerie Dragons’ Second Army. When you enter the field with the Pandora’s Box, read the “The last Talk” section below.**

## THE LAST TALK

You lay your eyes on a mysterious Pandora’s Box lying on the ground before you. Just when you are about to lay your hands on it, too, you notice that you are being observed by a leprechaun sitting on what looks to be a very old Stump.

“Hello again,” says the leprechaun with a grin on his face.

“Hello,” you reply, wondering why he isn’t mad at you. Not so long ago, you even tried to take his head off with your bare hands...

All of your wondering ceases when you see the creature shimmer and fade away. Where once one leprechaun sat now three sets of Faerie Dragons sit. Realizing this dragon has been playing with you all of this time, you look at the three creatures, wondering which is the real one.

**Fight with the Faerie Dragons’ Third Army.**





## TOWER CAMPAIGN—THE DRAGON SLAYER

# 4. AZURE DRAGONS

### SCENARIO LENGTH





This scenario plays out over 11 rounds.

### PLAYER SETUP

**Faction:** Tower

**Faction Hero:** Choose one—Dracon or Solmyr

**Faction Army:** A Pack of Gargoyles, a Pack of Magi

**Starting Resources:** 30 × , 4 × , 2 × , additional +5  production

**Town Buildings:**  Dwelling,  Dwelling, Citadel





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

- Search (3) the Ability deck
- Search (3) the Spell deck
- Search (3) the Artifact deck

### AI HERO SETUP

**Enemy:** Crystal Dragons, Black Dragons, Azure Dragons, Dragons

**Enemy Armies:**

- **Crystal Dragons' Army:**  Crystal Dragons\*
- **Black Dragons' Army:** A Few Black Dragons
- **Azure Dragons' Army:**  Azure Dragons\*
- **Dragons' Army:**  Crystal Dragons\*, a Few Black Dragons,  Azure Dragons\*

**Enemies' Deck\*\*:** 3 × Might card, 2 × Magic card

**Enemies' Spell deck\*\*:** 2 × Stone Skin Spell card, 2 × Magic Arrow Spell card

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

*\*\*All the AI enemies use the same AI and Spell decks. Reset them after each fight.*

### MAP SETUP

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

**1 × Starting Map tile (I):**

- 1 × Tower (#S1)

**3 × Far Map tile (II–III):**

- 3 × Tower (#F1–#F3)

**3 × Near Map tile (IV–V), with Obelisks:**

- 1 × Castle (N3)
- 1 × Necropolis (N4)
- 1 × Dungeon (N5)

**1 × Center Map tile (VI–VII):**

- Dragon Utopia Center Map tile (C1)







## HEROES PLACEMENT

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

## ADDITIONAL RULES

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

- Each time you enter a field with an Obelisk you fight with: a Crystal Dragon army, a Black Dragon army, and an Azure Dragon army. You can pick each one only once.
- After taking control of an Obelisk, choose one: gain 2  or 7 .
- After taking control of the first Obelisk, the difficulty level of every Combat encounter on the map increases by one till the end of scenario (see page 35, “Field Difficulty Level Table” in the Core Rulebook).
- You cannot enter the Dragon Utopia before taking control of all the Obelisks.

## WIN/LOSE CONDITIONS

**Win:** You need to visit all 3 Obelisks and then defeat the army in the Dragon Utopia.

**Lose:** You fail the scenario if:

- Your hero loses one battle.
- You run out of time—you have time till the end of the 11<sup>th</sup> round.

## TIMED EVENTS

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

**1<sup>st</sup> Round:**

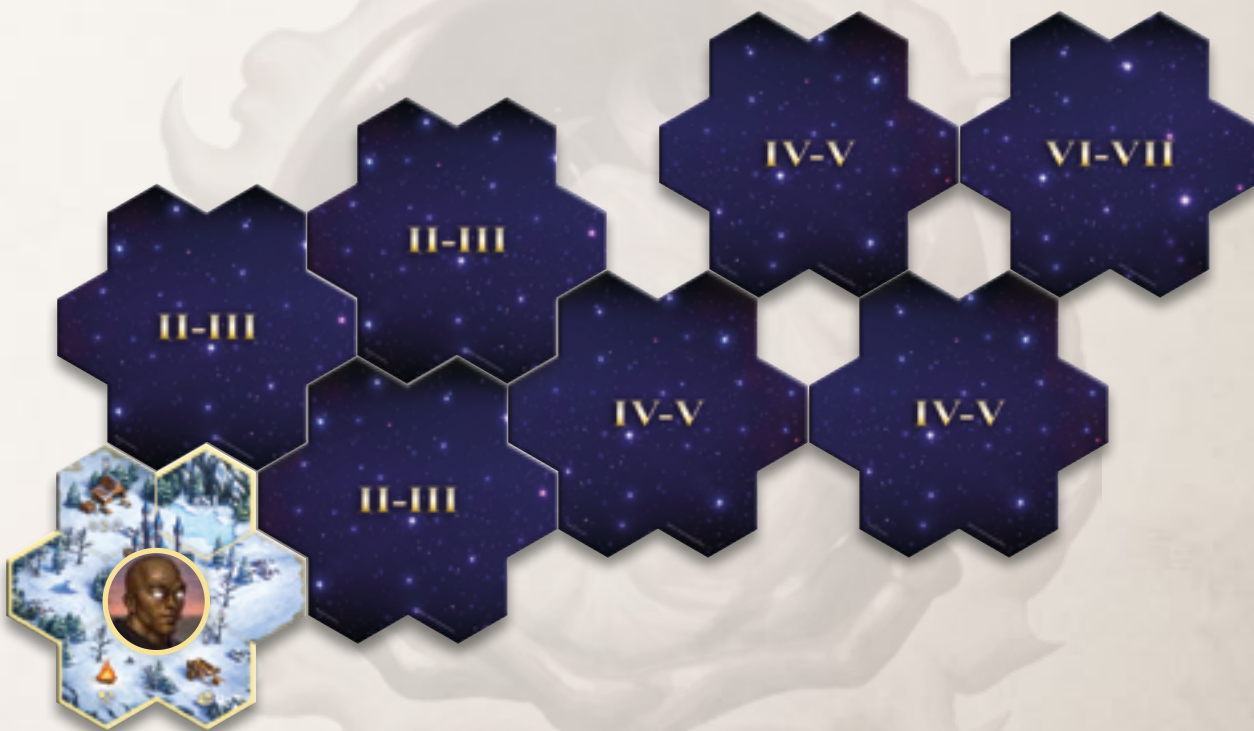
- Read the “The Final Challenge” section below.

**11<sup>th</sup> Round:**

- At the end of this round, you fail the scenario.

**When you complete the scenario:**

- Read the “Feeling Hollow” section below.



## THE STORY

### THE FINAL CHALLENGE

You stand in the middle of your castle's courtyard. Your troops have gathered around and await your speech.

"I have found a nest of mighty Azure Dragons. I have also found my destiny. Azure Dragons do not nest for long, and command an entourage of dragons of all colors." You shout with all your might. Then, noticing a wave of nervousness spreading through the ranks, you add "The challenge is great, but I am determined. Make ready, we'll move shortly!"

"It is now time," you tell yourself as you prepare for the long journey. You have been waiting for this moment for a long time. Gathering all of the courage you can muster, you set out to face the last challenge, one that will prove your greatness as a Dragon Slayer. The Azure Dragons!

### FEELING HOLLOW

You triumphantly stand atop of the dead dragon. Your army has broken up the scales and split them between themselves. They now wear the scale pieces on their necks and on their armor as good luck charms. Everyone is still scared, but knowing something that is said to be unbeatable can be killed has brought morale up. You completed the trial set up by your great mother. The mighty Dragon Slayer.

Yet... something is amiss.

"My victory is hollow," you whisper to yourself. "I do not understand why. I have accomplished what only the elite dream. In my private moments, I have felt this beast would be the key to unlock a long sought personal contentment."

You pluck one of the scales from the wing of the dead dragon.

"I was wrong," you drop it to the ground.

"My dissatisfaction stirs and I wonder... I wonder, what is next?"







# MAP LOCATIONS

## MINE: SAWMILL



Category: **Flaggable**

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

**Sawmill:** 2 × Building Materials

## BLACK MARKET



Category: **Revisitable**

Look at the top 4 cards from the Artifact discard pile. You can buy one of them for:

5 if it is a **Minor** Artifact

7 if it is a **Major** Artifact

10 if it is a **Relic** Artifact

## UNIVERSITY



Category: **Visitable**

6 to **Search** (4) the Ability discard pile.

## MARKET OF TIME



Category: **Visitable**

Remove one card from your hand. Then **Search** (2) Ability, Spell, or Artifact deck.

## PRISON



Category: **Visitable**

You gain a Secondary Hero. Place their model on this field. If you already have a Secondary Hero, gain 3 🍵.

## TAVERN



Category: **Revisitable**

You can 🖱️ 7 🍵 on this field to gain a Secondary Hero and choose one enemy player to discard 1 random card from their hand.

## LIBRARY OF ENLIGHTENMENT



Category: **Revisitable**

You can 🖱️ 3 🍵 to Remove 1 Statistic card from your hand or discard pile and replace it with any other Statistic card. You can do it twice per visit.

## HILL FORT



Category: **Visitable**

You can immediately **Reinforce** one of your ★ or ★ units. The Reinforcement cost is reduced by 3 🍵 to a minimum of 0.







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

**Solo mode rules design:** Aleksander Kubiak

**Tournament rules design:** Kamil Białkowski

**Proofreading:** Derek Barry, Szymon Ewertowski, Bruce Fletcher, Anna Skup, Piotr A. Wesołowski

**Graphic design and editing:** Anna Gut, Patryk Kubiak, Natalia Rachowska

**Box cover and book cover art:** Iana Vengerova

**Artwork:** Tomasz Badalski, Yoann Boissonnet, Shen Fei, Viviane Tybusch Souza, Iana Vengerova, Bartosz Winkler

**Miniature sculpting:** Adrian Bukowski, Adrianna Dołowska, Paweł Kazub, Maciej Powarunas, Konrad Rogowski, Stefano Vecchi

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

**Chief Executive:** Michał Pawlaczyk

**Head of studio:** 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:**

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**Gametesting and consulting:**

Artur Adamski, Sławomir Aftarczuk, 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 Kmiec, Marcin Kmiec, Lustyk Kostek, Julia Kostka, Katarzyna Kotas,

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

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**Proclaim cards:** Jędrzej Mroczkiewicz, Marek Pakieser (Kopalnia Drewna)

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