

MASTERS

OF THE UNIVERSE™

FIELDS OF ETERNIA

THE BOARD GAME

Enter the Dragons!

MISSION BOOK

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MISSION BOOK

Enter the Dragons!

INTRODUCTION

“Enter the Dragons!” is a new expansion for “Masters of the Universe: Fields of Eternia The Board Game”. It introduces two brand new mechanics – outpost cards and fortress tokens. Apart from describing all the new elements, the mission book also features a new story mode scenario with two boss cards, and the solo/coop and skirmish scenarios published earlier as downloadable content only.

 **Note:** This expansion requires the core game, and it is fully compatible with all other expansions.

EXPANSION COMPONENT LIST



Mission Book



Epic Beast x10



Boss x2



Inspiration x33



Quest x10



Outpost x32



Base Masters of the Universe x1



Base Evil Warriors x1



Base Horde x1



Base Snake Men x1

Mission Book Elements

Additional rules: the description of rules crucial to playing “Fields of Eternia” with this expansion.


ADDITIONAL RULES

Story text: the text in *italics* is a narrative introduction to the selected scenario.





In the land of Eternia, tensions have been rising between the forces of good and evil. After Eldor and He-Ro had returned the Gem of Magoo to the Dragon Tower, the Masters of the Universe formed an alliance with Granamyr and the noble dragons of

Mechanics: a detailed mission description that explains the specific rules of a given scenario.

◆ During this scenario, 2 bosses will appear on the map – Granamyr and Draego-Man.

Skull events: descriptions of events that will affect the gameplay during rounds marked with  on the tracker.

Skull Event 1

1.     Your forces are aware of a great challenge upon you. They are doing everything to succeed. The troops have already expanded your domain by taking over a neighbouring location.


As a free action, the faction can immediately

Epic Beasts: a list of epic beasts that can be found during quests in a given scenario.

Epic Beasts

- ◆ Dragon × 2
- ◆ Giant × 2
- ◆ Centaur × 2
- ◆ Manticore × 2
- ◆ Ogre × 2
- ◆ Draego-Man – boss
- ◆ Granamyr – boss



Map: shows the areas where  tokens should be deployed during setup.





STARTING SETUP



ADDITIONAL RULES

Fortress token and determining bases

Heroes start the game at their faction's default bases:

-  Masters of the Universe – Castle Grayskull
-  The Horde – Temple of Hordak
-  Snake Men – Temple of Serpos
-  Evil Warriors – Any unused base unless specified by the scenario (For the standard game's scenarios, we recommend using Temple of Serpos.)

Each player receives a fortress token in the colour corresponding to their faction; starting from the second round, at the beginning of each round, the players must mark one outpost in their control with this token – from now on, it will be the team's fortress.

After an opposing faction takes over an outpost with another faction's fortress token, that faction's player(s) must immediately move their fortress token to another outpost under their faction's control. If the faction is in control of no outposts, that faction immediately loses the game! Remove their remaining models from the map. If there are still two factions left in the game, they have to continue the game until there is only one winner.

After taking over an opponent's fortress, the player who succeeded in doing so immediately scores 1 VP for their team.

Inspiration cards, outpost tokens, and setup instructions

During the initial setup of the game, players randomly place a face-down outpost token on the outposts on the board. No more than one token may be placed on a single outpost unless specified otherwise.

- ◆ If Castle Grayskull is used as one of the starting bases, do not place tokens on the following outposts: Castle Grayskull, Foe Castle, Village of Gaz, and Eldor's Village.
- ◆ If the Temple of Serpos is used as one of the starting bases, do not place tokens on the following outposts: Temple of Serpos, City of Targa, Corridors of Lithos, and Oracle's Temple.
- ◆ If the Temple of Hordak is used as one of the starting bases, do not place tokens on the following outposts: Temple of Hordak, Slime Pit, Horde Factory Works, and Village of Orkas.

Players do not draw any Victory cards.

Create and shuffle the inspiration deck, then place it on the side of the map board.

After capturing an outpost, the player reveals the token that was placed on it. The token permanently alters the properties of the outpost.




This outpost generates 1 Eternium extra.




This outpost generates 1 Eternium less.



At the end of the game, this outpost provides 2  instead of 1.



At the end of the game, this outpost provides 0  instead of 1.



This outpost is treated as a shop. If this outpost already is a shop, this token has no effect.



This outpost is treated as a forge. If this outpost already is a forge, this token has no effect.



This outpost is treated as a mage guild. If this outpost already is a mage guild, this token has no effect.



This outpost is treated as a tower. If this outpost already is a tower, this token has no effect.



Draw a random inspiration card and keep it. Remove this token from the game.


During their turns, players can play any number of inspiration cards from their hands. Inspiration cards cannot be played during epic combat unless specified otherwise. Inspiration cards eligible to be played during epic combat can only be played as an action during the Activate Abilities step. During epic combat, all participating players can play their inspiration cards, assuming they have cards eligible to be played during epic combat.






At the end of the game, the teams count the number of outposts they control and – unless stated otherwise – score 1 VP for each one of them.

In cases of conflict with other rules, inspiration cards take precedence.

The Wild Card Rule:




The Evil Warriors  is a standalone faction. However, this faction's heroes can join any other faction under the “wild card” rules, which are as follows:

- ◆ Any unused heroes from the  faction can join another faction.
- ◆ If it is playing, the  faction must select their heroes first.
- ◆ In every faction there must be at least 1 of its original heroes present; for example, if Skeletor joins the  faction, He-Man (or any other original member of the  faction) must be present.
- ◆ During this game, any  hero joining another faction counts as a member of the faction they joined and not of the Evil Warriors.



Adding a 3rd Team:

If you decide to play a 3-player game, during setup, each team starts with 2 heroes.

 **Reminder:** The amount of Eternium given to each team at the start of the game is based on the number of heroes in the team. This means that each team in a 3-team game will start with less Eternium than they would normally have in a 2-team game.

ENTER THE DRAGONS!

In the land of Eternia, tensions have been rising between the forces of good and evil. After Eldor and He-Ro had returned the Gem of Magoo to the Dragon Tower, the Masters of the Universe formed an alliance with Granamyr and the noble dragons of Darksmoke in a bid to defeat the Forces of Evil.

Meanwhile, in the depths of the Caverns of Rakash, the Great Black Wizard has created the human-dragon hybrid known as Draego-Man. Shunned by both humans and dragons, Draego-Man has lived in isolation for years, nursing his hatred and resentment.

Now, as the conflict between good and evil reaches a boiling point, the Forces of Evil have brought Draego-Man out of his hiding place, hoping to use his formidable powers against the Masters of the Universe.

With victory uncertain, the two sides prepare for battle. Will the combined might of the Masters of the Universe and the Dragons of Darksmoke be enough to defeat the Forces of Evil and their "fearsome new weapon"? Or will Draego-Man's rage and hatred prove too powerful to overcome?

STARTING SETUP



Scenario Mechanic

During this scenario, 2 bosses will appear on the map – Granamyr and Draego-Man. Defeating either of them is not required to win the scenario, but it is highly advised as it provides a vast amount of victory points.



Important! If one of the bosses is defeated, the other immediately runs away and cannot be fought any more!

Epic Beasts

- ◆ Dragon × 2
- ◆ Giant × 2
- ◆ Centaur × 2
- ◆ Manticore × 2
- ◆ Ogre × 2
- ◆ Draego-Man – boss
- ◆ Granamyr – boss



Skull Events

1. *Your forces are aware of a great challenge upon you. They are doing everything to succeed. The troops have already expanded your domain by taking over a neighbouring location.*

As a free action, the faction can immediately fortify 1 selected outpost that is adjacent to 1 of your heroes and has no soldiers on it.

2. *Roaring with hatred, Draego-Man has shown his dreadful face in the Caverns of Rakash. Let's negotiate... or defeat him before it's too late.*

◆ Remove all soldiers from the 'Caverns of Rakash' (after receiving any Eternium earned) and the relevant outpost card (if it is in any faction's possession).

◆ From now until the end of the game, heroes can fight Draego-Man in the 'Caverns of Rakash'. If one of the teams defeats Draego-Man, both bosses are removed from the board.

This stupid dragon fatso is the most serious threat to our plans of taking over Eternia! Fighting fair and square is not our style... but surprising and hitting

him where he doesn't expect it...? That's worth thinking about.

◆ Remove all soldiers from the 'Dragon Tower' (after receiving any Eternium earned) and the relevant outpost card (if it is in any faction's possession).

◆ From now until the end of the game, and heroes can fight Granamyr in the 'Dragon Tower'. Each of the teams should track the damage dealt to the boss separately. If one of the teams defeats Granamyr, both bosses are removed from the board.

3. *Gem of Magoo is emanating such great power! It will certainly favour your glorious goals!*

All players draw an inspiration card per every hero they control.

Your people will do everything to fulfil your goals! Your treasury will pay out additional resources to finalise the best plan in the universe!

During this preparation phase, gain an additional 6 Eternium.

SKIRMISH SCENARIO

THE ULTIMATE BATTLEGROUND!

King Hsss and the Snake Men had conquered planet Eternia on behalf of the Unnamed One. The Great Wars between the Snake Men and the Free People of Eternia had started, and the land had suffered devastation. Now, the arrival of the cosmic warrior Ro armed with the Sword of He attracted the Evil Horde, that wants to challenge King Hsss and take over Eternia and its hidden powers. He-Man and Skeletor arrive from the present day, ready to set the fate of Eternia in the Ultimate Battleground!

Setup

Number of teams: 4

Team 1

Hero starting area:
Castle Grayskull

Team 3

Hero starting area:
Temple of Hordak

Team 2

Hero starting area:
Temple of Serpos

Team 4

Hero starting area:
Dragon Tower

Scenario Rules

- ◆ Each team controls only 1 Hero.
- ◆ During setup each hero receives 3 Eternium to be spent after the 1st round begins.
- ◆ During setup, each player places 2 🗡️ tokens on empty areas, placing one at a time in turn order until all players have placed one, and then repeat the process for the second token.
- ◆ During this game players cannot place new soldiers on the map board.
- ◆ Each hero has a base 🌍 of 2, and in addition, players ignore the speed limit rule for this scenario.
- ◆ 'Go on a Quest' action works as normal, however, the players do not resolve any quest cards.

Players gain:

- ◆ 1 🗡️ and 2 Eternium when they win a wilds combat.
- ◆ 2 🗡️ and 4 Eternium when they defeat an epic beast.
- ◆ 3 🗡️ and 4 Eternium when they defeat an enemy hero.

Skull Event

- ◆ **First:** During this round, the cost of equipments, spells and vehicles is reduced by 1 (to a minimum of 1).
- ◆ **Second:** During this round, no epic die is rolled at the beginning of epic combat against epic beasts.
- ◆ **Third:** During this round, the hero/beast that won initiative in epic combat immediately deals 1 extra damage.

Victory Condition

- ◆ The first team that gains 10 🗡️ wins the game.



SKIRMISH SCENARIO

THE GREAT WARS

The Great Wars have been consuming Eternia for years. The cruel reign of King Hsss and his Snake Men are levered by King Grayskull and Eternian resistance, while the Evil Horde is trying to tip the scales of victory in favor of Hordak. To change everything, you need everyone. So call your heroes and deploy them in the crucial areas to prevail, take over Eternia, and end the Great Wars.

Setup

Number of teams: 3

Team 1

Hero starting area:
Castle Grayskull

Team 2

Hero starting area:
Temple of Serpos

Team 3

Hero starting area:
Temple of Hordak

Scenario Rules

- ◆ Each team controls only 2 heroes.
- ◆ During setup players don't place any 🗺️ tokens on the map.
- ◆ During setup teams add 4 soldiers into their 'Available Soldiers' pool.
- ◆ At the beginning of every day, each team adds up to 4 soldiers into their 'Available Soldiers' pool. There cannot be more than 4 soldiers in the 'Available Soldiers' pool at any given time. If all of your faction's soldiers are already in your 'Faction Pool' and the map board, you do not gain additional soldiers.
- ◆ When performing the 'Fortify an Outpost' action, players can only deploy soldiers from their 'Available Soldiers' pool.
- ◆ There is no limit of friendly soldiers that can be present in the same area.
- ◆ Heroes cannot perform the 'Brave the Wilds' and 'Go on a Quest' actions.
- ◆ Every hero has base 🌐 of 2.

Victory Condition

- ◆ The team that controls more outposts at the end of the 9th round wins the game.
- ◆ If the players are tied, continue playing another round until there is no tie.
- ◆ If at the end of the 3rd Skull Event there still is no winner, all players lose.

SKIRMISH SCENARIO

TO THE CENTRAL TOWER!

The legends preach that the one who simply enters the Central Tower could become almost irresistible.

After the First Ultimate Battleground which put an end to the Great Wars, Skeletor along with Evil-Lyn came up with the plan of reaching the Central Tower and possessing its powers. The Sorceress once again sensed the trouble and alarmed the still present He-Man and Teela. Who will prevail this time?

Setup

Number of teams: 2

Team 1

Hero starting area:
Castle Grayskull

Team 2

Hero starting area:
Temple of Serpos

Scenario Rules

- ◆ During setup each team receives 5 Eternium to be spent after the 1st round begins.
- ◆ Each team controls 2 Heroes.
- ◆ Team 1 controls He-Man and Teela; they both start with a Stridor vehicle card.
- ◆ Team 2 controls Skeletor and Evil-Lyn; they both start with a Night Stalker vehicle card.
- ◆ Teams receive Eternium from controlled outposts at the preparation phase of **both day and night rounds**.
- ◆ During setup, remove all events cards from the encounter deck.
- ◆ During setup players don't place any 🔥 tokens on the map.
- ◆ In this scenario areas with 🔥 or 🔥 icons aren't considered adjacent!

Victory Condition

- ◆ At the end of 4th round the team that controls the 'Central Tower' wins the game.
- ◆ If no team controls the 'Central Tower' at the end of the 4th round, the team with the most outposts controlled wins the game.



SOLO / CO-OP



SECOND ULTIMATE BATTLEGROUND

After being driven out from the planet Etheria by the Great Rebellion, Hordak landed on Eternia with his army. Following the devastating war with Skeletor, this planet was ravaged, so the Evil Horde took it over easily. Moreover, Hordak has recruited many Eternian villains (even Evil-Lyn!) and the Snake Men. Masters of the Universe, brought on by She-Ra - Great Rebellion Warriors, and most of Skeletor's Evil Warriors, have made a temporary alliance to overcome the threat of the Evil Horde (could they rely on planet-holding giant Procrustus again?). The Second Ultimate Battleground is on the horizon! Would Hordak prevail?



FACTION: HORDE

Setup

- ◆ Shuffle the 'Spell of Separation' cards to be used as your scenario deck.
- ◆ You may choose any 2 heroes (in total) from ,  factions, or Evil-Lyn (for all game purposes, during this scenario, treat your heroes as ).
- ◆ Place She-Ra and one other  hero in Castle Grayskull.
- ◆ Place two  heroes (Evil-Lyn is excluded) in the Temple of Serpos.
- ◆ Place 3 enemy soldiers in each , , and  outpost marked on the map with the enemy's faction symbol.
- ◆ Place  and  tokens as depicted on the map.

 **Note:** In this scenario,  tokens stay in their places until the end of the game. They are not removed after taking a quest, nor placed in a different area.




Turn Order

Unlike the other solo/co-op scenarios, the "Second Ultimate Battleground" turn order is alternating. In the beginning, the player activates the first of their heroes, then activates one, freely selected by the player(s),  hero, freely selected  hero; then resolve the activation

of the second of their heroes, and the round continues until all heroes perform their activation.




Special Rules

The Horde vs. the Rest of the World!

The enemy heroes will take a 1  action (Merciless: 2 ) towards the nearest  token, each moving towards a different token.

If your heroes are ever in an area with an enemy hero, initiate epic combat.

Boosting Power!

If at the beginning of the round, both  or both  heroes are on areas with a  token, then roll a wilds die for each applicable faction.



Success: Draw a card from the scenario deck and place it face-down near this faction's hero cards.

Failure: No effect.




Success: Assign 1 damage to one of your heroes or soldiers.


Double Success: Assign 2 damages to one of your heroes or upgraded soldiers or 1 damage to 2 of your heroes or soldiers.

Blank or reroll: No effect.



Note:  faction can no longer collect scenario cards when you defeat all heroes from the Great Rebellion in wilds combat.

The Great Rebellion at the Door!

To complete this scenario your hero(es) must visit four different areas with a  token (there's no obligation to

undertake 'Go on a Quest' action) and spend one action to defeat Great Rebellion's hero in a wilds combat.

You have to repeat this four times on the different areas (mark visited areas with an Eternium token).

Perform wilds combat in this order:

First encounter:

Bow:

4 6 1

Skill: Bow gains $-X$ (to a minimum of 1) where X is the active hero's .

Reward: , token

Second encounter:

Glimmer:

3 3 3

Skill: At the beginning of this wilds combat roll a die.

Success: This hero is forced to reroll all double successes rolled in this combat.

Failure: This hero gains a token.

Reward: , token

Third encounter:

Castaspella:

3 3 3

Skill: Hero cannot use spells and artifacts during this wilds combat.

Choose one effect:

This hero gains a token.

Discard all of this hero's spell cards.

Reward: , token

Fourth encounter:

Frosta:

2 4 4

Skill: At the beginning of this wilds combat roll a die.

Success: This hero is forced to discard a tamed beast or a vehicle.

Failure: This hero gains a token.

Reward: , token.

After succeed in this wilds combat, remove all tokens from the wilds areas with enemy hero(es).

Strategic Location

If your hero takes control over Anwat Gar, take token and put it on their card.

From that moment your heroes (Merciless: only the hero who holds the token) gain a power boost: $+1$, $+1$, and $+1$.

Procrustus Appears!

After winning the fourth encounter, your heroes may fight Procrustus in the Central Tower, using the normal rules for the boss epic combat.

You can discard each hero's tokens during combat with Procrustus to use them as an immediate spell: deal 2 damage to Procrustus (Merciless: 1 damage). Enemy heroes cannot enter the marked areas.

Note: From now, the enemy heroes will take a 1 action (Merciless: 2) towards:

: the nearest area adjacent to the marked areas.

: the nearest area with a token.

There can be more than one enemy hero in the same area.

Note: If at least 1 hero is on the area adjacent to the Central Tower or one of the marked wilds areas adjacent to the Central Tower, resolve this effect during your combat with Procrustus as an instant spell cast by hero:

If Procrustus is not on full , discard 1 collected by heroes scenario card to heal 2 to Procrustus.

Discard as many scenario cards as needed to restore Procrustus' full .

You must resolve this effect in every round of combat with Procrustus (unless he's on full) as long as heroes' scenario cards remain to discard.

You win the scenario after one of your heroes defeats Procrustus.

Keep the Power over Eternia

Gain as follows:

4 if you gain token

4 if you didn't use any tokens

3 if you control either 3 areas, 3 areas, or 3 areas.

2 if heroes have no more than 7 scenario cards when Procrustus appears.

Skull Events

1. In every faction, mages prepare for the ultimate clash - Skeletor, Evil-Lyn, Orko, Shadow Weaver, Castaspella... Feel the magic inflow and use it to your advantage!

Discard up to 2 equipment or spell cards, and draw 1 equipment or spell card from the relevant deck for each discarded card.

2. All factions are almost ready! Eternia probably hasn't seen anything like this yet! Skeletor side by side with... He-Man and She-Ra, Princesses of Power from planet Etheria, the Evil Horde in alliance with the Snake Men... and Evil-Lyn. Time to strike the final blow!

Move any hero(es) on an area with a 🔥 token to any other, unoccupied area with a 🔥 token.

3. Unexpected and robust earthquakes have occurred! Oh, Gods of the Multiverse! The giant - Procrustus - emerges to protect planet Eternia!

Select one enemy faction:

🔥: this turn cannot discard scenario cards to heal Procrustus.

👹: this turn do not perform wilds die roll to assign damage to your models.

4. Will Procrustus tip the scales of victory, or will the evil Hordak prevail?

If you don't defeat the boss to the end of the round, you lose the scenario.

STARTING SETUP



SOLO / CO-OP


TO RELEASE KING HSSS

Kobra Khan - a member of an unknown reptilian race, has found out that he's a descendant of the ancient Snake Men. The stories of King Hsss' great victories fascinated Khan. He started to collect testimonies and recreating the Snake Men's history on his own. His researches brought him to the discovery that King Hsss, along with his army, was locked in the Void. Kobra Khan joined the Skeletor's Evil Warriors and convinced Evil-Lyn to search the Snake Pit, steal Zodak's staff... and release his brethren. Would they succeed?


FACTION: SNAKE MEN


Setup




◆ Shuffle the 'Rise of the Snake Men' cards to be used as your scenario deck.


◆ You start this scenario with Kobra Khan and Evil-Lyn (for all game purposes, during this scenario, treat your heroes as ).




Your base is the Temple of Hordak.

 **Note:** Temple of Serpos is treated as a standard outpost for this scenario (can be controlled and fortified but doesn't provide any benefits).


◆ Place He-Man and another  hero aside, to be used later in the game.

◆ Place 3 enemy soldiers in each , , and  outpost marked on the map with the enemy's faction symbol.


◆ Place  tokens as depicted on the map.


 **Note:** In this scenario areas with a  or  icon aren't considered adjacent!



Special Rules

 **Note:** To complete this scenario, you have to defeat Zodak in a wilds combat and gain control of the Temple of Serpos before the end of the 3rd Skull Event and maintain it to the end of the 4th Skull Event (you have to control the Temple of Serpos at the end of each relevant round).


Heroes Activation

At the end of the second Skull Event round, after all  heroes have activated, move He-Man 2 areas (Merciless: 3) towards the Temple of Serpos.

Beginning from the next round, perform each round in alternating order. He-Man will activate first, then one of your heroes, then the next  hero, and so on.

When any  hero enters the Temple of Serpos, recruit 3  soldiers there.




On a Quest for Zodak's Staff.

Undertake and complete 2 cards from the scenario deck, then on any area with a  token perform wilds combat with Zodak:


Zodak:


 4  4  2

Skill: Equipment and allies cards don't provide any hero bonus during this combat.


 **Note:** If you lose in this wilds combat, you can perform it again next turn, on the same or another area with a  token. If you win this wilds combat, remove the  token.

Mystic Enforcer Influence

After you defeated Zodak, place 1  token on each area adjacent to the Temple of Serpos.

To move into the Temple of Serpos, you have to undertake the 'Go on a Quest' action on at least 2 of these areas: Draw cards from the scenario deck until you find an epic beast card. Resolve epic combat but at the beginning of each round, roll 2 epic dice instead of 1. After you defeat the beast, remove the  token.

The Snake Pit Discovered


When you take control of the Temple of Serpos, swap Evil-Lyn's model and card with any  hero (place the chosen hero in the area where Evil-Lyn's model was, and keep all Evil-Lyn's cards for that hero, but discard damage and status tokens).


From this moment, you have to hold the Temple of Serpos until the end of the 4th Skull Event round. If the enemy controls the Temple of Serpos at the end of any round, you lose the scenario.

If you are controlling the Temple of Serpos and have defeated Zodak in a wilds combat before Skull Event 2, trigger it (do not resolve it again, when it should be triggered on the round tracker).

Additional Rules









Once per turn, you can pay 4 Eternium to reduce one enemy hero's movement by 1 for their next turn.

 **Note:** You can recruit Sabotage Squads after you defeat Zodak in a wilds combat and take control over the Temple of Serpos.

In this scenario, each Sabotage Squad's traps have an additional effect: they reduce the enemy's hero  by 1 to the end of their next turn (consider using an Eternium token to mark it).

Make the Way for the Snake Men

Gain  as follows:

- 2  if you take control over the Temple of Serpos first (before the enemy hero).
- 2  if you control either Anwat Gar, Aviopolis, or Arachnia City.
- 2  if you defeated at least two "special" epic beasts in a single round of epic combat (see: Mystic Enforcer Influence).
- 2  if at the beginning of the last day preparation phase you receive at least 12 Eternium.
- 3  if you control either 3  areas, 3  areas, or 3  areas.





Skull Events

1. To release King Hsss and the Snake Men from the Void, Kobra Khan and Evil-Lyn need Zodak's powerful staff. They wander Eternia to reach Zodak and take this stuff out of his hands!


When you undertake a 'Go on a Quest' action this round, draw 2 cards instead of 1, resolve 1 of them, and put the other on the bottom of the deck.

2. The Sorceress has sensed the new threat that would fall on Eternia if Khan and Evil-Lyn release the Snake Men. So, she alarmed He-Man and the Masters of the Universe.

Place both  heroes in Castle Grayskull. Starting from the next round onwards,  heroes will activate and

start to move 2 areas (Merciless: 3) towards the Temple of Serpos.

3. The ancient Snake Pit was discovered beneath the Snake Mountain! The strange magic energy emanates from it!... Energy dreadful for those who are good and pure at heart...

Each enemy hero within 3 areas from the Temple of Serpos rolls 3 dice. For each success rolled, that hero loses 1 .

4. Would Kobra Khan succeed? Would King Hsss and his army conquer Eternia again?

If you still control the Temple of Serpos at the end of this round, you are victorious!

STARTING SETUP





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