

# VLAADA CHVÁTIL

# MAGE KNIGHT

## ULTIMATE EDITION

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### THE LOST LEGION EXPANSION

### KRANG CHARACTER EXPANSION

### SHADES OF TEZLA EXPANSION

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*Special Thanks:* to the development team for their involvement, ideas and many hours of playtesting, to Paul and Vicky for many hours spent with the rulebook, to everyone at WizKids for making this to happen, and to Mage Knight community for their support and feedback.

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# THE LOST LEGION

Even young Atlanteans, who do not remember the times before the Breaking, have heard stories about General Volkare and his Lost Legion. Volkare was a symbol of the golden age of the Atlantean kingdom, its power and glory, but also (as some say) a symbol of its pride and arrogance. As the highest commander of the Imperial Legion, he was behind all of the great victories that made the Atlanteans the most powerful nation in the Land.

His last victory was the suppression of Black Powder Rebellion, but did he go too far? It happened just a few weeks before the Breaking: Volkare did not just defeat the rebels, he swept through their territories with unseemingly, mercilessly crushing them into the dust, making sure they would never rise and question Atlantean superiority again.

No one knows what happened to Volkare and his loyal legion then — they just vanished without a trace during the Breaking. Some say Volkare died during the explosions, others say the Land itself opened up and swallowed him, some just guessed that the remains of rebels took advantage of the chaos after the Breaking to get their revenge on him. Many legends featuring Volkare and his Lost Legion were told during the decades that followed, but the only known fact remains that Volkare never made it back from the rebel territories. Until now.

When he appeared at the frontier, the people of the nearby city shuddered with fear. A dark figure, followed by the grim remains of his lost legion. They looked like they had been through hell — and maybe they had. But that was not all. The fear changed to pure terror when the entirety of Volkare's army appeared on the horizon. A huge army containing orcs and dragons. Orcs, that usually look for any opportunity to plunder Atlantean territories, and a new dreadful kind of dragon, huge ancient beasts that claim themselves to be the true Draconum and heirs of the Land, united together under the banner of a general that was considered dead for decades.

The city garrison, paralyzed with fear, did not even try to flee. It was clear that this army, much bigger than any invading force so far, could easily defeat any resistance the city could put up. Not just that — with this army, the entire Atlantean kingdom can be brought to its knees.

But Volkare had not attacked. He set up a camp next to the city, and waited. Without a word, without any attempt to contact the locals. The frightened citizens were watching his camp from the city walls: majestic figures of dragons, savage warbands of orcs, and silent, patient units of grim legionnaires. What were they waiting for?

Then a messenger arrived with news about Mage Knights — several mighty Heroes had entered the region by a portal on the coast, and are forcing their way towards the city, gathering an army on the way. The people realized that Volkare's army is the only thing that stands between their city and the Mage Knights. As if confirming those thoughts, Volkare's camp came to life — battle lines were formed, and the huge army moved towards the approaching Mage Knights.

In an epic battle at sunset, the Mage Knights and their followers were defeated. But there was no celebration — on the same night, Volkare and his army set to march. Under the cover of darkness, they moved to another part of the kingdom. A few days later a similar scenario repeated there.

The Atlantean kingdom is nervous of its new silent ally. Does he really protect Atlanteans, or is there some price they will soon have to pay? What are Volkare's true intentions? What happened to him and his lost legion during the Breaking? Where were they for the last 32 years? What gives him the power to unite Orcs and Draconum under his banner? How does he know where the Mage Knights will strike next time? Is it really Volkare, in his old armor? And if so — is he still a mortal man?

Too many questions, and no answers. The only thing for sure is that whenever the Lost Legion sets to move, Mage Knight blood will soon be shed.



## ~ EXPANSION OVERVIEW ~

The main theme of this expansion is the frightening **General Volkare** — you will find his figure and large token here, as well as several **New Scenarios** that feature him. Volkare usually represents an ultimate enemy, similar to cities — except that in most scenarios, Volkare moves around the map with his huge army and the players have to avoid him until they are strong enough to confront him.

The second major part of this expansion is Wolfhawk, a **New Playable Hero**, with her figure, a full set of Basic Action cards (two of them unique just for her), a complete set of Skill tokens and other required components.

Besides that, the game is also expanded in most other aspects:

- There are **New Deed Cards** — new Advanced Action, Spell and Artifact cards, for greater variety in your games.
- There are **New Units** you can recruit to help your cause, both regular and elite, including some new approaches to how Reputation works.

- There are **New Map Tiles** with several new sites and map features, including the corresponding Site Description cards.
- There are **New Enemy Tokens**, some of them possessing new combat abilities. There is an overview of these enemies and abilities on the last page of this rulebook.

In the next chapter, all these expansion parts are described in detail, including a full list of components related to them.

### Expansion Mark

The new cards are marked with a small mark next to their numbers, so you know they came with this expansion. Note that the numbers for this and the other expansions start at 271, continuing on from the last card of the Base game.

The new enemy tokens are not marked, but you can always tell whether they came from this expansion by consulting page 4 of this rulebook.





# EXPANSION COMPONENTS

This chapter helps you to sort the new cards and other components and prepare your game for playing with them.

## VOLKARE



Not much is known about Volkare. Whether he is good or bad, or whether he follows higher goals or his own personal agenda, Volkare has become your nemesis in the new cooperative and solo scenarios (there is no need for an impersonal dummy player any more in them). He can also spice up your conquest games.



- 1 Painted miniature of Volkare with clix base
- 1 large Volkare token
- 1 Volkare's Round Order token
- 2 Volkare Scenario cards
- 1 Volkare's Camp card



This is just the list of components related to Volkare. You will find more about how to use them in Volkare's Rules chapter and the Scenarios section of this Rulebook.

## WOLFHAWK New Playable Hero



Orphaned as a child, Wolfhawk was raised by the greatest Amazon warriors of the Cainus Mons forests. She proved to have an exceptional talent for swordsmanship joining queen Corella's army at a young age. Her Heroic deeds during the Battle of Nepharus Mons did not go unnoticed and she was soon promoted to Corella's personal guard. During the next few years, Wolfhawk became one of the queen's closest and most trusted companions.

When Wolfhawk later became oathsworn to the mysterious Solonavi, some said it was on the orders of the queen herself. Whatever the reason, Wolfhawk began to set out alone on secret missions under the cover of night. She would go for months at a time, sometimes years. It was no wonder that no one questioned it when she disappeared during The Breaking. It was assumed she had died on one of her dangerous journeys.

But now, she has returned as one of the Mage Knights. Deadlier and swifter than ever, her swords scythe through anyone getting in her way. What convinced the most loyal servant to abandon her queen and leave her oath to the Solonavi behind? We can only guess; Wolfhawk remains as silent, focused and solitary as she ever was.

- 1 Painted Miniature of Wolfhawk
- 1 Hero card (327)
- 16 Basic Action cards (271-286)
- 2 Skills Description cards (328-329)
- 11 Skill tokens
- 6 Level tokens
- 20 Shield tokens
- 1 Round Order token

Treat Wolfhawk as any other Hero in the game. As with the original Heroes, we recommend you keep all cards and tokens related to Wolfhawk in a separate bag.



## NEW DEED CARDS

Your Heroes can now learn more useful and interesting tricks. For the epic final battles, there is a set of powerful spells; useful during the day, and deadly during the night. There are also new powerful Artifacts; it seems with the new magic filling the world after the Breaking, the old relics that were buried in tombs or guarded by monastic orders for centuries, slowly wake up and regain their lost power.

- 12 new Advanced Action cards (287-298)
- 4 new Spell cards (299-302)
- 8 new Artifact cards (303-310)

These cards just get shuffled into the original decks of the appropriate type, improving their variability (and also lowering the chance you run out of them during your game).

Please read the New Effects section of this rulebook, to make sure you understand the new cards fully.

## NEW UNITS

As word about Heroic Mage Knights spreads, more and more locals want to join their ranks. Some of them are not really soldiers – but whether they are brave Heroes longing for fame or just Thugs wanting to enrich themselves, they may prove useful. Scouts come in handy in unknown territory, and Shocktroops are a good counter to the most annoying enemies. And have you heard of Delphana Masters? Now, with magestone gone, the Delphana faction possesses the greatest magical power in the kingdom and persuading them to join your cause may be a good move. Or if you are tired from all that haggling and reputation, and depend on your own magic instead, why not to try to summon your own Magic Familiars?

- 8 new silver Regular Unit cards (311-318)
- 8 new gold Elite Unit cards (319-326)

Shuffle the new cards into their respective original decks.

Note that some of the new Units have various marks next to their recruitment cost. To understand them, you have to read the New Units section later in this rulebook.

## NEW MAP TILES

You get to explore new parts of the Atlantean kingdom. You will have to cross majestic long walls going through the landscape and fortifying certain spaces (some of them now occupied by raiders). You can go through mazes and labyrinths to find guarded treasures or you can gather mana crystals in deep mines. And if you come upon a refugee camp, you can recruit units of all types there.

- 3 countryside (green) Map tiles (12, 13, 14)
- 2 non-city Core (brown) Map tiles (\*9\*, \*10\*)
- 1 Volkare's Camp Core (brown) Map tile (\*V\*)
- 2 Site Description cards
- 1 Volkare's Camp City card

Just add the new countryside and Core tiles to the original piles. For a description of the new map features see the new Site Description cards. You can find more details about some of them in the New Map Features section.

As for Volkare's camp, use it only if the scenario says so (either in a predefined position, or as one of the city tiles). You can read more about this in the Scenario section.



# NEW ENEMY TOKENS

*Times are not good for the Atlantean Kingdom.*

The Orc Khans have become a serious threat; they progress deeper and deeper into the countryside and scouts report that siege machines and war beasts were spotted in their ranks. They may attempt to attack keeps, or maybe even cities. The weakened emperor's army is not strong enough to hold back so many troops, and it has already abandoned some of the frontier keeps, to strengthen the defense of the cities.

However, both sides are aware of the new threat, the Mage Knights. While orcs want to avoid direct conflict, dispatching trackers and skirmishers to distract you and slow you down, the Atlanteans asked Delphana Masters to join their ranks. Prepare for the confrontation; Delphana magic grows stronger and stronger since the Breaking, and it is said that it can take down even a Mage Knight. You can also run into cohorts of the Lost Legion, grim battle hardened veterans that fear neither your strength nor your magic.

Meanwhile, some of the empty keeps have become bases for ruthless thugs, and locals would not mind if you wiped them out; but there are also groups of local Heroes that have taken over some abandoned keeps, determined to defend them both against orcs and Mage Knights, and these Heroes have won the hearts of the people. Other keeps are still under control of the Empire, garrisoned by traditional units or even specialized shocktroops ready to counter-assault the besieging armies.

Mages improve the defenses of their towers - and if they can't protect them personally, they summon demonic familiars to do so.

New types of monsters spawn in dungeons and abandoned places, some of them natural, some of magical origin. But what is really deadly are the new kinds of great dragons that awake in ancient tombs. These beings combine the growth and power of the wild dragons from Wylden forests with a bright intelligence and an ancient wisdom. They declare themselves to be the true Draconum, but it seems the Draconum nation is as surprised by their coming almost as much as the Atlanteans. Whatever they are and wherever they came from, they claim the Land to be their heirloom; and as their number grows, they may soon have enough power to force that claim.

*Times are not good for the Atlantean Kingdom indeed.*

Add the tokens to the corresponding piles. The new enemies have some new abilities; check the New Enemy Token Abilities part of this rulebook for more details.

- 8 new green enemy tokens



Orc Skirmishers (2x)



Orc War Beasts (2x)



Orc Trackers (2x)



Orc Stonethrower (2x)

- 4 new violet enemy tokens



Sorcerers (2x)



Magic Familiars (2x)

- 8 new gray enemy tokens



Heroes (1x)



Heroes (1x)



Heroes (1x)



Heroes (1x)



Thugs (2x)



Shocktroops (2x)

- 6 new brown enemy tokens



Shadow (2x)



Manticore (2x)



Hydra (2x)

- 6 new red enemy tokens



Storm Dragon (2x)



Lava Dragon (2x)



Dragon Summoner (2x)

- 6 new white enemy tokens



Grim Legionnaires (2x)



Fire Catapult (1x)



Delphana Masters (2x)



Ice Catapult (1x)

- 3 new yellow hexagonal ruin tokens

Ruins: Enemies



Ruins: Altars





# ~ NEW RULES ~

## NEW MAP FEATURES

Please check the Site Description cards. They should provide the complete rules for each site but they are written and explained in even more detail here.

### Walls



Walls are always between two spaces of the map. It costs you 1 extra Move point when you travel across a wall from a space to an adjacent space using the standard movement rules. You get

no discount for this (even if an effect reduces the cost of all terrains for you). However, this Move cost is ignored by effects that allow you to move directly (*Underground Travel*, *Wings of Wind*, *Druidic Staff*, *Flight*, *Temporal Portal*, etc.) and also when the *Space Bending* effect is active.

If challenging a rampaging enemy across a wall, or if attacking another player or general Volkare across it, the enemies are fortified (as if it were a fortified site). If assaulting a fortified site across the wall, defenders are fortified twice (or even triple, if they also have Fortified ability). Note that you get no advantage if Volkare assaults you over a wall, as Volkare ignores map features.

Rampaging enemies never assault you across a wall. So, a movement that ends on a space separated from rampaging enemies by a wall never provokes them. Movement that starts on such a space and ends on a space that is not separated by a wall from these enemies provokes them as usual.

### Maze/Labyrinth



*Maze* and *Labyrinth* are new adventure sites. As usual, you can ignore them even if you are on their space, if you wish.

As your action, you may announce that you are entering the site. You

can choose up to one ready Unit that goes with you. For the entire action part of your turn, you cannot use any other Unit (neither to activate them for abilities, nor assign damage to them): not even a Unit recruited through *Norowas' Bonds of Loyalty Skill*, unless you chose that Unit. There is no room for more Units, no matter how loyal.

Then, you have to pay 2, 4 or 6 Move points. You cannot use Move points from the movement part of your turn, you have (and are allowed) to play separate Move effects. Note that you cannot use a Unit to provide these Move points unless you chose that Unit to go with you.

The amount of Move points you spend determines what your reward will be. If you pay less than 2 Move points, you failed to enter the site – nothing happens. In the other cases, you draw a random brown monster enemy token (in a *maze*) or a red Draconum enemy token (in a *labyrinth*) and fight it. If you do not defeat it, discard the enemy token and the action is over (without any reward).

If you win, you get a reward according to how many Move points you spent: see the Site Description card. Note that if you win crystals, you do not roll for them, you choose any 2 crystals. Also, you mark the space with your shield – put the shield on one of the three numbers, according to the Move points you paid. You cannot enter the same site during the game, but other players can enter it, as long as they choose different paths (dif-

ferent amount of Move points and thus a different reward). If all three paths are marked, no one can enter the site any more.

During the final scoring, each *maze* and *labyrinth* provides 2 Fame (towards the Greatest Adventurer title) for anyone who has a Shield token on it.

### Deep Mine



*Deep mines* work completely the same way as regular mines, except when taking the crystal at the end of your turn, you can choose one of the depicted crystal colors instead of a fixed color (one of two colors in desert and forest, one of all four basic colors in the swamp). Note that according to the End of Turn sequence order, you have to decide which crystal to take before claiming combat rewards or performing a Level up.

### Refugee Camp



During interaction at a *refugee camp*, you can recruit any Unit from the Unit offer. A Unit that can be recruited in a *village* can be recruited for the normal cost, a Unit that cannot be recruited in *villages* but can be recruited in a *keep*, *mage tower*, or *monastery* can be recruited for a cost of 1 higher, and a Unit that can be recruited only in *cities* can be recruited for a cost of 3 higher. This is depicted on the Site Description card.

All regular interaction rules apply here (your Reputation does count, you can recruit more than one Unit etc.)

## NEW UNITS

Some of the new Units have special marks next to their cost (in their upper left corner).

### Recruiting Thugs and Heroes



If you are going to recruit at least one *Thugs* Unit during an interaction, your Reputation bonus or penalty counts in reverse for the entire interaction. Thus it is easier to convince *Thugs* to join you if your Reputation is low and more difficult if it is high.



If you are going to recruit at least one *Heroes* Unit during an interaction, your Reputation bonus or penalty is doubled for that interaction. Thus it is much easier to convince *Heroes* if your reputation is high and very difficult if your Reputation is low.

If you recruit more *Thugs* or more *Heroes* Units during the same interaction, this effect counts only once. You also cannot recruit both *Heroes* and *Thugs* during the same interaction!

These special rules have no effect if such a Unit is recruited via other means than interaction (advanced effect of *Banner of Command* Artifact, *Call to Glory* Spell, or a combat reward for some ruins).

### Influencing Thugs and Heroes

Note that *Thugs* are not willing to take damage for you, unless you convince them by paying two influence points during combat.

*Heroes* refuse to take a part in any assault on a fortified site (*keep*, *mage tower*, *city*) – unless you pay two Influence

points during combat, you cannot use their abilities during such combat. You can assign damage to them, though.

### Delphana Masters



*Delphana Masters* are the ultimate Unit, and you really need to convince them if you want them to join your cause: The ! symbol says the only way to gain them is through interaction (in a *city* or a *Refugee Camp*). They cannot be recruited by *Call to Glory* Spell, stronger effect of *Banner of Command* Artifact or chosen as a combat reward. Also, they cannot be a target of the *Call to Arms* Spell.

Note that *Delphana Masters* are the only Unit that can use more than one ability when activated. Spend it when using the first ability, but you may keep adding mana on the card to activate other abilities (as long as the Unit remains unwounded). The abilities can be used against the same or different targets, but each of them can be used only once.

### Magic Familiars



*Magic Familiars* can be recruited in *monasteries* and *mage towers*, using normal rules. In addition, they can be recruited on a *magic glade*; it counts as your action for the turn, but it is not considered to be an interaction – you just play the required Influence and recruit them. Reputation bonus or penalty has no impact on this, and effects marked "if used during interaction" are not triggered.



There are two symbols next to the *Familiar's* cost. The ! means that you cannot recruit or use them in any other way than interaction. (They usually do not exist in

our reality to be called to arms or glory, and can rarely be saved from enemy captivity.)

The second is explained at the bottom of the card – whether you recruited *Familiars* on a *magical glade* or at another site, you have to pay one mana of a basic color. You have to pay a crystal of the same or a different color again at the start of the next Round (before *Tactic* selection), or you have to remove *Familiars* from the game.

## NEW BANNERS

The *Banner of Command* can be assigned to a Unit instead of a Command token, allowing you to have one more Unit. When that Unit loses this banner (another player steals it, you try to assign another banner to the Unit or you take the banner back at the end of a Round), the Unit is removed from the game; you cannot assign a Command token to it at that moment, even if you have a free one.

The *Banner of Fortitude* allows you to ignore any one situation in which the Unit is about to get wounded (enemy attack, another player action, *Utem Swordsmen* ability), including its special effect (paralysis, poison). So if assigning damage from an enemy attack to this Unit, it remains unharmed – but if the attack is not reduced to zero by the units Armor, you have to continue assigning it to another Unit or to your Hero; you cannot assign any damage to this Unit again this combat.



## ENEMIES WITH MULTIPLE ATTACKS

**4**  
**2** Some enemies have multiple attack values. This means that they perform several separate attacks. In the Block phase and Assign damage phase, you have to handle these attacks separately, one by one, in any order (as if coming from different enemies). You cannot group them and block them by a single block. The same applies for the double summon attack of the *Summoning Dragon* – it just summons two brown enemy tokens that have to be blocked separately.

Effects that prevent an enemy from attacking stop all its attacks. Effects that affect an enemy attack affect only one of the attacks (your choice).

An enemy is considered successfully blocked (for purposes of effects like *Disease* or *Counterattack*) only if all attacks of the enemy are blocked.

For the purposes of attack bonuses or abilities that cities give to their garrison, each attack is handled separately. Thus *Heroes* (who have both fire attack and physical attack) will get only their fire attack increased when defending the Blue city, and the brutality granted when defending the Red city only applies to their physical attack.

## Abilities and Attack Types

For the purposes of some effects (Wolfhawk's *Know Your Prey* Skill or Tovak's *Cold Toughness* card), we need to define what is an enemy token ability.

## NEW ENEMY TOKEN ABILITIES

### Elusive


**3**  
**6** Elusive enemies are good at avoiding your attacks. The best way to defeat them is to block their attack:

The Armor value of an elusive enemy is increased, unless all of the attacks of the enemy were successfully Blocked.


An elusive enemy has two Armor values. In the Ranged and Siege Attack phase, the higher value is always used. If you block the enemy attack successfully (if the enemy has multiple attacks, you have to block them all), the lower Armor value is used in the Attack phase. If you do not block it, i.e. you let it deal damage (even if no damage was actually dealt) or if you prevented it from attacking in some way, it keeps using the higher value for the rest of the combat. Note that if an attack value is reduced to zero during the Block phase, it is considered to be successfully blocked.

If the Armor value of an elusive enemy is modified (increased or decreased) by any effects, the bonus or penalty applies simultaneously to both values.

### Assassination

 Enemies with Assassination go directly after your Hero. If the attack with Assassination is not blocked, the damage cannot be assigned to a Unit; it has to be assigned to the Hero entirely, including any additional effects. It can still be blocked with help of Units, though.


### Cumbersome

 Cumbersome enemies usually have huge attacks, but they can be dodged easily.


In the Block phase, you may spend Move points: for each Move point spent, decrease one attack of a Cumbersome enemy by 1. The attack is reduced for both the Block phase and for the Assign damage phase (if not blocked). An Attack reduced to 0 is considered to be successfully blocked.

Note: You cannot use surplus Move points from the Move phase for this effect; you have to play Move effects during the combat.

### Unfortified

 Unfortified enemies never hide behind walls, they charge at you even when defending a fortified site. Ignore all site fortifications for such enemies (if they are the garrison of a fortified site, and/or when attacked over a wall).

### Arcane Immunity

 Enemies with Arcane Immunity are not affected by any non-Attack/non-Block effects, from no matter what source they are from.

i.e. ignore any effects that directly destroy an enemy, prevent it from attacking, reduce its Armor etc. Attacks and Blocks of any elements work normally, though. If an effect has both Attack/Block part and another part, only the Attack/Block part applies.

While the enemy itself is protected, its attacks are not. If an effect reduces an enemy attack or affects it in any other way, it can also be used against the attack of an enemy with Arcane immunity.

Examples:

*Burning Shield Spell* works fully on an enemy with Arcane Immunity, as its effects are Block and Attack only. For *Exploding Shield Spell* however, only the Block effect applies; the enemy is protected from the "destroy" effect.

If you use the stronger effect of *Shield Bash* to Block the attack of an enemy with Arcane Immunity, the Block works, the attack even loses eventual Swiftswiftness (as it targets the attack, not the enemy), but the Armor of the enemy is not reduced.


## REPUTATION AS A REWARD

**2**  
**5** Some enemies also have a Reputation change depicted next to their Fame. You gain or lose this Reputation in addition to the Fame whenever you defeat them.

Example: When assaulting and conquering a keep garrisoned by *Heroes* (Reputation -1), you get -2 Reputation in total for the assault and for defeating the *Heroes*. If you fail to defeat them, you only get -1 for the assault. On the other hand, after assaulting and conquering a keep protected by *Thugs* (Reputation +1), your Reputation does not change. In fact, if you were on the X space, it actually rises, as the Reputation loss for the assault is evaluated before the Reputation gain for defeating *Thugs*.

## NEW EFFECTS

### Effects Used as Your Action

Some new cards have effects that may be used (*Peaceful Moment*) or even have to be used (*Temporal Portal*) as your action for the turn. These cards have  in their upper left corner. You can play these effects only if you do not take another action during your turn, and you can play only one such effect in your turn. You cannot play them when resting.

### Effects Increasing Your Hand Limit

There are some effects that increase your Hand limit "when drawing cards next time". This applies to drawing cards during your End of Turn phase, or, when played if the End of the Round was announced by another player (i.e. your last turn during a Round), to drawing your cards at the start of the next Round.





# ~ GENERAL VOLKARE ~

The scenarios in this expansion feature General Volkare, a legendary Atlantean leader whose fate is veiled with many mysteries. He managed to unite sworn enemies under his banner, and rose as the only force able to face and stop Mage Knights. Will he also be successful in your case? In most scenarios featuring Volkare, some common rules apply, unless the scenario specifically says otherwise.

## Volkare's Figure

On the map, Volkare is represented by his figure. Depending on the scenario, the figure may be static (similar to cities), or it may move over the map following certain rules. If moving, he usually ignores terrain, walls and sites on the map, and he does not provoke rampaging enemies. He can enter any terrain and move costs do not apply for him; the scenario just says "Volkare moves one space in that direction", and he does. (This is to keep the rules for his movement simple – just imagine that after what he went through, he has his own arcane ways to cross mountains or lakes.)



Volkare's figure has a clix base and that works in a similar way to cities – you set it to a certain level (according to the scenario specifications and chosen difficulty) and the window of the

clix base tells you how many enemy tokens of each type is in Volkare's army. Unless stated otherwise by the scenario, the tokens of Volkare's troops are face down.

Volkare usually has a few white or gray tokens (the remains of his Lost Legion), and then some red and lots of green tokens (his new Draconum and Orc Khans allies).

Volkare's clix base shows levels 4 to 15. Volkare is never of lower level than 4. If you want to set him to a level the dial does not contain (especially in cooperative scenarios with more players), set it to half the required level and give him twice as many units.

*Example: You want to face level 16 Volkare. Set the wheel to level 8. It shows 1 1 2 2. Thus give Volkare 2 2 4 4.*

If you want an even higher level or an odd level – just be creative. It is your scenario and your difficulty choice.

*Example: For level 36 Volkare, you may for example set the base to level 12 and give triple as many units, or add up units for level 15, 15 and 6. The results will be a bit different, but of similar difficulty:*

6 6 18  
5 2 7 15

It may look like a hell of an army. You are correct – Volkare's

scenarios offer the most epic battles you have ever encountered in Mage Knight. Do not fear however, during playtesting, armies of this size were defeated.



4	1 1 2 2	11	2 2 5
5	1 1 2 2	12	2 2 6
6	1 1 3 3	13	2 2 7
7	1 2 2 2	14	2 3 6
8	1 1 2 2	15	2 1 3 6
9	1 1 2 3		
10	1 1 2 5		

## Volkare's Token



Besides having a big army, Volkare also usually participates in the battle personally. See his large token.

When playing with Volkare, keep his token next to the map. Put his troops around the big token. It not only looks impressive, it also represents

the fact that Volkare's troops protect his master – to defeat Volkare, you need to defeat all his troops.

## Volkare's Scenario Cards



Each scenario has a card that summarizes the special rules and Volkare's behavior. Keep the card nearby.

## Volkare's Camp Tile



There is a Core map tile containing Volkare's camp. Some scenarios require use of that tile. In others, you can use it as a city tile (see Volkare's Camp in Place of a City later). In all other cases, leave this tile out of the game.

## Volkare's Deed Deck

In some scenarios, Volkare has his own Deed deck that determines what he does during the game. Follow the scenario description to see how this deck is composed. Shuffle it very well (to ensure Volkare acts unpredictably) and put it face down next to Volkare's token. During the game, the cards from the deck are flipped over and form Volkare's face up discard pile.



## Mana Die

Volkare also usually needs one mana die. Keep it on or close to his token.

## COMBAT VERSUS VOLKARE

Each scenario specifies on which conditions one or more players engage in combat with Volkare and his army. Generally, it happens in two cases – because Volkare attacked them, or because they attacked Volkare (as an assault).

No matter how the combat begins, it has a similar structure to the usual combat with enemies. It has the same four phases as combat with enemies, and you follow the same rules. When fighting Volkare, you are facing all the enemy tokens forming his army.

Note that contrary to cities, Volkare's troops are not fortified by default (unless you attack Volkare at a fortified site or across a wall). Thus you can freely combine Ranged and Siege Attacks in the Ranged and Siege Attack phase against the tokens that do not have the fortified ability, and Siege attacks against those who have the fortified ability.

## Volkare's Attack

In addition to his troops, Volkare also participates in the battle. Before the combat, roll his die and put it on his token, next to the corresponding mana symbol – it shows what attack Volkare will use against you.

Note that all of Volkare's attacks are Brutal and all have the Assassination ability (damage from them cannot be assigned to Units – see New Enemy Token Abilities section). The element, strength and other abilities vary according to the roll.

Volkare attacks alongside his troops, and you treat the Attack in the same way – you either block it in the Block phase, or you take a number of Wounds to your hand during the Assign Damage phase, and eventually suffer from Poison or Paralysis. Note that because of the Assassination ability, you cannot assign this damage to Units.

## Defeating Volkare

Volkare cannot be targeted with your attacks, neither in the Ranged and Siege Attack phase, nor in the Attack phase. To defeat Volkare, you need to defeat all of his troops.

The only way to avoid Volkare's attack is to kill all of Volkare's troops in the Ranged and Siege Attack phase, in which case he is defeated immediately.



## Arcane Immunity

Note the Arcane Immunity icon on Volkare's token. This means that Volkare is immune to all special effects that would destroy him, prevent him from attacking or otherwise affect him.

## Combat with Volkare overview

- Roll a die to determine Volkare's attack.
- Ranged and Siege phase. Any amount of Ranged and/or Siege Attacks, each of them targeting one or more of Volkare's troops (not him). If you eliminate all enemies, Volkare is defeated and the combat is over.
- Block phase. Remaining enemies and Volkare himself attacks, you can block any of these attacks, one by one, in any order.
- Assign Damage phase. Assign damage from the attacks that were not blocked (including Volkare's attack), one by one, in any order. Do not forget Volkare's Assassination and Brutal abilities.
- Attack phase. Any amount of attacks of any types, each of them targeting one or more Volkare's troops (not him). If you eliminate all troops, Volkare is defeated.



## COMBAT SITUATIONS

### Volkare Attacks a Player

In some scenarios, a nearby player may be attacked by Volkare. As with movement, Volkare can attack a player regardless of terrain and other map features and his attack never provokes rampaging enemies. When attacking, Volkare also ignores any site fortifications, i.e. it does not matter if the player sits at a fortified site or is attacked over a wall when being attacked by Volkare (imagine when a Mage Knight accepts Volkare's challenge, they face him on a battlefield, not behind city walls). The scenarios usually give the player two options – to flee (and suffer certain consequences) or to face Volkare. For the first case, see the scenario description. Facing Volkare is described below.

#### Attention to the Combat

When attacked by Volkare, a player can choose whether to take their full turn in advance (like when attacked by another player) to attend the combat fully or not. Follow the same rules – if the player chooses to take their turn, they flip their Round order token and may use everything as if it is their turn, and then perform their end of turn sequence (but then they skip their next turn). If they decide to not take their turn, they cannot use their normal one mana die or skills useable once per turn, and they do not perform their end of turn sequence.

Note that there are no limitations in Volkare's ability to attack. Volkare can even attack a player that has their token flipped face down (because of participation in cooperative assault, or because of an attack of another player). In that case, the player does not have the choice of taking their full turn.

#### Combat Outcome

There are two possible outcomes – you either eliminate all of Volkare's troops and thus defeat him, or you don't. What happens in each case depends on the scenario.

### Assaulting Volkare

The second option is that a player attacks Volkare as their action for the turn. To do so, the player has to move to Volkare's space, as if attacking another player. He can even use the *Underground Attack Spell* for that. It is considered to be an assault (for the purposes of the *Heroes Unit* for example), but the player does not lose any Reputation for it. The locals still do not know whether Volkare is their ally or a new threat.

The combat goes exactly the same way as described above, except for a few details:

- Any rampaging enemies provoked by players movement also join the battle. Keep them separated; if you do not kill them, this does not affect the outcome of the battle.
- If Volkare is at a fortified space, or if the player is attacking across a wall (see *New Map Features*), Volkare's troops are fortified.

#### Combat Outcome

If Volkare is not defeated, the attacking player returns to the space they are attacking from for free. If that space is not safe, they are subject to *Forced Withdrawal*.

If Volkare is defeated, remove his figure from the map and move the assaulting figure to its space.

In both cases, check the scenario description for what happens next.

### Cooperative Assault on Volkare

Players can agree on a cooperative assault on Volkare the same way as when attacking cities. All conditions of cooperative assault on a city apply, unless stated otherwise i.e. all players have to agree with the attack and proposed distribution of enemies, and all except the active player forfeit their next turn. All players joining the assault have to be adjacent to Volkare's space. In the scenarios where Volkare moves, it is more difficult to synchronize your cooperative assault.

#### Distributing Enemies

Contrary to a cooperative city assault, players have more control over enemy distribution:

Split tokens of Volkare's army into two groups. One contains elite troops (white and red tokens), and the other one common troops (gray and green tokens). Count the number of tokens in each group, and then agree how many elite and common tokens each player is going to face. You have to distribute all common and elite units amongst the assaulting players.

Then, shuffle each group and deal randomly. Players cannot decide exactly how many red and how many white tokens they will fight – they just decide the total amount of elite level enemies they will face. The same applies for common troops.

#### Course of the Battle

As with a cooperative city assault, players solve their parts of the combat independently, one by one, starting with the active player and continuing in Round order. Each player has to move to Volkare's space first (no other movement is allowed), and then to fight their portion of enemies.

Each part of the combat goes as a separate fight according to the rules above (i.e. as a usual fight with enemies). Volkare participates in all these fights – each player has to face their attack. Roll the die only once (after distribution of enemies, but before the first player starts their part of the turn) – all players are facing the same type of attack.

Note that it may happen that one player faces fortified enemies, because they are attacking across the wall, while another does not. If Volkare is on a fortified space, all players face fortified enemies. The effects that allow a player to ignore site fortifications (as well as any effect that affects all enemies) affect only their own portion of enemies.

Also note that a player has to fight any rampaging enemies they provoke by their movement. If two players are about to provoke the same monster, the one earlier in the Round order has to fight it.

#### Combat Outcome

To defeat Volkare, all his troops have to be eliminated. If one of the players does not eliminate all enemies assigned to them, Volkare is not defeated and all players return to their original spaces. If all players defeat their portion of enemies, Volkare is collectively defeated. Remove his figure from the map and the player who initiated the cooperative assault moves to its space. Others return to their original positions.

In both cases, check the scenario description for what happens next.

#### Special Case

If a player defeats their entire portion of enemies in Ranged and Siege Attack phase, their part of the combat ends. They do not have to face Volkare's attack, even if Volkare is not defeated because another player does not defeat all their troops.

### Cooperative Defense

In some cooperative scenarios, Volkare attacks players also on spaces where Player vs Player combat is not allowed and where there can be more figures at the same time – in cities and at a portal. Players may take advantage of this and agree on a cooperative defense.

#### Agreement

The defending players have to agree on how to distribute the enemies. If they don't, the cooperative defense fails. See scenario description to check what happens.

Note: Usually, all the players agree how to defend. It may happen that a more separate group of players (or a lone player) is willing to face Volkare themselves. In such a case, the group containing the player that plays soonest after Volkare is chosen.

#### Distribution of enemies

Players distribute the enemies the same way as in Cooperative Assault on Volkare – i.e. elite troops separately from common troops. If a player is not assigned any enemies, they do not take part in the cooperative defense.

#### Attention to the Combat

As with usual defense, a player has a choice whether they take their turn in advance to attend the combat fully (they flip their Round Order token face down) or not. If their token is already flipped face down, or if they have no non-Wound cards in their hand, then they cannot choose to attend the combat fully.

#### Course of the Battle

The battle goes exactly the same way as a cooperative assault, except players do not have to move and fortifications play no role for either side.

#### Combat Outcome

See the scenario description for what happens if the players defeat Volkare (i.e. all players defeat their portion of enemies), and what happens if they don't.





## Simultaneous Planning

After you distribute enemies, roll a die for Volkare's attack. Now, all players reveal the tokens assigned to them and may start to plan their part of the combat. Even when his army is split, these combats may be the biggest ones you have encountered in Mage Knight so far, so solving it simultaneously is recommended.

### The Source

During the planning, you may agree on who uses what die from the Source. It helps if you plan simultaneously. Players playing sooner may use effects that manipulate the Source to help those playing after them, but note the dice are not returned until the end of the turn.

### Reverting

The usual rules for reverting your actions apply. You can plan the entire combat in advance – except for random effects and revealing new information. When those occur, the things that happened before are fixed.

For example, if you are using an effect that allows you to reroll mana dice, all the things you did before that are fixed.

Also note how Summoning attacks work – the monster is summoned at the start of your Block phase. If you want to attack some of the enemies in the Ranged and Siege Attack phase, you have to do so before you reveal the summoned enemy.

### Describing the Combat

When the first player (in Round order) is done planning, they announce that and then they show, phase by phase, attack by attack (or enemy by enemy in case of Block and Damage Dealing phases), to the others. Do not forget about Volkare's attack! When describing the combat, other players should pay attention – it is easy to forget or overlook some nasty enemy ability when dealing with such large battles.

If you face enemies with a summon attack and you are not going to shoot them, you may decide to describe only the first part of the combat (move to Volkare's space and Ranged and Siege Attacks), then reveal the summoned monsters and return to planning, considering the first phase fixed (you may set aside all cards, mana, Skills etc. used so far, as well as any eliminated enemies).

A player should not describe their part of the combat until all players playing before them have finished their combat.

Note: If done properly, this should be an ultimate display of Mage Knight skill. You have enough time to think everything through, and now you just narrate how you use your powerful Spells, Units, Artifacts etc. to deal with a huge enemy force. With a bit of imagination, it may lead to a great story of an epic battle.

## A FEW WORDS ABOUT COOPERATIVE FIGHTS

Cooperative scenarios usually presume that the players will face Volkare together. That is why his army is so huge. Even when split into several groups, it is big enough to cause a serious problem for the players and it usually requires more than one turn to defeat them all (i.e. multiple combats).

When distributing enemies before a cooperative battle, consider the strength of the players carefully. Some players may have a better way of facing fewer elite enemies, while others can handle the weaker ones better.





# SCENARIO BOOK

With this expansion, we bring you more scenarios and variants. Some are tied to the content of this expansion, some are just to add variability or to adjust the mechanics of the base game. Whether you like when each game is different, or whether you just want to tailor the game best to your tastes, you can find some interesting options here.

As you probably know by now, *Mage Knight* is a game system rather than a single closed game, and there are endless options for content to be added to it. We have playtested many of them and added those we liked the most. We encourage you to experiment with these variants and scenarios, combine them or even introduce your own; the game was designed with this in mind.

## I. VARIANT RULES

### VOLKARE'S CAMP IN PLACE OF A CITY (ANY FORMAT)

Volkare's camp is a new Core tile. In any scenario that does not include Volkare but features unconquered enemy cities (especially in Conquest, Solo or and Cooperation scenarios), Volkare's camp can be used instead of one city.

#### Game Setup

We recommend one of these three ways for preparing Core tiles:

- Deal one city tile less, and add Volkare's camp. Shuffle all Core tiles. This is recommended for your first games with Volkare (to ensure he and his camp is going to appear during the game).
- Deal one city tile less. Shuffle the Core tiles. Add Volkare's camp to the bottom. This is recommended especially for your first cooperative or solo scenarios with a high level of the last city – Volkare's camp will be the ultimate trial.
- Shuffle Volkare's camp amongst the city tiles. Choose the required amount of city tiles randomly. This is recommended as the standard method for further games – you can be never sure whether Volkare is present in this scenario or not until you reveal the cities.

#### Revealing the Camp

When Volkare's camp tile is revealed, find Volkare's Camp card and add it next to the map, together with Volkare's large token. Set the clix base of Volkare's figure to the city level specified by the scenario (or by your choice of difficulty level), draw enemy tokens of the colors the clix base shows and put them around Volkare's token (see General Volkare section of this rulebook). Then put the Volkare figure on his camp. Volkare never moves, he sits in his camp until conquered by the players or until the end of the game.

For the purposes of revealing these tokens, they behave the same way as tokens in a city – they are face down, until someone gets adjacent to the camp (regardless of whether it is Day or Night).

#### Assaulting the Camp

You can assault Volkare in his camp in the same way as you would assault a city, except that you lose no reputation for it. You can do it alone or cooperatively: see Combat with Volkare – Assaulting Volkare and Cooperative Assault on Volkare above. The Move cost of Volkare's camp space is 2, as with

cities. Note that from some directions, the camp is protected by **walls**. Thus an assault from those directions costs one more Move point and the enemies (or their portion assigned to the player attacking across the wall) are fortified.

In addition to the standard rules for combat with Volkare (do not forget Volkare's attack), also do the following:

- For each red or white token you defeated, put one Shield token on the Volkare token.
- For every two gray or green tokens you defeat put one Shield token there (round down – defeating three green enemies brings you only one shield, the same as defeating two green or one green and one gray enemy).

If you do not defeat all of Volkare's troops, nothing happens. You return to the original space and you or someone else can try to defeat the remaining enemies later, as with cities.

If all of Volkare's troops are defeated, Volkare is captured and his camp is conquered. The assaulting player (or the player who invoked the cooperative assault) moves to the camp space.

The leader of the camp is determined by the Shield tokens on Volkare's token, following the same rules as cities. Note that it does not have to be the same player as the one who moved to the camp.

#### Conquered camp

When the camp is conquered, it provides three advantages (not just at the camp, but also on all adjacent spaces):

##### Hand Limit

All players that have at least one shield on the camp get their Hand Limit increased by the amount of keeps they own anywhere on the map, if they are on the camp or adjacent to it. In addition, for the camp leader, the camp counts also as a **keep**. This means that their Hand Limit is increased by 1 plus the number of keeps they own on the map whenever they are close to the camp or any of their keeps.

##### Recruiting

There are scattered troops around Volkare's camp. Any Unit that can be recruited at a **keep** or **village** can be recruited in the camp. In addition, these units can also be recruited on any space adjacent to the camp (including the **village**). That means,

you can start an interaction on those spaces, and recruit as if you were in the camp.

You can also pay influence to add Regular Units to the offer – for each point of influence spent, add one Regular (silver) Unit to the offer.

For interaction at the camp or adjacent spaces, you also receive additional Influence equal to the number of your own Shield tokens on Volkare's token.

##### Pursuing

There are still some orcs and Draconum scattered and hiding around the camp. At the camp or an adjacent space, you can invoke a combat either with a green enemy token, or with a red enemy token, or with both (your choice). Draw the chosen tokens and fight them. You get nothing other than fame for defeating them. If you defeat at least one of the drawn tokens, mark the space with your shield. The enemies cannot be pursued in this space any more by any player.

##### Scoring

For the purposes of scoring, the camp leader counts as a city leader, and having a shield on Volkare's token counts as having a shield on a City card.

Each shield placed on the camp or adjacent spaces (because of pursuing) adds 1 Fame point to the Greatest Conqueror category.

##### Variants

For higher variability, you can also use Volkare with the Random Cities variant – just treat Volkare's Camp space as any other city tile and Volkare's Camp card as any other City card. But be prepared that Volkare is easier to defeat without all the walls, and some cities will be hard to conquer when double fortified.

Volkare cannot be part of a Megapolis (unless you develop your own rules for that). If playing with high level cities, just set Volkare to a very high level, too.

### ADJUSTING VOLKARE'S LEVEL (COOPERATIVE OR SOLO VS. VOLKARE)

This is a variant for cooperative and solo games against Volkare. These scenarios allow you to choose the difficulty (Volkare's level) at the start. However, sometimes you see (after a few turns or Rounds of the game) that you are doing much better or much worse than usual, and thus the scenario will be

too easy or impossible to finish for you. Instead of giving up, or regretting your choice of the wrong level, you may adjust Volkare's level on the go.

At the end of each Round, the players may increase or decrease Volkare's level by up to the number of real players in the game.

All players have to agree, otherwise the level stays as it is.

If the level changes, do not forget to adjust Volkare's army. It can be done only before the first real fight with Volkare (i.e. before his troops are revealed for the first time). After the first fight, Volkare's level has to remain as it is.



## MORE PLAYERS (COOPERATIVE OR COMPETITIVE)

With the fifth Hero and a few added components, it is now possible to play with one more player (i.e. 5 player competitive and 4 player cooperative scenarios). However, the game will be slower and longer; take this into consideration beforehand.

If you want to give it a go, you can add one player to most scenarios introduced in the base game. Follow the standard rules for that scenario (do not forget to add one extra die to the Source and one extra Unit card to the Unit offer for the new player).

## CONTROL OVER THE OFFERS (SOLO)

When playing a Solo scenario (whether against a Dummy player or Volkare), the Spell offer and Advanced Action offer change very slowly. We recommend using this variant to give you access to more cards during the game:

### Map tiles

If the number of map tiles for the scenario depends on the number of players, use the settings for the previous highest number of players, and for the additional player:

- Add 2 countryside tiles.
- Add 1 non-city Core tile.
- Add 1 city tile (except if the number of cities does not depend on the number of players). If you need 5 city tiles because of this, you have to use the Volkare's Camp in Place of a City variant (see page 10).

### Tactics in Cooperative Scenarios

When playing a four player cooperative scenario, do not remove Tactics during the game even if the scenario says so.

## SLOWING DOWN THE LEADER (COMPETITIVE)

Sometimes, a Mage Knight gets ahead in Fame and it is hard for others to catch them. In cooperative games, it is not so much of a problem. In competitive games — this is part of the game, if one player gets too far ahead, others can still try to do their best to close the gap or at least to achieve a good result on their own. However, if you feel this is a problem, you may try one of the following variants.

These variants give disadvantages to those ahead and/or advantages to those who are left behind on the Fame track. Some affect the game all of the time, making a breakaway more difficult, some are activated only when someone gets too far ahead. Choose the one that suits your group. Do not forget to agree on the variant before players pick their Heroes, as some Mage Knights are better at dealing with some types of disadvantages than others. You might even consider a Heroes auction variant.

Beware — the Mage Knight's power is not just in their Fame, it is in their Deed deck, Units and crystals supply, in the network of keeps, in a clever choice of their Skill tokens, and how it all complements and combines for the current scenario and map. Being ahead in Fame is just one of the aspects of a successful game. There is no sure way how to tell who is winning at a certain moment — except to finish the game.

### Magical Seals

*The Emperor is concerned at how fast the word about the Mage Knights spreads, as with their Fame, their power also grows. The best Atlantean mages gather to create a magic lock that suppress any rumors and gossip about Mage Knights.*

There are two versions of this variant, choose the one according to how much you want to hinder the Fame leader.

#### Mild Seals Variant

At the start of the game, take one mana token of each basic color and put them randomly on the first space of rows 3, 5, 7 and 9 on the Fame track. As long as the tokens are here, no player is allowed to enter that row; they just stay at the last space of the previous row.

At any time, any player can remove the lowest blocking token by paying one mana of the corresponding color. Of course, those who are not ahead in Fame gladly leave this option to the leader.

#### Heavy Seals Variant

The rules are the same as above, except you use two tokens of each color and place them randomly on the first space of rows 3 to 10. In addition, take one gold mana token and put it on the first space of row 2. This token works the same way as the others, except it can be removed by paying a mana of any color.

At the end of each Round, you always remove the bottom most card in each offer (and eventually process the Dummy player according to this), as described in the base game. In addition, you may also remove the middle card of one or both offers. So,

in total, you replace two to four cards. You have to decide before you start to reveal new cards for the offers (if you forget, just remove the bottom most cards only).

Note: The Heavy seals variant works well with Hero auctioning. It is no longer a big disadvantage to start one or two Fame behind; as the other players are more likely to break the first lock.

### Envy and Pity

*Becoming famous overnight has its drawbacks. The locals (and maybe even the Land itself) are extremely hostile to the most famous Mage Knight. On the other hand — the least famous Hero can expect some mercy.*

At the end of each Day Round, the player with most Fame adds one Wound to their deck (none in the case of a tie). At the end of each Night Round, the player with least Fame may remove one Wound from their deck (all tied in the case of a tie).

#### Intense variant

At the end of each Round, the player with most Fame adds one Wound to their deck (none in the case of a tie) and the player with least Fame may remove one Wound from their deck (all tied in the case of a tie).

### Ghostly Attacks

*When the intruders rise too much in fame and power, the arcane powers of the Land itself are awakened to try and stop them.*

While Magic Seals or Envy and Pity variants affect every game, this one is activated only if a player gets too far ahead in Fame, or if one or more players drop too far behind.

#### Preparation

At the start of the game, put a brown monster and a red Draconum token on the Fame track, face down. You may keep them on the first Fame row no one has achieved yet, to remind you that you need to check the Fame when a player levels up.

#### Level Up Check

Whenever a player gains a new level, check how much ahead of the other players they are. They are okay if they are:

- no more than 1 level higher than any other player, and no more than 2 levels higher than the last player
- In other cases, they get attacked, according to this table (choose the highest option that applies):
- 2 levels higher than any other or 3 levels higher than the last player... — the brown monster attacks
- 3 levels higher than any other or 4 levels higher than the last player — the red Draconum attacks
- 4+ levels higher than any other or 5+ levels higher than the last player — both enemies attack

Hint: Check the rows of the Fame track. Something happens only if there is an empty row between this player and others, or when the last player is three rows behind.

Note: The player cannot get attacked when leveling up for the first time (even if a player has negative fame, they are still considered to be of level 1). During their second Level up, they get attacked if no other player has gained a level yet. On their third Level up, they get attacked if no one has gained two levels, or if there is a player that gained no level at all yet. If no player gained a level yet, they get attacked by Draconum. Etc.

Note: In a two player game, the first condition is enough. With more players, only a player who gets too far ahead of all others gets attacked (either because of the first or second condition, or both). However, if someone stays too far behind, it may be that more of the other players are attacked when leveling because the second condition is met.

#### The Attack

The condition is checked when a player is about to gain a level. As soon as they finish processing their End of Turn sequence (including the Level up), they reveal one or both tokens from the Fame track that are about to attack them and put the tokens in front of themselves. The tokens are immediately replenished by new face down tokens.

Before their next turn, according to the Round Order token, the enemies attack the player. They can decide whether to attend the combat fully or not, under the same conditions and with the same limitations and benefits as when attacked by Volkare. Especially note: if the player's Round Order token is face down, they cannot attend the combat fully.

Then, the first three phases of combat are evaluated — Ranged and Siege Attack phase, Block Phase and Damage Assigning phase. Any enemies killed during the Ranged and Siege Attack phase disappear. Any enemies blocked during the Block Phase disappear. The others disappear after they deal their damage (including special abilities). There is no Attack phase, and no Fame or other reward is awarded, even if the player defeats the enemy or destroys it by some effect. The ghostly monsters just appear from nowhere, try to perform their attacks, and whether they succeed or not, they then vanish. Killing them in the Ranged and Siege Attack phase is just one way to deal with their attacks.

Note: These ghostly attacks force a player or players that are too far ahead in Fame to spend their resources or let their Hero or Units get wounded with no gain; this should slow down them a bit.



## II. SCENARIO LIST

The main theme of this expansion is General Volkare and his Lost Legion, the new scenarios concentrate on the confrontation between him and the Mage Knights.

Volkare's Return is the most epic scenario you have encountered yet. Players have to cooperate to conquer a large fortified city, and then to defeat the greatest army in the Mage Knight

world. The scenario offers high variety, as both players and Volkare reveal the map in a race to get to the city first. This scenario also has a shorter Blitz variant.

In Volkare's Quest, the map has a fixed shape and Volkare goes more or less directly across it, towards you. You need to avoid him, get enough strength by conquering the map, and then

chase and defeat him, before he enters the portal.

All these scenarios are designed for cooperative or solo play. If you want to face Volkare in competitive games, try the Volkare in Place of a City variant in the Variants section.

### VOLKARE'S RETURN – EPIC

- **Players:** 1 to 4.
- **Type:** Solo or cooperative.
- **Length:** Six rounds (3 days and 3 nights).
- **Purpose:** A challenging solo or coop game with epic city conquering and city defense battles. Time is measured by enemy progress instead of a dummy player.

*It started as a normal mission – you entered the region, ready to find and conquer its capital. But soon you realized you are not the only ones. The dreaded General Volkare just disembarked close to you and prepares to march. Despite his huge army of orcs and draconum, Atlanteans welcome him and some even join his forces. Have they made some strange alliance?*

*Whoever this Volkare is, and whatever allowed him to rise to such power, he has to be stopped at any cost. And it has to be done before he joins his forces with the garrison of the capital. Hurry to reach and conquer the city before Volkare – and at its gates, prepare one hell of a welcome for him. Get ready for the most epic battle the Land has ever seen!*

### Scenario Difficulty

- The scenario difficulty has two parameters for this scenario.
  - Combat Level determines how difficult the combats are with Volkare and the city. Choose a higher level only if you are okay with very epic battles at the end of the scenario, and if you are experienced enough to handle them.
  - Race Level determines how much pressure Volkare is exerting on you and how quickly you have to act. Choose a

higher level if you want a tight and thrilling race, choose a lower level if you want a more easy going experience.

- These two aspects are independent and you can choose any combination you like. Please note even the lowest level of both difficulties leads to a highly challenging game, Volkare is never easy to beat. To beat the highest levels, you usually need both tremendous skill and a good portion of luck.

- After choosing both levels, use the values of the corresponding lines and columns from the following tables during the setup.
- Note: The values in the table are just suggestions. You may interpolate or extrapolate the values to make your own difficulties between the stated levels or even under or above the scope of these tables.

Combat level	City levels				Volkare's levels			
	solo	2 players	3 players	4 players	solo	2 players	3 players	4 players
Daring	4	6	8	10	5	10	15	20
Heroic	6	9	12	16	8	16	24	32
Legendary	10	14	18	22	12	24	36	48

Race level	Wounds in Volkare's Deck				Indecisive Units			
	solo	2 players	3 players	4 players	solo	2 players	3 players	4 players
Fair	18	18	18	18	1	2	3	4
Tight	15	15	15	15	2	3	4	5
Thrilling	12	12	12	12	3	4	5	6

### Game Setup



#### Map (for solo game, 2, 3, or 4 players)

- **Map Shape:** Open limited to four columns, with Volkare's camp as the leftmost of the starting tiles (see the picture).
- **Countryside Tiles:** 7, 8, 10, or 12 (in addition to Volkare's camp).
- **Core Non-City tiles:** 1, 2, 3, or 4.
- **Core City tiles:** 1, always at the bottom of the tile stack.
- **City Level:** See scenario difficulty table.
- **Cards and Skills:** Remove the four competitive Spells from the Spell deck (109-112). Use cooperative interactive Skill tokens instead of competitive ones. If playing Solo, choose one of the other Heroes at random – add one Skill of that Hero to the Common Skill offer after each of your Level ups.

#### Volkare

- Unless stated otherwise General Volkare's section of this rulebook applies.
- Volkare is replacing the Dummy player in this scenario. Contrary to the Dummy player, Volkare counts towards the number of players, so you have one extra die in the Source and one extra Unit in the offer (number of real players plus 3).
- Use Volkare's Return scenario card as a reference. This summarizes Volkare's play in this scenario. Attach it to the map so its picture orientation exactly matches the map orientation (see the picture).
- Use Volkare's token. Put one mana die on it.
- See the difficulty table to learn Volkare's level. Deal the corresponding number of enemy tokens, face down, next to Volkare's token.
  - Note: If Volkare is of a very high level, you may decide to not give him all the tokens from the start, to have enough tokens for the map. Give him the tokens before the first encounter.
- Prepare Volkare's deck. It should include:
  - 16 Basic Action cards of a Hero that is not playing
  - the 4 interactive Spells removed from the Spell deck
  - a number of Wounds, according to the difficulty table

- Important: Shuffle Volkare's deck very well, so Wounds and Spells do not group together. Put it next to Volkare's token.
- Put Volkare's figure on Volkare's Camp space. Volkare is prepared for the journey.
- Volkare's Camp space has no effect in this scenario.

#### Unit Offer

- During the game, some of the Units in the Unit offer are indecisive, and they may join Volkare.
- See the difficulty table to see how many Units are indecisive. Take that many crystals of different basic colors from the bank (actual colors do not matter). Mark the first several slots in the Unit offer with these crystals, so each of these slots has one color assigned to it for the entire game.
- When revealing Unit cards at the start of each Round, the first Units go to the marked slots leaving the rest unmarked.
- Units that may be added during the Round (because of Bond of Loyalty skill or because of interaction in the White city) are not added to marked slots and thus never have a color assigned.
- Volkare's Camp tile is not considered a Core tile for the purposes of Unit dealing – you do not put Elite Units into the offer until another Core tile is revealed.



## Course of the Game

### Tactic Selection (for solo game)

- When taking Tactics, you always choose first. Volkare then takes a random Tactic from those remaining.
- At the end of each Day or Night, remove the Tactic card you used from the game. The Tactic Volkare used is not removed.

### Tactic Selection (for coop game)

- When taking Tactics, the players always choose first. Volkare then takes a random Tactic from those remaining.
- You do not remove any Tactics from the game.

### Volkare's Figure

- Volkare's figure moves across the map.
- The space with Volkare's figure is not considered safe. When a player moves to this space, their move immediately ends and it is considered an attack on Volkare (see later).

### Volkare's Turn

- When it is Volkare's turn to play, reveal the first card from his deck. The card determines his action for this turn. It is summarized on Volkare's Return scenario card:



- When a **Wound card** is revealed, Volkare makes a camp and his army rests. Word of his power spreads. Roll Volkare's mana die. If there is a slot marked by a crystal of the rolled color in the Unit offer, and if there is still a Unit in that slot, remove it from the game. These soldiers join Volkare and can be no longer recruited for your cause. There is no Unit in this slot until the next Round.
  - Whenever a Unit was removed from the offer in this way, add one gray enemy token to Volkare's army. (To keep things simple, only gray tokens are added, regardless of what Unit was removed from the offer.)
- When a **non-Wound card (Spell or Action card)** of any color is revealed, look at the Source. If there is one or more dice of the corresponding color, reroll one of them. During the day, if there is no die of the corresponding color but there is a gold die, reroll the gold one.
- Then, on a non-Wound card, Volkare moves. His behavior depends on what phase of the game it is:
  - First, he tries to explore the map and locate the city.
  - Once the city is revealed (either by him or by players), Volkare takes the shortest path to it.
  - If Volkare gets to the city, he either wins (if players have not conquered the city yet) or attacks it (if they have conquered it and now they defend it).

### Volkare's movement – First Phase (Exploring)

The first phase lasts from the beginning of the game until the city is revealed. Follow these rules:

- If a **green, blue or white Action card** is revealed, move Volkare one space in the direction shown on the Scenario card.
  - Volkare's figure ignores any terrain or other items on the map.
  - If the move would lead to an unexplored part of the map, reveal the top tile from the tile stack first, then move Volkare onto it.
  - Volkare moves in all cases. If his move would lead off the map shape, just move him in the closest direction that does not lead off the map.
  - If there is a Hero figure on the space where Volkare moved, that Hero is attacked by Volkare. Unless completely defeated, Volkare stays in his new space and the Hero has to withdraw – see later *A Player Attacked by Volkare*.

- If a **green, blue or white Spell card** is revealed, Volkare behaves as if two Action cards of that color were revealed consecutively (but only one die is rerolled). i.e. he moves twice. Note:
  - If the first of these two moves reveals the city, the second move follows the rules for the second phase (Race for the City).
  - A double move may cause combat with two characters, if they are both in Volkare's way.
  - **Exception:** If the first move causes a combat and Volkare then moves further, the attacked Hero does not withdraw.
- If a **red Action card** is revealed, Volkare does not move. Instead, he looks around for a Mage Knight to fight. If there is any figure on the neighboring spaces, Volkare attacks them. If there is more than one, Volkare attacks the one with most Fame (in case of a tie, the one sooner in the Round order).
  - Contrary to combat caused by movement, Volkare does not move to the attacked player's space and that player never withdraws after the combat.
- If a **red Spell card** is revealed, it works as if a red Action card is revealed, but if there is no-one in any adjacent spaces, Volkare looks two spaces away. Even if attacking a player two spaces away, Volkare returns to his original space once the combat is over.

### Volkare's Movement – Second Phase (Race for the City)

Volkare switches to this behavior once the city (last tile) is revealed. It works the same way as the first phase, except for the following:

- When moving, Volkare always moves in a way so he gets closer to the city. He never moves so that he remains the same distance or moves away from the city.
  - Distance is measured directly, even through unrevealed tiles.
  - Volkare does not reveal new map tiles any more. If the shortest way to the city leads through an unrevealed area, just move Volkare through virtual spaces as if there was a tile revealed.
- If there are two options for his move (i.e. two spaces Volkare can move to while getting closer to the city), Volkare decides by the color of the card drawn (he chooses the direction that is closer to the direction corresponding to the card color).
  - Note: When a Spell is drawn, it may happen that both moves are not in the same direction.
- During this phase, Volkare stops looking for players to fight, and he **moves even on a red card**. If a red Action card or Spell is drawn, handle it the same way as a blue Action card or blue Spell (except you reroll a red die, not blue). He still rests (and recruits) on a Wound card.

### Volkare's Movement – Third Phase (Battle for the City)

When Volkare is standing next to the city and has to move (a non-Wound card was revealed), Volkare attacks the city. There are several options:

- **The city is not yet conquered by players.** In this case, it opens its gates to Volkare, he marches in and wins the scenario.
- The city is conquered by players, but they are **not present in the city or do not want to defend** it yet (usually because they are planning for a cooperative defense and they have not gathered in the city yet). In that case, Volkare destroys the city walls and plunders its vicinity instead of his movement; flip the City card face down. From now on, interaction is not allowed in this city (neither recruiting nor the special option of this city), and players who participated in its conquering do not get their hand limits increased for being in or close to it.
  - If this happens again (i.e. if the city is plundered and no-one wants to defend it), Volkare takes over the city and he wins the scenario.

- If there are one or more players who are willing to defend it, it leads to combat with Volkare. Players may agree on cooperative defense.
  - If, during that combat, Volkare loses fewer tokens than there are real players in the game, he was not fended off, takes over the city, and wins the scenario.
  - If he lost at least one token per real player (note – it does not matter which player or players eliminated these tokens), he has to move one space away from the city, opposite to the direction from which he has lead the attack (i.e. he ends up at a space in distance 2 from the city). On his next turn, he continues following the same rules (i.e. it takes revealing of two Action cards or one Spell card before he attacks the city again).
- Note: If a Spell card is revealed, evaluate each step separately. In one turn for example, Volkare is able to move next to the city and then attack it, or to plunder the city and then to win the game by attacking it again, or to attack a city and after being fended off, to make another move immediately to end up adjacent to the city again.

### Frenzy (out of Cards)

- If Volkare's deck runs out of cards before the scenario ends, do not shuffle the discards back in: on each next turn, Volkare plays as if he reveals a Spell (i.e. moves/attacks twice). Consider the card blue for purposes of direction choosing, but reroll no die when Volkare is in a frenzied state.

### End of the Round

- Volkare never announces End of the Round.
- When End of the Round is announced by a player, other players have one more turn, but Volkare does not.
- You never reshuffle Volkare's deck. On the next Round, you just keep revealing one card on each of Volkare's turns.

### A Player Attacked by Volkare

- If a single player was attacked by Volkare outside of a city (whether as the result of a red card during the first phase, or because Volkare entered his space), he has two options:
  - **Retreat.** In this case, there is no combat (and the player does not take his turn in advance) – the player just takes Wounds to his hand:
    - » two Wounds during the first Day or Night
    - » three Wounds during the second Day or Night
    - » four Wounds during the third Day or Night.
  - **Fight.** In this case, he has to fight the entirety of Volkare's army and his token, following the rules in Volkare's section of the rulebook (including the choice of whether or not to attend that combat fully).
- Whether fighting or retreating, if Volkare ends his turn on the space where the player was standing, the player has to withdraw. He chooses any safe adjacent space except the one where Volkare came from and moves there for free.
- If Volkare ends elsewhere (either because he was attacking via a red card during the first phase, or because he moved through the player's space because of a revealed Spell card), the player does not retreat.

### Attack or Cooperative Attack on Volkare

- A player or players may also attack Volkare, following the standard rules for attacking Volkare from this rulebook.
- Volkare is never moved or slowed down as result of such an attack.
- Note: The intention of this scenario is that the first fight with Volkare happens as a (cooperative) defense of the city. You may attack Volkare on your own, but note it may prove extremely difficult. On the other hand, in some cases, if you defeated most of Volkare's troops already, moving to meet him instead of waiting may be a reasonable choice.



## Scenario End

The scenario can end by one of these ways:

- Volkare enters the city before players conquer it. **The players lose.**
- Volkare attacks the city conquered by players twice without players putting up a defense. **The players lose.**
- The sixth Round ends and players have not defeated Volkare's entire army. **The players lose.**
- The entirety of Volkare's army is destroyed. **The players win.**
  - If you want to count your score, every player may then play one more turn — but note, for most players it just means they flip their face down Round order token face up.
  - Otherwise, just rejoice in the victory.

### Scoring

The goal is to defeat Volkare, no matter what it costs. If you want to score, though, use a similar method to other cooperative scenarios:

- Take the lowest Fame of all players.
- Score the best player in all categories (the one with most Wounds in case of the greatest beating). Assign no titles.
- Score 20 points if you conquered the city.

- If you defeated Volkare, you get:
  - Bonus of 30, 40 or 50 points (depending on the chosen Combat level).
  - Increase it by 2 for each card left in Volkare's deck.
  - Then multiply the result by 1, 1.5 or 2, depending on the chosen Race level.

### A Few Tips

- In this scenario, you have to hurry, especially if you choose a higher level of race.
  - Sometimes, it is better to play even good cards sideways, to give Volkare one turn less.
  - In a cooperative game, one player may decide to not play the rest of their hand and end the Round sooner, if everyone else is ready to play their last turn.
- On the other hand, do not overdo the speed. You need to be powerful enough to conquer the city and then to fight off Volkare.
  - Specifically, make sure you do not end the third night before or at the moment Volkare arrives at the city gates.
  - Good timing is the key. Watch Volkare's progress closely. You should be at the height of your power when Volkare arrives at the city. It is not good when Volkare arrives at

the city right after you conquered it, but it is also bad if you run out of deck and have to discard great cards while waiting for Volkare (do not forget, on each turn you have to play or discard at least one card).

- Be prepared for it to take more than one battle to defeat Volkare. If the first encounter happens at the end of the last night, you may have not enough power and time to finish Volkare off.
- Be clever with where you reveal the city. You know it is the last tile of the tile deck.
  - You should not reveal it too soon, as Volkare then marches directly to it.
  - But you should conquer it soon enough. Definitely before the last night. It is unlikely you will have enough power to fight both the city and Volkare during the last night.
  - Choosing a good position for the city is the key to good timing. Reveal it so that you have enough time before Volkare arrives.
  - In a cooperative game, cooperation is more important than in other cooperative games. The City level is high, and it is easier to take it down together. Agree where to reveal the city, so at least two or three of you make it there for a cooperative assault.



## VOLKARE'S RETURN – BLITZ

Same rules as Epic variant, except:

- The time limit is two days and two nights only.
- The map shape is the same, but there are fewer tiles.
- The difficulty table differs.

- All the Blitz rules from the Blitz Conquest scenario apply (there is one die and one Unit more, you start with 2 Reputation and 1 Fame, and you get 1 Fame every time you gain a level).

### Map (for solo game, 2, 3, or 4 players)

- **Map Shape:** Same as for the Epic variant.
- **Countryside Tiles:** 5, 6, 8, or 10 (in addition to Volkare's camp)
- **Core Non-City tiles:** 1, 1, 2, or 3
- **Core City tiles:** 1, always at the bottom of the tile stack.

Combat level	City levels				Volkare's levels			
	solo	2 players	3 players	4 players	solo	2 players	3 players	4 players
Daring	3	4	5	6	4	8	12	16
Heroic	4	6	8	10	6	12	18	26
Legendary	5	8	11	14	8	16	24	32

Race level	Wounds in Volkare's Deck				Indecisive Units			
	solo	2 players	3 players	4 players	solo	2 players	3 players	4 players
Fair	16	16	16	16	1	2	3	4
Tight	13	13	13	13	2	3	4	5
Thrilling	10	10	10	10	3	4	5	6



# VOLKARE'S QUEST

- **Players:** 1 to 4.
- **Type:** Solo or cooperative.
- **Length:** Six rounds (3 days and 3 nights).
- **Purpose:** A challenging solo or coop game where you have to avoid Volkare at first, and then pursue and stop him before he enters the portal.

You were sent there with a clear task – to find the mysterious General Volkare and eliminate him. But it seems Volkare was ready for your arrival – once the portal opened and you entered the land, his huge army started to march directly towards you. You are not ready for the confrontation yet! Oh, wait – it is not you who is his target. He is heading directly to the portal. It seems he was just waiting for someone to open it for him.

What are his intentions? Does he want to enter the portal, or to destroy it? What happens if he succeeds? Your task is not to investigate that. Your task is to stop him. Destroy his army before he finishes his quest, whatever it is.

## Scenario Difficulty

- The scenario difficulty has two parameters for this scenario.
  - Combat Level determines how difficult the combats are with Volkare and the city. Choose a higher level only if you are okay with very epic battles at the end of the scenario, and if you are experienced enough to handle them.
  - Race Level determines how much pressure Volkare is exerting on you and how quickly you have to act. Choose a

higher level if you want a tight and thrilling race, choose a lower level if you want a more easy going experience.

- These two aspects are independent and you can choose any combination you like. Please note even the lowest level of both difficulties leads to a highly challenging game, Volkare is never easy to beat. To beat the highest levels, you usually need both tremendous skill and a good portion of luck.

- After choosing both levels, use the values of the corresponding lines and columns from the following tables during the setup.
- Note: The values in the table are just suggestions. You may interpolate or extrapolate the values to make your own difficulties between the stated levels or even under or above the scope of these tables.

Combat level	City levels				Volkare's levels			
	solo	2 players	3 players	4 players	solo	2 players	3 players	4 players
Daring	3	4	4	5	8	14	20	26
Heroic	4	4	5	5	10	18	26	34
Legendary	4	5	5	6	14	26	38	50

Race level	Wounds in Volkare's Deck				Fearful Units			
	solo	2 players	3 players	4 players	solo	2 players	3 players	4 players
Fair	20	20	20	20	1	2	3	4
Tight	16	16	16	16	2	3	4	5
Thrilling	12	12	12	12	3	4	5	6

## Game Setup



### Map (for solo game, 2, 3, or 4 players)

- **Map Shape:** Predefined, with Volkare's camp at the opposite side (see the picture). The tiles are face down, except for Volkare's camp, the portal tile, and the three adjacent tiles.
- **Countryside Tiles:** 8, 9, 11, or 12.
- **Core City tiles:** 2, 2, 3, or 3 (in addition to Volkare's camp).
- **Core Non-City tiles:** 4, 3, 4, or 3.
- **City Levels:** See the scenario difficulty table.
- **Cards and Skills:** Remove the four competitive Spells from the Spell deck (109-112). Use the cooperative interactive Skill tokens instead of the competitive ones. If playing Solo, choose one of the other Heroes at random – add one Skill of that Hero to the Common Skill offer after each your Level ups.

### Volkare

- Unless stated otherwise General Volkare's section of this rulebook applies.
- Volkare is replacing the Dummy player in this scenario. Contrary to the Dummy player, Volkare counts towards the number of players, so you have one extra die in the Source and one extra Unit in the offer (number of real players plus 3).

- Use Volkare's Quest scenario card as a reference. This summarizes Volkare's play in this scenario. Attach it to the map so its picture orientation exactly matches the map orientation (see the picture).
- Use Volkare's token. Put one mana die on it.
- See the difficulty table to learn Volkare's level. Deal the corresponding number of enemy tokens, face down, next to Volkare's token.
  - Note: If Volkare is of a very high level, you may decide to not give him all the tokens from the start, to have enough tokens for the map. Give him the tokens before the first encounter.
- Prepare Volkare's deck. It should include:
  - 16 Basic Action cards of a Hero that is not playing
  - the 4 interactive Spells removed from the Spell deck
  - a certain number of Wounds, according to the difficulty table
- Important: Shuffle Volkare's deck very well, so Wounds and Spells do not group together. Put it next to Volkare's token.
- Put Volkare's figure on Volkare's Camp space. Volkare is prepared for his quest.

### Unit Offer

- During the game, some of the Units in the Unit offer are fearful, and Volkare may scare them off.
- See the difficulty table to see how many Units are fearful in your scenario. Take that many crystals of different basic colors from the bank (actual colors do not matter). Mark the first several slots in the Unit offer with these crystals, so each of these slots has one color assigned to it for the entire game.
- When revealing Unit cards at the start of each Round, the first Units go to the marked slots leaving the rest unmarked.
- Units that may be added during the Round (because of *Bond of Loyalty* skill or because of interaction in the White city) are not added to marked slots and thus never have a color assigned.
- Volkare's Camp tile is not considered a Core tile for the purposes of Unit dealing – you do not put Elite Units into the offer until another Core tile is revealed.



## Course of the Game

### Tactic Selection (for solo game)

- When taking Tactics, you always choose first. Volkare then takes a random Tactic from those remaining.
- At the end of each Day or Night, remove the Tactic card you used from the game. The Tactic Volkare used is not removed.

### Tactic Selection (for coop game)

- When taking Tactics, the players always choose first. Volkare then takes a random Tactic from those remaining.
- You do not remove any Tactics from the game.

### Volkare's Figure

- Volkare's figure moves across the map.
- The space with Volkare's figure is not considered safe. When a player moves to this space, his move immediately ends and it is considered an attack on Volkare (see later).
- When Volkare moves to a distance of 3 spaces from the portal, the Council of the Void close the portal. Any player who was on the portal space at that moment is out of the game. From now on, the portal space works as any other space – only one player is allowed there, and Volkare may be attacked there.

### Volkare's Turn

- When it is Volkare's turn to play, reveal the first card from his deck. The card determines his action for this turn. It is summarized by Volkare's Quest scenario card:



- When a **Wound card** is revealed, Volkare makes a camp and his army rests. Word of his power spreads. Roll Volkare's mana die. If there is a slot marked by a crystal of the rolled color in the Unit offer, and if there is still a Unit in that slot, remove it from the game. These soldiers became scared by the power of Volkare and cannot be persuaded to join you anymore. There is no Unit in this slot until the next Round.
  - Contrary to the other scenario, you do not add tokens to Volkare's army when this happens.

- When a **non-Wound card (Spell or Action card)** of any color is revealed, look at the Source. If there is one or more dice of the corresponding color, reroll one of them. During the day, if there is no die of the corresponding color but there is a gold die, reroll the gold one.
- Then, on a **green, white or blue Action card**, Volkare moves one space in the direction shown on the Scenario card.
  - Volkare's figure ignores any terrain or other things on the map.
  - In this scenario, Volkare walks over unexplored tiles without exploring them.
  - Volkare moves in all cases. If his move would lead off the map shape, just move him in one space closer to the portal instead.
  - **Exception:** If Volkare is next to the portal space, he always moves onto it, regardless of whether a green, blue or white card was revealed. If Volkare is already at the portal space, revealing a green, blue or white card means he wins and players lose – see later.
  - If there is a Hero figure on the space where Volkare moved to, that Hero is attacked by Volkare. Unless completely defeated, Volkare stays at his new space and the Hero has to withdraw – see later *A Player attacked by Volkare*.
- If a **green, blue or white Spell card** is revealed, Volkare moves as if two Action cards of that color were revealed consecutively (but only one die is rerolled). Especially note:
  - It can happen that he moves in different directions (if the first move leads next to the portal, or if one of the moves would lead off the map).
  - If he is standing next to the portal, he can win this way (he moves to the portal on his first move and wins on his second move).
  - It may cause combat with two characters, if they are both in his way.
  - **Exception:** If the first move causes a combat and Volkare then moves further, the attacked Hero does not withdraw.
- If a **red Action card** is revealed, Volkare does not move. Instead, he looks around for a Mage Knight to fight. If there is any figure on the neighboring spaces, Volkare attacks them. If there is more than one, Volkare attacks the one with most Fame (in case of a tie, the one sooner in the Round order).

- Contrary to combat caused by movement, Volkare does not move to the attacked player's space and that player never withdraws after the combat.
- If a **red Spell card** is revealed, it works as if a red Action card is revealed, but if there is no-one in an adjacent space, Volkare looks two spaces away. Even if attacking a player two spaces away, Volkare returns to his original space once the combat is over.

### End of the Round

- Volkare never announces End of the Round.
- When End of the Round is announced by a player, other players have one more turn, but Volkare does not.
- You never reshuffle Volkare's deck. On the next Round, you just keep revealing one card on each of Volkare's turns.

### A Player Attacked by Volkare

- If a single player was attacked by Volkare (whether as the result of a red card, or because Volkare entered their space), they have two options:
  - **Retreat.** In this case, there is no combat (and the player does not take their turn in advance) – the player just takes Wounds to their hand:
    - » two Wounds during the first Day or Night
    - » three Wounds during the second Day or Night
    - » four Wounds during the third Day or Night.
  - **Fight.** In this case, they have to fight the entirety of Volkare's army and his token, following the rules in the Volkare's section of rulebook (including the choice whether to attend that combat fully).
- Whether fighting or retreating, if Volkare ends his turn on the space where the player was standing, the player has to withdraw. They choose any safe adjacent space except the one where Volkare came from and moves there for free.
- If Volkare ends elsewhere (either because he was attacking via a red card, or because he moved through the player's space because of a revealed Spell card), the player does not retreat.

### Attack or Cooperative Assault on Volkare

- A player or players may also attack Volkare, following the standard rules for attacking Volkare from this rulebook (do not forget Volkare joins the fight, too). Note that after such an assault, you return to the place you attacked from.
- Note: In a cooperative game, cooperative assault is recommended in this scenario. But also note that it requires very good player synchronization, as Volkare moves and only players adjacent to his figure at the moment of the assault may join it.

### Combat Outcome

- If all of Volkare's troops are eliminated (no matter who initiated the combat), the players win.
- If Volkare lost at least twice as many tokens from his army as there are players in the game, he is slowed down (no matter who initiated the combat). Turn his Round Order token face down (unless it already is face down). Next time it is his turn to play, he just flips his Round Order token back and his turn is over.
  - If you kill less enemy tokens, you may put them aside. If another player attacks before Volkare moves, add these to the amount that player kills. They get discarded when it is Volkare's turn to play.
  - That means: if players succeed in killing twice as many of Volkare's troops as there are players before Volkare plays, he will miss his next turn. Surplus kills do not transfer to the following turns, players have to eliminate another set of tokens if they want to slow down Volkare in subsequent turns.





## Scenario End

The scenario can end by one of these ways:

- Volkare enters the portal and then performs another move.  
**The players lose.**
- The entirety of Volkare's army is destroyed. **The players win.**
  - If you want to count your score, every player then may play one more turn – but note, for some players it may mean they just flip their Round order token face up.
  - Otherwise, just rejoice in the victory.

### Scoring

The goal is to defeat Volkare, no matter what it costs. If you want to score, though, use a similar method to other cooperative scenarios:

- Take the lowest Fame of all players.
- Score the best player in all categories (the one with most Wounds in case of the greatest beating). Assign no titles.
- Score 5 points for each conquered city. Note it is not a goal of this scenario.
- If you defeated Volkare, you get:
  - Bonus of 30, 40 or 50 points (depending on the chosen Combat level).
  - Increase it by 2 for each card left in Volkare's deck.
  - Then, multiply the result by 1, 1.5 or 2, depending on the chosen Race level.

### A Few Tips

- This scenario is a bit more straightforward than Volkare's Return.
  - Volkare's strength is fixed (it does not grow with additional gray Units).
  - Volkare's path is more predictable, and it takes a similar amount of turns each game; you cannot slow him down by clever placement of new map tiles.
  - Note: Volkare should always have enough cards to win in his deck. If he fails to reach the portal and perform his final move, you probably made a mistake.
- The cities are not of a high level in this scenario, and conquering them is not the goal. However, they can boost your level and allow you to recruit strong Units.
- Volkare progresses relatively quickly, so you have to hurry, especially if you choose a tighter level of race.
  - Sometimes, it is better to play even good cards sideways, to give Volkare one less turn.
  - In a cooperative game, one player may decide to not play the rest of their hand and end the Round sooner, if everyone else is ready to play their last turn.

- The successful strategy in this scenario is to find ways for leveling up and gaining enough strength to face Volkare, while avoiding him on the map, and then succeed in returning before he enters the portal.
  - Good timing is the key. A great army is useless if you can't make it back in time.
  - Good movement cards can help you significantly and allow you to spend more time plundering the rich sites of Core tiles. You may plan your return journey ahead of time and leave some sites unconquered, so you can start to return sooner, leveling and recruiting along the way back.
- Be sure you keep enough strength for the combat. The combat may take several turns to finish, even on lower Combat levels.
  - If you prepare for one big fight but fail to kill all of Volkare's troops, and your hand and deck is then empty, you will lose.
  - If you let Volkare reach the portal, you will have to attack him constantly so his Round order token stays face down; if you let him play, and he reveals a green, white or blue card, you lose.
  - It is possible to attack Volkare individually, but at least for the first encounter, a cooperative assault is highly recommended.



sm



# KRANG

Krang remembers little about the time before the breaking. Only flashes of memories, images, words here and there, and feelings of confusion and pain.

There was the time he was a chaos shaman; the memory of the magestone dust entering his lungs still lingered. There were the words of the Council of the Void imploring him to give up those ways. Individually, the words were forgotten but collectively the argument was convincing, wasn't it? The painful memories of his purging certainly remain. He was fortunate however, as otherwise the breaking would have destroyed him. Very fortunate.

In the years that followed, he was taught other magics by the best the Council had to offer. The most was made of his powerful Orcish frame as his blunt but effective martial skills were perfected.

Now he has been sent forth to bring order to the lands of the Atlantean Empire. He has turned his back on his Orcish brethren. His true nature has been disguised from locals with help from the Council, masters of deceit and trickery.

For the first time in years, he has a certainty within him.

This he is sure about. This he can do.



## ~ COMPONENTS ~

- 1 Painted Miniature of Krang
- 1 Hero card (353)
- 16 Basic Action cards (337-352)
- 2 Skills Description cards (354-355)
- 11 Skill tokens
- 6 Level tokens
- 20 Shield tokens
- 1 Round Order token

### Expansion Mark

The new cards are marked with a small mark next to their numbers, so you know they came with this expansion. Note that the numbers for this expansion start at 337, continuing on from the last card of The Lost Legion expansion.

## ~ NEW RULE ~

Three of the new Skills (Battle Frenzy, Shamanic Ritual and Arcane Disguise) do not conform to one of the 3 types of Skills described on page 5 of the Mage Knight Rulebook.

### Flip Back Ability

The above mentioned Skill tokens have a new Flip Back ability.

Once per turn, once flipped face down, a Skill with this ability can be flipped back face up during the same Round under a specific condition. Once face up again, it may be used as before. These Skills also flip face up at the start of each new Round as usual.

### BATTLE FRENZY

Once a turn: Attack 2, or you may flip this token to get Attack 4 instead this turn. If you spend a turn resting you may flip this token back.



### SHAMANIC RITUAL

Flip this to gain a mana token of any color. You may flip it back as your action for the turn.



### ARCANE DISGUISE

Once a turn: Influence 2, or you may flip this token to ignore all effects from your position on the Reputation track this turn. You may flip it back on any turn by paying a green mana.



## FAQ

There have been questions about the new Skills during playtesting, so we have included an FAQ here specific to Krang.

**Q: When playing Savage Harvesting, can you reveal garrisons before you decide what card to discard?**

**A:** No. You have to decide on the card as you move into the space and you only reveal garrisons after you move into the space.

**Q: How does Puppet Master work on enemy tokens with various abilities?**

**A:** The only parts of the token that still apply are its Attack(s), Armor and elemental types.

For example, *Arcane Immunity* no longer protects them and the higher Armor value from the *Elusive* ability does not apply.

**Q: How do tokens that summon work with Puppet Master?**

**A:** If you attack with a summoner, reveal a random token and use its Attack(s). If you want to block, then you use the summoner's armor.

**Q: How do tokens with multiple attacks (from the Lost Legion expansion) work with Puppet Master?**

**A:** You may apply all of them against the same enemy, or split them as you choose.

**Q: If you didn't use Master of Chaos in the last turn of the previous Round and you are going first in this Round, can you draw your hand and then decide whether to move it on?**

**A:** Yes. In this way it is similar to how Motivation works.

**Q: Can you just pay a red mana to draw a card with Regenerate?**

**A:** No, you must also throw away a Wound to draw a card.

**Q: What does "Block of any type" mean on Spirit Guides?**

**A:** It either gives +1 to the Block of a card you play or a Skill you use that provides Block, or it adds +1 to the Block value of a Unit that you use to Block.

**Q: Can I use an action to re-flip Shamanic Ritual on a turn when I Rest?**

**A:** No. You may not take an action on a turn when you Rest.



# SHADES OF TEZLA

Tezla was the greatest Mage to have ever lived. He succeeded in doing something no-one else had, and mastered both the elemental and necromantic magics. Not content with this, he created a third school by harnessing the power of magestone, and this fueled the rise of the Atlantean Empire. This third school's power was ended by the Breaking however, and the power of the Empire waned.



Tezla died long before the Breaking. Upon his death, four factions claimed they had his essence bound in an Avatar. The Atlantean Empire's Avatar, powered by magestone, was destroyed during the Breaking. This leaves just the Elementalist and Dark Crusader Avatars along with Tezla's Shade, the Avatar of the mysterious and cunning Solonavi.

The Elementalist are an alliance of different races, sworn to protect nature from those that would try to take advantage of it. They are guided by Tezla's Spirit.

The Dark Crusaders are Necromancers and the undead who worship the Blood Goddess, Dark Tezla.



Braevalar was a storm druid, a part of the Elementalist faction that is motivated by anger for those who ravage the land as much as by the desire to protect it. Disillusioned by the Elementalist's reluctance to take the fight to their enemies, Braevalar looked for another way. His search ended one night when a voice spoke to him from the darkness of the forest. It told him there was indeed another way for those with the will to do whatever it takes to defeat their enemies; the way of the Council of the Void. Although the training was hard, Braevalar never lacked determination. His cunning and knowledge of how to use the terrain around him were great assets, as were his powers over the natural world. Somewhere along the way, however, he lost sight of the importance of protecting nature and now his motivations are... unclear. He serves the Council.

## ~ COMPONENTS ~

- 2 Faction Leader Tokens
- 24 Faction Tokens (12 per faction)
- 1 Faction Token Reference Card (377)
- 32 Enemy Tokens
- 2 Site Description Cards (375-376)
- 1 Necropolis Marker
- 1 Hidden Valley Marker
- 5 Graveyard Markers
- 1 Painted Miniature of Braevalar
- 1 Hero Card (372)
- 16 Basic Action Cards (356-371)
- 2 Skill Description Cards (373-374)
- 11 Skill Tokens
- 6 Level Tokens
- 20 Shield tokens
- 1 Round Order Token



### Expansion Mark

The new cards are marked with a small mark next to their numbers, so you know they came with this expansion. Note that the numbers for this expansion start at 356, continuing on from the last card of Krang expansion.





# ~ NEW RULES ~

## NEW ENEMY TOKENS

The green, brown, and red enemy tokens in this expansion have faction symbols just to the right of the amount of fame gained when the enemy is defeated.

### Sorting Enemy Tokens by Faction

Certain scenarios require that enemy tokens should be sorted by faction. Whenever the scenario requires, separate the relevant enemy tokens into separate piles. You may want to place a mana token next to a pile to show what faction it belongs to as the faction enemy tokens have the same backs as the others. Use regular enemy tokens in these scenarios unless otherwise instructed.

An enemy token with the Summon ability summons tokens from the same faction as itself.

### Placing Enemy Tokens from a Random Faction

Sometimes a scenario may tell you to place an enemy token from a random faction. In such a case roll a mana die to see which is placed. gold, green, or white means that you place an Elementalist enemy token. black, red, or blue means that you place a Dark Crusader enemy token.

### Running out of Faction Enemy Tokens

If at any point all of a faction's enemy tokens of a certain color are in use then instead use regular ones of the same color. For that scenario they count as if they were of the relevant faction but do not award a faction token when defeated.

### Variants for Other Scenarios

In other scenarios faction enemy tokens can be mixed in with the regular enemy tokens, used instead of them, or left out, as desired.

In some scenarios only one faction is used. In this case you can mix the other faction's enemy tokens in with the regular enemy tokens if you wish.

## NEW ENEMY TOKEN ABILITIES

### Defend

Enemies with the Defend ability will defend themselves or other enemies when you attack them.

The first enemy that you attack in combat (either in the Ranged and Siege phase or the normal attack phase) has its Armor value increased by the value of the Defend ability, until the end of that combat.

If you are facing more than one enemy with Defend, then each Defend ability must be applied to a different enemy token, with the order being determined by the player whose Hero is fighting them. If an enemy with Defend is defeated before its Defend ability has been applied, then its Defend ability is ignored.

Example: You encounter some Elven Protectors on their own. They are the only enemy, so they defend themselves and their Armor is increased to 6.

Example: You encounter the Elven Protectors and some Centaur Outriders. If you want to attack the Centaurs in the Ranged and Siege phase, you will need Ranged Attack 7, as the Elven Protectors defend them.

Example: You encounter two Crystal Sprites and one Elven Protector. You decide to give one of the two "Defend 1" bonuses to the Elven Protectors and the other to one of the Crystal Sprites and then defeat them together in the Ranged and Siege phase by using Ranged Attack 8. The remaining Crystal Sprites do not benefit from the "Defend 2", since the Elven Protectors have already been defeated.

## Elementalist Faction



Crystal Sprites (2x)



Elven Protectors (2x)



Centaur Outriders (2x)



Elemental Priestesses (1x)



Cloud Griffons (1x)



Air Elemental (1x)



Earth Elemental (1x)



Fire Elemental (1x)



Water Elemental (1x)



Savage Dragon (2x)



Lightning Dragon (2x)

## The Dark Crusaders



Skeletal Warriors (2x)



Zombie Horde (2x)



Gibbering Ghouls (2x)



Corrupted Priests (1x)



Shrouded Necromancers (1x)



Pain Wraith (1x)



Mummy (1x)



Vampire (1x)



Blood Demon (1x)



Death Dragon (2x)



Vampiric Dragon (2x)

### Vampiric

Vampiric enemies drain life force from their victims. An enemy with the Vampiric ability has its Armor value increased by 1, for the rest of the combat, for each unit its attacks wound and for each wound its attacks cause to be added to a player's hand.

### Ambush

Enemies that Ambush may attack your Hero from up to 2 spaces away.

To provoke an enemy with Ambush:

- Your Hero must move from a space within two spaces of the enemy, directly to another space within two spaces of the same enemy.
- The space your Hero moves to must either be adjacent to the enemy, or there must be a revealed space between the enemy and your Hero which does not contain mountains or lakes.
- If you are playing with the Lost Legion expansion then the route from the enemy to your Hero (up to 2 spaces) may not cross a wall.

The rules for challenging a rampaging enemy with Ambush do not change — it can only be done from an adjacent space.

Any movement a Hero does which does not provoke rampaging enemies (such as with *Wings of Wind*) will also prevent Ambush.

### Pursuit

An enemy token with Pursuit will pursue a Hero until they catch them, and will then attack them. To indicate an enemy is pursuing a Hero, mark the enemy token with a Shield token of the Hero. The rules of the scenario being played will determine which Hero is pursued.

### Moving Pursuing Enemy Tokens

Whenever the Hero being pursued ends their movement for the turn, any enemy token pursuing them is moved one space, into the closest revealed space to that Hero which does not contain another player's Hero or a fortified site; closest means there are the

fewest revealed spaces between the enemy token and the Hero. These tokens may move onto mountains and lakes.

Where there is a choice between two or more spaces as to which is the closest one, then the player whose Hero is being pursued decides which of these spaces the enemy token moves into.

If the space that the token is currently in is at least as close to the Hero as any space they could be moved into, then they do not move.

### When Pursuing Enemy Tokens Attack

If a pursuing enemy token was already adjacent to the Hero before they could be moved, and they can attack the Hero this turn, then they are not moved. Instead the Hero fights them as their action for the turn, just as they would with a provoked rampaging enemy. If the Hero was assaulting a fortified site then these tokens join the fight in the same way as a provoked rampaging enemy would. If there are multiple pursuing tokens that could attack then they will all attack together.

A Hero can only legally be attacked if they are in a space that does not contain one of the following:

- A fortified location that they are not assaulting this turn
- A location where interaction is possible (so burned monasteries and magical glades are allowed)

Undefeated pursuing tokens remain on their space but are flipped. The next time they would move or attack they are instead flipped back. On the player's following turns they will continue their pursuit as before.

### Variant Rules

You can use the Ambush and Pursuit abilities in other scenarios.

### Ambush Variant

All rampaging enemies, except for those on the starting tiles, gain Ambush.

### Pursuit Variant

All rampaging enemies, except for those on the starting tiles, gain Pursuit with regards to the player who revealed the map tile.



## NEW MAP LOCATION TILES

Some scenarios will tell you to place the new map location tiles onto map tiles in order to cover certain spaces.



### Hidden Valley Location Tile

The Hidden Valley location tile acts like a Magical Glade. The move cost of the Hidden Valley space is 2.



### Necropolis and Graveyard Location Tiles

During the day, night rules apply in a Necropolis or Graveyard. At night, if you start your turn there, then you gain a black mana token.

The move cost of the Graveyard space is determined by the terrain type shown on the space it covers (just like a Ruins tile). The fact that night rules apply whilst in a Graveyard does not affect the move cost of the terrain it is in (so to move into a forest space that has a Graveyard in it will still cost 3 move points during the day).

The move cost of the Necropolis space is 2.

## FACTION TOKENS

The new enemy tokens have a faction icon to the right of the fame value. This indicates that when you defeat one of the enemies you also gain a minor magical item which has a one-use ability.

At the start of the game, shuffle the two sets of tokens separately to form two face down draw piles, one for each faction.

When you defeat an enemy belonging to a faction, you take the top token from the appropriate pile as a reward from combat. Place the token face up in your play area. The effect of each token is described on the reference card. Unless otherwise noted, faction tokens may only be used on your turn. You may not use more than one token with the same name per turn. Once used, discard the token to a discard pile. If you run out of faction tokens in either draw pile during the game, reshuffle the discarded tokens from that faction to form a new draw pile.



Instead of using the token for its ability, it may also be discarded when interacting for either 1 Fame or 3 Influence. This represents you giving the item to someone influential or in exchange for something else.

In a similar way to skill tokens, faction tokens may be used when knocked out.

Any unused faction tokens remaining at the end of the game are worth 1 Fame in final scoring.

### Just Fame

You may choose to play without the new faction tokens. In this case, simply add 1 extra Fame when you defeat the enemy instead of taking a token. The faction icon to the right of the fame value reminds you of this.

## LARGE FACTION LEADER TOKENS

There are two large faction leader tokens in this expansion, one for each faction, representing different avatars of Tezla. The initial level of the faction leader will be given in the scenario and should be marked with a mana crystal at the start of the game; this is the leader's level marker. A faction leader's current Armor and Attack value(s) depend on their level, as shown on the faction leader token. Both leaders have the Arcane Immunity ability.

**Faction leaders also come with a number of enemy tokens according to the scenario rules. Use only the faction tokens for the matching faction.**

Faction leaders count as enemy tokens for the purposes of cards such as the *Flame Wave* spell.



### Combat versus Faction Leaders

Faction leaders are attacked and blocked in a similar way to other enemies. As they are successfully attacked they are reduced in level. Once they are reduced below level 1 they are defeated.

### Attacking a Faction Leader

To reduce the faction leader by one level you must make a successful attack by playing a total Attack value equal to or greater than their Armor value. If you do so then mark the current level of the faction leader with your Shield token. Do not move their level marker at this stage.

You may reduce a faction leader by more than one level at a time by playing an Attack value equal to or greater than a multiple of their Armor value. Mark each level they will be reduced by, starting with their current level, with one of your Shield tokens. You must play all Attack abilities targeting a faction leader in the same attack during that combat phase.

You may choose other enemies to be targeted with the same attack as you target the faction leader with. If either the faction leader or at least one of the other enemies have the Fortified ability or one or more resistances then these are handled in the normal way.

### Blocking a Faction Leader

Faction leaders have attacks just as other enemies do. You must block these in the Block phase or you will have to assign damage from them in the Assign Damage phase in the normal way. The attack(s) that the faction leader uses is shown by the position of their level marker.

If level 1 is marked with a player's Shield token then the faction leader will not attack.

### Once Combat is Over

The level marker of a faction leader only moves once combat is over. Once combat with a faction leader is over, move their level marker down to the next level not marked with a player's Shield token. This will give their Armor and Attack values to be used the next time they are involved in combat. If level 1 is marked with a player's Shield token then the avatar is defeated; remove their level marker from the faction leader token.

**Enemy tokens are determined by the initial level of faction leaders at the start of the scenario. New enemies are not added when a leader is reduced in level.**

Players receive the fame shown on the token for the levels they defeated. Defeating a faction leader does not give the player a faction token.

### Cooperative Attacks on Faction Leaders

Players can agree on cooperative assault on a faction leader the same way as when attacking cities. All conditions of cooperative assault on a city apply, unless stated otherwise i.e. all players have to agree with the attack and proposed distribution of enemies, and all except the active player forfeit their next turn. All players joining the assault have to be adjacent to the faction leader's space.

As with a cooperative city assault, players solve their parts of the combat independently, one by one, starting with the active player and continuing in Round order. Each player has to move to the faction leader's space first (no other movement is allowed), and then fight their allocation of enemies.

Each player may decide to target the faction leader with an attack, but they do not have to do so. All players will suffer the faction leader's attack(s) in the normal way. The level marker of a faction leader only moves once all players participating in the cooperative attack have finished their combat.

**If a faction leader is defeated during a cooperative assault, the player who initiated the cooperative assault remains in its space while all other players return to the space they were in before the attack.**



# SCENARIO BOOK

Each scenario in this section has an overview, which applies to all versions of the scenario, and then additional information for the competitive, cooperative and solo variants.

## I. SCENARIO LIST

### LIFE AND DEATH, OVERVIEW

- **Length:** Six rounds (3 days and 3 nights)
- **Purpose:** The full scenario against the forces of life and death.

The Elementalists and the Dark Crusaders are at war. The Council of the Void wish you to take advantage of this opportunity, and fight your way into enemy territory to destroy the Avatars of Tezla; Tezla's Spirit of the Elementalists and Dark Tezla of the Dark Crusaders.

#### Special Rules

##### Enemy Tokens

Green, brown and red enemy tokens should be sorted by faction.

When placing rampaging enemies, pick from the Dark Crusader pile for northern map tiles, and pick from the Elementalist pile for southern map tiles. If the map tile is in between the two, then place a random faction enemy token (see page 20). The diagrams to the right give you a guide as to which map tiles are northern, which are southern, and which are between the two:

##### Magical Glades

Whenever a Magical Glade is revealed on a southern countryside map tile place a green and a brown Elementalist enemy token face up on it.

Whenever a Magical Glade is revealed on a northern countryside map tile place a Graveyard tile over it and then a green and a brown Dark Crusader enemy token face up on the Graveyard tile.

Whenever a Magical Glade is revealed on a map tile in between the north and the south place an enemy token from a random faction; either Elementalist enemy tokens or a Graveyard tile and Dark Crusader enemy tokens.



Wedge Map



Fully Open Map



Open Limited to 4 Columns Map

##### Liberate Location

To liberate a Magical Glade or Graveyard, you may enter it from its space (as an Action). Fight both enemies. If you do not defeat both, the remaining token(s) remain on the space. They can be attacked again in a later turn.

If you defeat the last enemy then you liberate the location. Gain an Artifact if it was a Magical Glade and gain a Spell if it was a Graveyard. Mark it with your Shield token and gain +1 Reputation.

Night rules apply in a Graveyard and Necropolis, but none of the other effects of a Magical Glade, Hidden Valley, Graveyard, or Necropolis can be used until they have been liberated. Once liberated they act as normal.

##### Cities

The Green City tile cannot be placed as a northern map tile and the Red City tile cannot be placed as a southern map tile. If either of these would occur, instead draw and place the next core tile, and

then shuffle the city tile back in with the remaining core tiles. If the city tile is the last core tile then you may only explore somewhere where its placement would be allowed. Other map tile placement rules apply as normal.

When the Green City tile is placed, place the Hidden Valley location tile over the city space. When the Red City tile is placed, place the Necropolis location tile over the city space.

##### Faction Leader Locations

The Hidden Valley is where the Elementalist faction leader is located and the Necropolis is where the Dark Crusader faction leader is located. When either of these locations is placed, place the relevant number of enemy tokens for that faction, face up, according to the faction leader's level.

You must move into the Hidden Valley and Necropolis spaces to attack the leaders and their followers; they are not counted as safe spaces.

### LIFE AND DEATH, COMPETITIVE

- **Players:** 2 to 4
- **Type:** Competitive

#### Map (for 2, 3, or 4 players)

- **Map Shape:** Wedge (2 or 3 players), or Open limited to 4 columns (4 players)
- **Countryside tiles:** 7, 9 or 11 (exactly 3, 4 or 5 should contain a Magical Glade)
- **Core city tiles:** 3 (the Green City tile, the Red City tile and one other)  
The third city tile used is friendly. Each player puts one Shield token on it, but no-one is leader.
- **Core non-city tiles:** 1, 2 or 3 (equal to one less than the number of players)  
Dark Crusader and Elementalist leader tiles (both with a starting level equal to the number of players plus 2).

#### Scenario End

When both faction leaders are defeated, all players have one last turn. If the Round ends during this, the game ends immediately.

#### Scoring

If you defeated both faction leaders, your mission was successful. In any case, apply standard Achievements scoring. In addition:  
Count the number of Shield tokens each player has on a Magical Glade or on the Elementalist faction leader token. The player with the most gets an additional +5 Fame for being that faction's Greatest Enemy.  
Count the number of Shield tokens each player has on a Graveyard or on the Dark Crusader faction leader token. The player with the most gets an additional +5 Fame for being that faction's Greatest Enemy.  
In each case ties are broken in favor of the player with their Shield token on the highest level on the faction leader token.





## LIFE AND DEATH, COOPERATIVE

- **Players:** 2 to 4
- **Type:** Cooperative

### Map (for 2, 3, or 4 players)

- **Map Shape:** Fully Open
- **Countryside tiles:** 7, 9 or 11 (exactly 3, 4 or 5 should contain a Magical Glade)
- **Core city tiles:** 3 (the Green City tile, the Red City tile and one other) The third city tile used is friendly. Each player puts one Shield token on it, but no-one is leader.
- **Core non-city tiles:** 2, 3 or 4 (equal to the number of players) Dark Crusader and Elementalist leader tiles (both with a starting level equal to twice the number of players plus 4).
- **Dummy Player:** There is one standard Dummy player (see the Dummy Player section on page 15 of the Mage Knight rulebook).
- **Cards and Skills:** Remove the four competitive Spells (109-112) from the Spell deck. Use the Lost Legion expansion cooperative interactive Skill tokens instead of the competitive skill tokens. Remove the competitive Skills from each player's Skill deck (including the Dummy player).

### Additional Special Rules

- When taking Tactics, the Dummy player takes a random Tactic first, and then the players choose theirs.
- Team Rules apply, except you are all one team (see the Team Rules section on page 15 of the Mage Knight rulebook).

### Scenario End

When both faction leaders are defeated, all players (except the Dummy player) have one last turn. If the Round ends during this, the game ends immediately.

### Scoring

If you succeed in defeating both avatars, you are all victorious. If not, you have all failed. In both cases you may count your score to see how good you were.

You have one score as a team. As a base score, take the lowest Fame of all players. Then apply standard Achievements scoring, except: In each category, you score only the player with highest score (or most negative points in case of Greatest Beating).

- No titles are awarded.

Then score for your goal and for the time taken to reach it.

- Score 10 points for each avatar you defeated, and an additional 15 points if you defeated both.
- Score 10 points if every player has one of their Shield tokens on at least one of the two faction leader tokens, and an additional 10 points if every player has one of their Shield tokens on both of the two faction leader tokens.
- If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- Score 1 point for each card remaining in the Dummy player's Deed deck (that was not yet flipped this Round).
- If the End of the Round was not yet announced in this Round, score an additional 5 points.

## LIFE AND DEATH, SOLO

- **Players:** 1
- **Type:** Solo

### Map

- **Map Shape:** Wedge
- **Countryside tiles:** 6 (exactly 3 should contain a Magical Glade)
- **Core city tiles:** 3 (the Green City tile, the Red City tile and one other). The third city tile used is friendly. Both the player and the Dummy player put one Shield token on it, but no-one is leader.
- **Core non-city tiles:** 2 (Dark Crusader and Elementalist leader tiles; both with a starting level of 6).
- **Dummy Player:** There is one standard Dummy player (see the Dummy Player section on page 15 of the Mage Knight rulebook).
- **Cards and Skills:** Remove the four competitive Spells (109-112) from the Spell deck. Use the Lost Legion expansion cooperative interactive Skill tokens instead of the competitive skill tokens. Remove the competitive Skills from each player's Skill deck (including the Dummy player).

### Additional Special Rules

- When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining.
- At the end of each day or night, remove both used Tactic cards from the game. That means each Tactic card is picked exactly once during the game.

### Scenario End

When both faction leaders are defeated you have one last turn (the Dummy player does not).

### Scoring

If you succeed in defeating both avatars, you are victorious. If not, you have failed. In both cases you may count your score to see how good you were.

Take your Fame as the base. Then apply standard Achievements scoring, except no titles are awarded.

Then score for your goal and for the time taken to reach it.

- Score 10 points for each avatar you defeated, and an additional 15 points if you defeated both.
- If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- Score 1 point for each card remaining in the Dummy player's Deed deck (that was not yet flipped this Round).
- If the End of the Round was not yet announced in this Round, score an additional 5 points.





## THE REALM OF THE DEAD, OVERVIEW

- **Length:** Four Rounds (2 days and 2 nights)
- **Purpose:** Defeat the Necromancer Lord and cleanse the Realm of the Dead.

*Many lands have been ravaged by war in the aftermath of the Breaking. In a province abandoned by the Lords of Atlantis, a powerful Necromancer has arisen, grown strong by the victims of plague and famine. He wields powerful death magic to taint the land and raise legions of the fallen to serve him. Meanwhile he is working feverishly to complete the terrible Ritual of Lichdom and make himself immortal.*

*The hordes of undead and corrupted spirits have begun to spread from the lost realm, generating a growing wave of terror and panic. The Council, alarmed at the growing threat, has ordered you to hunt down and destroy this Necromancer, and to cleanse the land of his corruption before it is too late.*

### Special Rules

#### Enemy Tokens

- All Dark Crusader enemy tokens should be sorted into separate piles.
- When placing rampaging enemies pick from the Dark Crusader pile. If these were placed due to a player exploring (rather than at the start of a game) then place one of that player's Shield

tokens on the enemy token. From the following turn that enemy token gains Pursuit with regard to that player only. It is still rampaging with regards to all players.

#### Magical Glades

- Whenever a Magical Glade is revealed on a countryside tile place a Graveyard tile over it. Place enemy token(s) on it, face down, according to the order it was placed. On the first, place two green Dark Crusader enemy tokens. On the second, place a green and a brown Dark Crusader enemy token. On the third, place a red Dark Crusader enemy token. On the fourth, place a green and a red Dark Crusader enemy token. On the fifth, place a brown and a red Dark Crusader enemy token.

#### Liberate Location

- Night rules apply in a Graveyard, but none of the other effects of a Graveyard can be used until it has been liberated. Once liberated it acts as normal.
- To liberate a Graveyard, you may enter it from its space (as an Action). Fight all enemies there. If you do not defeat them all, the remaining token(s) remain on the space. They can be attacked again later.
- If you defeat the last enemy then you liberate the Graveyard. Gain a reward according to the order the Graveyard was placed: an Advanced Action from the first, a Spell from the second, a Unit from the third (following the rules regarding gaining a Unit

from a Ruins token), an Artifact from the fourth, an Artifact and an Advanced Action from the fifth.

- Once a Graveyard has been liberated, any player on that location can seal it to prevent the contamination returning. To do this they must pay one mana. This does not count as an action. They mark it with one of their Shield tokens and gain +1 Reputation. Each Graveyard may only be sealed by one player and a player cannot seal a Graveyard if another player's Hero is on that location.

#### Cities

- When the Blue City tile is placed, place the Necropolis location tile over the city space. Place the relevant number of enemy tokens, face up, with the Dark Crusader faction leader according to the faction leader's level. You must move into the Necropolis space to attack the Necromancer and his followers; it is not counted as a safe space.

#### Additional Special Rules

- You start with 1 Fame. Whenever you cross a line on the Fame track, you get 1 extra Fame.
- You start with +2 Reputation (i.e. you have a bonus of +1 for interaction right from the start).
- There is one more die in the Source and one more Unit in the offer than usual.

## THE REALM OF THE DEAD, COMPETITIVE

- **Players:** 2 to 4
- **Type:** Competitive

#### Map (for 2, 3, or 4 players)

- **Map Shape:** Wedge (2 or 3 players), or Open limited to 4 columns (4 players)
- **Countryside tiles:** 5, 7 or 9 (exactly 2, 3 or 4 should contain a Magical Glade)
- **Core city tiles:** 2 (the Blue City tile and the Green City) The Green City is friendly. Each player puts one Shield token on it, but no-one is leader.
- **Core non-city tiles:** 2, 3 or 4 (equal to the number of players) Dark Crusader leader tile: This represents the Necromancer (with a starting level equal to the number of players plus 3).

#### Scenario End

When all Graveyards are sealed and the Necromancer is defeated, all players have one last turn. If the Round ends during this, the game ends immediately.

#### Scoring

If you sealed all of the Graveyards and defeated the Necromancer, your mission was successful.

In any case, apply standard Achievements scoring. In addition:

- Count the number of shields each player has on a Graveyard or on the Dark Crusader faction leader token. The player with the most gets an additional +5 Fame for being that faction's Greatest Enemy. Ties are broken in the favor of the player with their Shield token on the highest level on the faction leader token.

## THE REALM OF THE DEAD, COOPERATIVE

- **Players:** 2 to 4
- **Type:** Cooperative

#### Map (for 2, 3, or 4 players)

- **Map Shape:** Fully Open
- **Countryside tiles:** 6, 8 or 10 (exactly 3, 4 or 5 should contain a Magical Glade)
- **Core city tiles:** 2 (the Blue City tile and the Green City) The Green City is friendly. Each player puts one Shield token on it, but no-one is leader.
- **Core non-city tiles:** 2, 3 or 4 (equal to the number of players) Dark Crusader leader tile: This represents the Necromancer (with a starting level equal to twice the number of players plus 4).
- **Dummy Player:** There is one standard Dummy player (see the Dummy Player section on page 15 of the Mage Knight rulebook).
- **Cards and Skills:** Remove the four competitive Spells (109-112) from the Spell deck. Use the Lost Legion expansion cooperative interactive Skill tokens instead of the competitive skill tokens. Remove the competitive Skills from each player's Skill deck (including the Dummy player).

#### Additional Special Rules

- When taking Tactics, the Dummy player takes a random Tactic first, and then the players choose theirs.
- Team Rules apply, except you are all one team (see the Team Rules section on page 15 of the Mage Knight rulebook).

#### Scenario End

- When all Graveyards are sealed and the Necromancer is defeated, all players (except the Dummy player) have one last turn. If the Round ends during this, the game ends immediately.

#### Scoring

- If you sealed all of the Graveyards and defeated the Necromancer, your mission was successful. If not, you have failed.
- You have one score as a team. As a base score, take the lowest Fame of all players. Then apply standard Achievements scoring, except:
- In each category, you score only the player with highest score (or most negative points in case of Greatest Beating).
- No titles are awarded.
- Then score for your goal and for the time taken to reach it.
- Score 5 points for each Graveyard you sealed and 10 points for defeating the Necromancer. Score an additional 10 points if you sealed all of the Graveyards and also defeated the Necromancer.
- Score 20 points if every player has at least one of their Shield tokens on the faction leader token.
- If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- Score 1 point for each card remaining in the Dummy player's Deed deck (that was not yet flipped this Round).
- If the End of the Round was not yet announced in this Round, score an additional 5 points.



## THE REALM OF THE DEAD, SOLO

- **Players:** 1
- **Type:** Solo

### Map

- **Map Shape:** Wedge
- **Countryside tiles:** 5 (exactly 2 should contain a Magical Glade)
- **Core city tiles:** 2 (the Blue City tile and the Green City) The Green City is friendly. Both the player and the Dummy player put one Shield token on it, but no-one is leader.
- **Core non-city tiles:** 1
- **Dark Crusader leader tile:** This represents the Necromancer (with a starting level of 4).
- **Dummy Player:** There is one standard Dummy player (see the Dummy Player section on page 15 of the Mage Knight rulebook).
- **Cards and Skills:** Remove the four competitive Spells (109-112) from the Spell deck. Use the Lost Legion expansion cooperative interactive Skill tokens instead of the competitive skill tokens. Remove the competitive Skills from each player's Skill deck (including the Dummy player).

### Additional Special Rules

- When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining.
- At the end of each day or night, remove both used Tactic cards from the game.

### Scenario End

- When both of the Graveyards are sealed and the Necromancer is defeated you have one last turn (the Dummy player does not).

### Scoring

- If you succeed in sealing both of the Graveyards and defeating the Necromancer, you are victorious. If not, you have failed. In both cases you may count your score to see how good you were.
- Take your Fame as the base. Then apply standard Achievements scoring, except no titles are awarded.
- Then score for your goal and for the time taken to reach it.
- Score 5 points for each Graveyard you sealed and 10 points for defeating the Necromancer. Score an additional 10 points if you sealed both of the Graveyards and also defeated the Necromancer.
- If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- Score 1 point for each card remaining in the Dummy player's Deed deck (that was not yet flipped this Round).
- If the End of the Round was not yet announced in this Round, score an additional 5 points.



## THE HIDDEN VALLEY, OVERVIEW

- **Length:** Four Rounds (2 days and 2 nights)
- **Purpose:** Find the Hidden Valley and defeat the High Priestess. *Rumors have reached the Council of an Elementalist High Priestess who is gathering forces. However, all the rumors tell of a long hidden valley only spoken about in legend. Even the Council of the Void have been unable to find it. Clearly there is powerful magic at work. You must locate this hidden valley and defeat the priestess before her threat becomes too great.*

### Special Rules

#### Enemy Tokens

- All Elementalist enemy tokens should be sorted into separate piles.
- When placing rampaging enemies pick from the Elementalist pile. Except for those on the tiles placed during set up, these enemy tokens gain the Ambush ability.
- Whenever a rampaging Elementalist enemy token is defeated, the player that defeated it may add a new map tile as if they had explored. This map tile does not have to be placed adjacent to the space containing that player's Hero.

### Exploring

- The valley is difficult to find and there is clearly some sorcery at work. Exploring costs triple the normal amount of Move. Any abilities that modify the Move cost of exploring may be applied before the tripling. Questioning the locals and taking time to understand the magic at work can be useful however, and so Influence may be used as Move for the purpose of exploring.

### Cities

- When the White City tile is placed, place the Hidden Valley location tile over the city space. Place the relevant number of enemy tokens, face up, with the Elementalist faction leader according to the faction leader's level. You must move into the Hidden Valley space to attack the High Priestess and her followers; it is not counted as a safe space.
- The keep on the White City tile is defended by 2 green Elementalist enemy tokens instead of the normal gray enemy token. If attacked by a player after another player has already conquered it, then a random gray enemy token will be used as the defender as usual.

### Liberate Location

- None of the effects of the Hidden Valley can be used until it has been liberated. Once liberated it acts as normal.

### Additional Special Rules

- You start with 1 Fame. Whenever you cross a line on the Fame track, you get 1 extra Fame.
- You start with +2 Reputation (i.e. you have a bonus of +1 for interaction right from the start).
- There is one more die in the Source and one more Unit in the offer than usual.



## THE HIDDEN VALLEY, COMPETITIVE

- **Players:** 2 to 4
- **Type:** Competitive

### Map (for 2, 3, or 4 players)

- **Map Shape:** Wedge (2 or 3 players), or Open limited to 4 columns (4 players)
- **Countryside tiles:** 5, 7 or 9
- **Core city tiles:** 2 (the White City tile and the Green City) The Green City is friendly. Each player puts one Shield token on it, but no-one is leader.
- **Core non-city tiles:** 2, 3 or 4 (equal to the number of players)
- **Elementalist leader tile:** This represents the High Priestess (with a starting level equal to the number of players plus 3).

### Scenario End

- When the High Priestess is defeated, all players have one last turn. If the Round ends during this, the game ends immediately.

### Scoring

- If you defeated the High Priestess, your mission was successful.
- In any case, apply standard Achievements scoring. In addition:
- Count the number of shields each player has on the Elementalist faction leader token. The player with the most gets an additional +5 Fame for being that faction's Greatest Enemy. Ties are broken in the favor of the player with their Shield token on the highest level on the faction leader token.

## THE HIDDEN VALLEY, COOPERATIVE

- **Players:** 2 to 4
- **Type:** Cooperative

### Map (for 2, 3, or 4 players)

- **Map Shape:** Fully Open
- **Countryside tiles:** 6, 8 or 10
- **Core city tiles:** 2 (the White City tile and the Green City) The Green City is friendly. Each player puts one Shield token on it, but no-one is leader.
- **Core non-city tiles:** 2, 3 or 4 (equal to the number of players)
- **Elementalist leader tile:** This represents the High Priestess (with a starting level equal to twice the number of players plus 4).
- **Dummy Player:** There is one standard Dummy player (see the Dummy Player section on page 15 of the Mage Knight rulebook).
- **Cards and Skills:** Remove the four competitive Spells (109-112) from the Spell deck. Use the Lost Legion expansion cooperative interactive Skill tokens instead of the competitive skill tokens. Remove the competitive Skills from each player's Skill deck (including the Dummy player).

### Additional Special Rules

- When taking Tactics, the Dummy player takes a random Tactic first, and then the players choose theirs.
- Team Rules apply, except you are all one team (see the Team Rules section on page 15 of the Mage Knight rulebook).

### Scenario End

- When the High Priestess is defeated, all players (except the Dummy player) have one last turn. If the Round ends during this, the game ends immediately.

### Scoring

- If you defeated the High Priestess, your mission was successful. If not, you have failed.
- You have one score as a team. As a base score, take the lowest Fame of all players. Then apply standard Achievements scoring, except:
- In each category, you score only the player with highest score (or most negative points in case of Greatest Beating).
- No titles are awarded.
- Then score for your goal and for the time taken to reach it.
- Score 20 points for defeating the High Priestess.
- Score 20 points if every player has at least one of their Shield tokens on the faction leader token.
- If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- Score 1 point for each card remaining in the Dummy player's Deed deck (that was not yet flipped this Round).
- If the End of the Round was not yet announced in this Round, score an additional 5 points.

## THE HIDDEN VALLEY, SOLO

- **Players:** 1
- **Type:** Solo

### Map

- **Map Shape:** Wedge
- **Countryside tiles:** 5
- **Core city tiles:** 2 (the White City tile and the Green City) The Green City is friendly. Both the player and the Dummy player put one Shield token on it, but no-one is leader.
- **Core non-city tiles:** 1
- **Elementalist leader tile:** This represents the High Priestess (with a starting level of 4).
- **Dummy Player:** There is one standard Dummy player (see the Dummy Player section on page 15 of the Mage Knight rulebook).
- **Cards and Skills:** Remove the four competitive Spells (109-112) from the Spell deck. Use the Lost Legion expansion cooperative interactive Skill tokens instead of the competitive skill tokens. Remove the competitive Skills from each player's Skill deck (including the Dummy player).

### Additional Special Rules

- When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining.
- At the end of each day or night, remove both used Tactic cards from the game.

### Scenario End

- When the High Priestess is defeated you have one last turn (the Dummy player does not).

### Scoring

- If you succeed in defeating the High Priestess, you are victorious. If not, you have failed. In both cases you may count your score to see how good you were.
- Take your Fame as the base. Then apply standard Achievements scoring, except no titles are awarded.
- Then score for your goal and for the time taken to reach it.
- Score 20 points for defeating the High Priestess.
- If you finished the game one or more Rounds before the Round limit, score 30 points for each such Round.
- Score 1 point for each card remaining in the Dummy player's Deed deck (that was not yet flipped this Round).
- If the End of the Round was not yet announced in this Round, score an additional 5 points.



## THE LOST RELIC, OVERVIEW

- **Length:** Two Rounds (1 day and 1 night)
- **Purpose:** Find all the pieces of an ancient relic in the ruins of old cities.

*In years past, for reasons unknown, an ancient relic was broken into pieces and distributed between the cities. The Council wants the pieces recovered to learn the secrets they hold. However, your task will not be easy as it seems that draconum may also be drawn to the power.*

### Special Rules

#### Enemy Tokens

- Any rampaging draconum on core tiles are rampaging green enemies instead.

#### Cities

- The cities are destroyed. Do not use the city figures or the city card. They cost 2 Move to enter and there may be only 1 character per space. There is one piece of the relic in each destroyed city.

- When a destroyed city is discovered, put a draconum face down on the space. Whenever a player is adjacent to the space (day or night), reveal the marker. This is not rampaging, but when you enter the space, you fight the dragon, and if successful, you grab the relic from its treasure hoard and mark the space with your shield. There is one more die in the Source and one more Unit in the offer than usual.

#### Cards

- Remove all Elite Units that can only be recruited in cities.

#### Additional Special Rules

- Each player begins the game at level 3 using the variant rules for starting at a higher level (see later).
- You start with 9 Fame. Whenever you cross a line on the Fame track, you get 1 extra Fame.
- A player scores 1 Fame whenever they reveal a new map tile. If the tile contains a ruined city, they score an additional 1 Fame.



## THE LOST RELIC, COMPETITIVE

- **Players:** 2 to 4
- **Type:** Competitive

#### Map (for 2, 3, or 4 players)

- **Map Shape:** Open limited to 3 columns (2 player), Open limited to 4 columns (3 player), Fully Open (4 player)
- **Countryside tiles:** 6, 7, 8
- **Core city tiles:** 2, 3, 4 (equal to the number of players)
- **Core non-city tiles:** 1, 2, 3 (one less than the number of players)

#### Scenario End

- When all parts of the relic have been collected, all players (including the one who found the last part) have one more turn. If the Round ends during this, the game ends immediately.

#### Scoring

- Apply standard Achievements scoring. In addition, players score 4 Fame for each piece of the relic they collected. Whoever scores the most Fame for this gets an additional +4 Fame as the Greatest Relic Hunter (+2 Fame if tied).
- If you found all parts of the relic, your mission was successful. Whether you did or not, whoever has most Fame wins the game.

## THE LOST RELIC, COOPERATIVE

- **Players:** 2 to 4 (You will need the Lost Legion expansion to play with 4)
- **Type:** Cooperative

#### Map (for 2, 3, or 4 players)

- **Map Shape:** Open limited to 4 columns (2 player), Fully Open (3 or 4 player)
- **Countryside tiles:** 7, 8, 9
- **Core city tiles:** 3, 4, 5 (one more than the number of players). Note: If playing 4 players, use Volkare's starting tile as a 5th destroyed city.
- **Core non-city tiles:** 2, 3, 4 (equal to the number of players)
- **Dummy Player:** There is one standard Dummy player (see the Dummy Player section on page 15 of the Mage Knight rulebook).
- **Cards and Skills:** Remove the four competitive Spells (109-112) from the Spell deck. Use the Lost Legion expansion cooperative interactive Skill tokens instead of the competitive skill tokens. Remove the competitive Skills from each player's Skill deck (including the Dummy player).

#### Special Rules

- Team rules apply, except you are all one team.
- When taking Tactics, the Dummy player takes a random Tactic first, then the players choose theirs.

#### Scenario End

- When all parts of the relic have been collected, all players except the Dummy player have one more turn. If the Round ends during this, the game ends immediately.

#### Scoring

- If you succeed in finding all the pieces of the relic, you are all victorious. If not, you have all failed. In both cases, you may count your score to see how good you were.
- You have one score as a team. As a base score, take the lowest Fame of all players. Then apply standard Achievements scoring, except:
- In each category, you score only the player with highest score (or most negative points in case of Greatest Beating).
- No titles are awarded.
- Then score for your goal and for the time taken to reach it.
- Score 5 points for each piece of the relic you found.
- Score an additional 5 points if every player found at least 1 piece of the relic.
- Score an additional 10 points if you found all of the pieces.
- Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- If the End of the Round was not yet announced in your last Round, score an additional 5 points.



## THE LOST RELIC, SOLO

- **Players:** 1
- **Type:** Solo

### Map

- **Map Shape:** Open limited to 3 columns
- **Countryside tiles:** 6
- **Core city tiles:** 2
- **Core non-city tiles:** 1
- **Dummy Player:** There is one standard Dummy player (see the Dummy Player section on page 15 of the Mage Knight rulebook).
- **Cards and Skills:** Remove the four competitive Spells (109-112) from the Spell deck. Use the Lost Legion expansion cooperative interactive Skill tokens instead of the competitive skill tokens. Remove the competitive Skills from each player's Skill deck (including the Dummy player).

### Special Rules

- When taking Tactics, you always choose first. The Dummy player then takes one random card from those remaining.
- At the end of each day or night, remove both used Tactic cards from the game.

### Scenario End

- When all parts of the relic have been collected, you have one last turn (the Dummy player does not). If the round ends during this, the game ends immediately.

### Scoring

- If you succeed in finding all the pieces of the relic, you are victorious. If not, you have failed. In both cases you may count your score to see how good you were.
- Take your Fame as the base. Then apply standard Achievements scoring, except no titles are awarded.
- Then score for your goal and for the time taken to reach it.
- Score 5 points for each piece of the relic you found.
- Score an additional 10 points if you found all of the pieces.
- Score 1 point for each card in the Dummy player's Deed deck (that was not yet flipped this Round).
- If the End of the Round was not announced yet in your last Round, score an additional 5 points.

## II. VARIANT RULES

### STARTING AT A HIGHER LEVEL

- This rule is required for the Relic scenario but could be adapted to be used for other scenarios, or to give new players a head start.
- Before setting up the game (including laying out the map and dealing cards into the offers), players create their character. For each even-numbered level, each player draws 2 skills, chooses one and puts the other in the common skill pool. So, for starting at level 2 or 3, do this process once. If starting at level 4 or 5, do it twice, and so on.
- Start with the appropriate command tokens for your starting level.
- Each player also gets 2 crystals of the colors shown on the bottom of their character card.

- Deal each player a number of cards from the appropriate decks.

Type of Card	# to Draw	Influence Cost for each
Advanced Action	Character level +2	6 points per card beyond the free ones
Regular Units	Character level +1	Unit's influence cost
Spells	Character level	9 points or 7 points and a crystal of appropriate color
Artifacts	Character level -1	12 points
Crystal	—	3 points

- Each player may take (for free) one Advanced Action for each odd-numbered level after the first (one at level 3, two at level 5...) Then, each player has 6 Influence per level to spend on buying whatever cards they want for the cost shown.
- If the player has any Influence remaining, they gain 1 Fame (no matter how much remains).
- When all players are finished, shuffle any cards not selected by the player into the appropriate decks and then setup the rest of the game as normal.

- Arrange any purchased Units as per normal and shuffle all purchased cards into the player's starting Deed deck. Then draw up to the hand limit as normal.
- Example: Starting at Level 3, a player has 18 Influence to spend, and draws 5 Advanced Actions, 4 Units, 3 Spells and 2 Artifacts. They get one Advanced Action for free and then use the remaining Influence to buy the following: Peasants (4), a Spell (9), and a crystal (3). The 2 remaining Influence means she receives 1 Fame.

### Adjusting the Difficulty

- Adjust the number of Influence you get per level. Increase it for an easier game, or lower it for a harder game. You may even start at a higher or lower level. Feel free to experiment.

## ~ FAQ ~

**Mystical Map:** This must be used in the movement part of your turn. You do not actually have to move anywhere or even have any Move points.

**Tome of Relearning:** You may swap out a skill which you have previously flipped. If you do, the skill that you take in exchange is unflipped. You may take one of your own skills from the common skills area.

**Vial of Toxin:** The bonus can be added to any source, including that of the attack of a Unit.

**Ice Shard / Fire Gem:** These tokens add an element to an attack or block.

For example, a *Rage* card played with red mana is Attack 4; using an *Ice Shard* will make it Ice Attack 4. Using a *Fire Gem* combined with the basic effect of *Ice Shield* (Ice Block 3) will give you Cold Fire Block 3.

**Starting at a higher level:** If you want to begin the game with a Unit of *Magic Familiars*, you must pay the Influence cost of 6 and also provide a crystal (which you could buy for 3 Influence).

**Forked Lightning:** In PvP, you get Ranged Cold Fire Attack 1 for each enemy you are facing up to a maximum of 3. When assigning damage you must, if possible, assign at least 1 damage to that many different enemies even if this damage has no effect.

So if you were facing a Hero with 4 Armor with 2 units of 3 and 5 Armor, and after blocking you were left with 5 Damage, you would only be able to wound the unit with 3 Armor and then assign 1 useless point of damage each to the Hero and the second unit.

**Shapeshift:** If Tovak gets the *Shapeshift* skill, note that *Cold Toughness* can only give 5 Move or Ice Attack as it's no longer being used to block an enemy.

**Avatars:** Count as enemies when it comes to things that count the number of enemies like *Flame Wave* and *Forked Lightning*. Also *Chivalry* (Lost Legion) but only if they are defeated (reduced below level 1). Krang's can be taken using his *Puppet Master* skill but only the attacks and armor at level one can be used.

**Defend Ability:** Can increase the armor of an enemy with Arcane Immunity.

**Vampiric Chalice:** Does not stop you from being knocked out.