

HEROES II

WRITE & CONQUER

BOARDGAME

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GAME RULES



2-4 players



12 and up



60 minutes

For many eras, harmony and order have reigned in the universe. All dimensions of the String existed in complete isolation from each other: the goblin caravans, the systems of the mechanisms, burned fields of the demons, the halfling empire and the cultist camps.

The Edge, an invisible barrier between dimensions, divided them. In the center of the universe, there was an inaccessible, undisturbed world where magic reigned and many secrets lurked. It once belonged to the Archons, who fed the Edge with their magic. But the passage of time is inexorable, and even the ancient creators were powerless before it.

The Archons were weakening, and the Edge was thinning, erasing the boundaries between worlds. In a desperate attempt to avoid annihilation, the Archons spent the last of their strength to create the Ethereal Gates, stable passageways between dimensions that would delay their catastrophic convergence for millennia.

Unfortunately, fate decreed otherwise, and conquerors from other worlds rushed through the Gate into the world of the Archons, wishing to conquer new lands and claim their riches for themselves.





ABOUT THE GAME

In *Heroes*, players take on the role of mighty warlords of different factions who wish to conquer the world beyond the Ethereal Gate. In each round, one player determines the order and level of four actions, which are then performed by all. Move through regions to gather resources and artefacts, capture fortresses, and fight monsters or fellow players. Build structures to make your troops stronger and faster. *Heroes* provides many different ways to earn victory points. The one who earns the most of them at the end of sixteen rounds will become the winner of the game and the master of the abundant magical world.

In *Heroes*, all changes during gameplay are recorded with a marker on the player board. The main feature of the game is different factions with different characteristics and game experiences. Each has unique attributes and will suit different players: **those who are just getting acquainted with the game, experienced players or beginners ready for challenges, and those who have mastered the rules and are ready for complex gameplay.**



Gremlins: Build taverns in regions, weakening their opponents.

Mechanisms: In an attempt to preserve what remains of the Archons' world, they draw power from massive servers and collect battle cores scattered across the regions.

Elementals: Absorb the power of the Heart's shards, gaining additional abilities and free combat units.

Demons: Construct special runic structures on foundations, granting demons new powers even in other regions.

Halfings: Build an empire by conquering one region after another, establishing their own rules within new borders.

Cultists: Offer tributes to their lord and, thanks to his patronage, they can enslave monsters and fortresses, turning their power against rivals.

CONTENTS

- ◆ 6 player boards of different factions
- ◆ 4 reference sheets
- ◆ 4 markers
- ◆ This rulebook



TIPS FOR PLAYERS

- ◆ Before starting a game, shake the markers without removing the caps. Store the markers in the box with the caps on only. It is also recommended to put the caps back on the markers when you are not using them during a game.
- ◆ To make the erasers on your markers last longer, use them only for small corrections during the game. At the end of the game, erase all markings from the boards with a dry paper towel. It is recommended to wipe off dried marks with a slightly damp or, in difficult instances, alcohol wipe.
- ◆ You can mark various changes on your board in any way you like: check marks, arrows, circles, hatching, etc. The rules provide recommended markings, but you don't have to follow them exactly. Conquer the world as you see fit.

MORE FACTIONS!

Want to add more variety to the game?

In the other *Heroes* box, you'll find six more factions: humans, the undead, gnomes, orcs, elves, and the nagas.

You can play the game using factions from different boxes in any combination you like.



FACTION BOARD

The board is your main tool for controlling your faction. Each faction has its own characteristics and attributes reflected on the board, but the structure of all boards is the same:

1. Building zone. Structures that can be built. The effects of structures vary and affect different aspects of gameplay. Note that some boards display blocks in the building zone with faction properties that are not structures.

See all such blocks below:

Gremlins

You can open a tavern at an intersection of three regions. An opponent visiting a region with at least one tavern loses 2 and you cross out a on the Business Plan structure for each visit of a tavern by that opponent and gain .

Mechanisms

You do not receive . Instead of gathering , apply the effect of the Server of the same level as the action: regular effect of an unbuild Server and enhanced effect of a built one. You can build a Server in addition to a regular structure.

Halflings

Conquer (circle) one region per structure built. Each structure can be built up to 3 times. in conquered regions is lower. If you conquer a strategic region, immediately receive its block bonus. Your opponents receive the bonus from the green block for every two conquered strategic regions of the same type.

Demons

You can draw runes inside foundations to block them for other players. The effects of runic structures work whenever you are in a region with a rune and all adjacent regions.

Cultists

When , you can use resources with a to buy check marks for the blessing block. You have access to any bonus with its check mark in the blessing block.

Elementals

You can only have 2 of 4 types of units at a time. You can collect shards of the Heart in areas of your player board to enhance the effects of structures and units.

2. Armies. Most factions have multiple types of armies. Each army is made up of units. They help you seize fortresses and fight monsters and opponents.

3. Faction insignia and round counter.

4. Artefacts. Six artefacts that can be collected in a region or taken from another player in combat. The effects of artefacts are unique to each faction.

5. Action area. Contains 5 action boxes: Wood Gathering, Iron gathering, Gold Gathering, Movement, and Building. The order and level of actions for a round is determined here.

6. Resource inventory. Wood, iron and gold are stored here. Resources are required mainly for building structures, recruiting armies, collecting artefacts, etc. When you accumulate a certain amount of resources, you gain victory points.

7. Map. This is where you log all your movements and conquests. The map is divided into 27 regions, each with a terrain type. Regions with a common border are considered adjacent. Regions are alphabetized from left to right and from top to bottom for player convenience.

8. Movement requirement. The number of movement points required to move across different types of terrain. These requirements are different for each faction.

9. Victory point scoring area (VP) . Boxes for logging victory points at the end of the game.

10. Monster line. Monsters that can be defeated over the course of the game to gain resources and VP.



TRANSPARENCY RULE

Each player may view another player's board at any time, with two exceptions: during a Movement action and during a combat between players. Both exceptions to the Transparency Rule are

SETUP

1. Each player chooses which faction they want to play and takes that faction's board, a marker, and a reference sheet. Return all unused components to the box.

2. Each player finds the bottom-most army block on their player board and a big white number in it. This is your initial number of combat units. Write this number into that army block.

3. Each player prepares the map on their board according to the number of players:

2 players: Cross out all regions with three and four dots above the name (Cerness, Glennfore, Ikara, Morreed, Zoro and Zasker). They will not be available in this game.

3 players: Cross out all regions with four dots above the name (Cerness, Glennfore and Zoro). They will not be available in this game.

4 players: All regions of the map are available.

4. The player who was the last person to read or watch fantasy media becomes the first player.

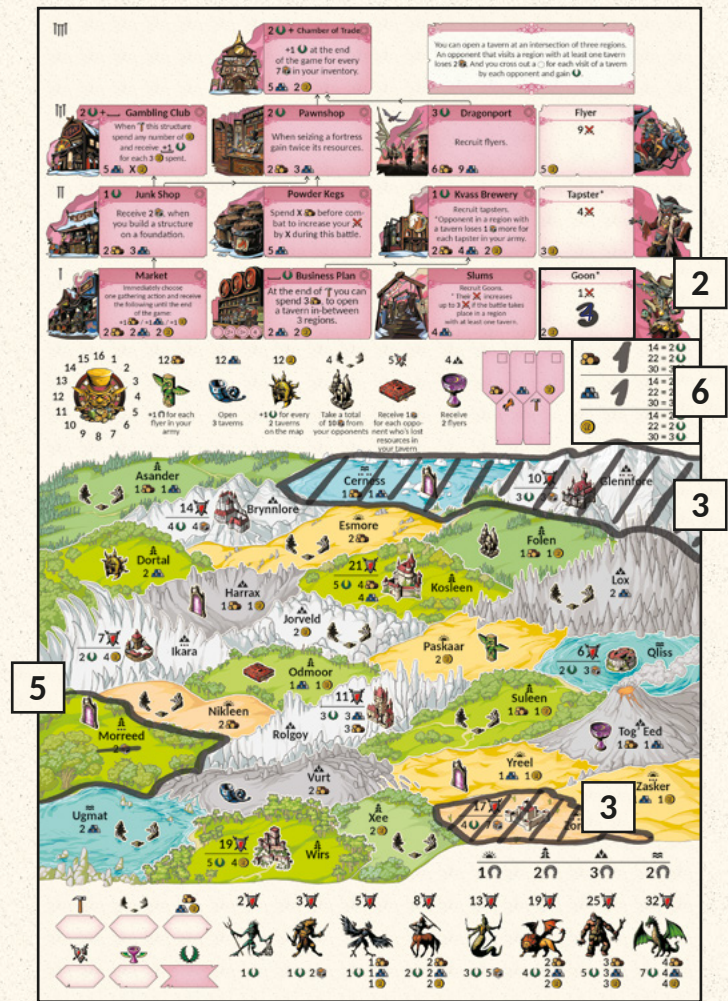
5. The player to the right of the first player decides where they will start the game. This player chooses their **starting region** from among the regions containing a portal. The player **visits** this region by circling it and announces its name — the other players cannot choose this region as their starting region. Then the other players take turns choosing their starting regions in the same way in counterclockwise order.

6. Each player collects the resources in their starting region: cross them out from under the region name and add them to the corresponding boxes in their inventory. The resource icons are defined in the reference sheet.

All done, you are ready to start!

detailed in their respective rule sections: Movement on page 7 and Combat on page 9.

If this is your first game or you are new to a particular faction, we recommend reviewing the specifics of your faction in the Faction Rules section on page 14 before playing.



A set-up board of the Gremlins for a game of three players

GAME FLOW

The game lasts for 16 rounds.

At the beginning of a round, the first player chooses four actions out of five that all players will perform during that round.

The first player writes the numbers 1, 2, 3 and 4 in the boxes of the selected actions — one number per box. The number determines

the order in which the action is performed and its level. **The higher the number, the later the action is played and the higher its level.** The box of the action that was not selected can be left empty.



Action symbol	Action name	Performing a level X action
	Wood Gathering	Receive X wood
	Iron Gathering	Receive X iron
	Gold Gathering	Receive X gold
	Movement (combat, collecting resources in a region, seizing fortresses and collecting artefacts are all available after movement)	Spend X movement points (check the movement point requirements specified on your player board to see how many you have to spend to move into a specific region)
	Building and Recruitment	Build one structure of level X or lower and/or recruit combat units

After the first player has chosen the actions and written down the numbers, they announce them to the other players, and everyone writes the same numbers in the same boxes on their own boards. The players then perform the actions in ascending order: first action 1, then action 2, and so on. Each action is described in detail on pages 5–9.

ACTIONS

GATHERING WOOD / IRON / GOLD

When you perform an action, add the corresponding resource to your inventory in an amount equal to the action level. If the amount of a resource in your inventory reaches or exceeds the value indicated to the right of it, circle the next to that value — at the end of the game you will receive those VP

Important: VP earned for accumulating resources remain and count for points at the end of the game, even if the number of resources changes — feel free to spend them.

	17	14 = 2	22 = 2	30 = 3
	25	14 = 2	22 = 2	30 = 3
	4	14 = 2	22 = 2	30 = 3

→

	10	14 = 2	22 = 2	30 = 3
	27	14 = 2	22 = 2	30 = 3
	4	14 = 2	22 = 2	30 = 3

For example, Kate accumulates 17 wood and exceeds the value of 14 — Kate circles 2 VP to receive them at the end of the game. Further in the course of the game, Kate spends wood, but does not lose the VP she has circled. In addition, Kate is accumulating iron: she has already reached values 14 and 22 and aims to accumulate 30 iron — then she will get a total of 7 VP at the end of the game.

Players perform each action at the same time, not moving on to the next action until all players have completed the previous one. This is important primarily for the Movement action, after which interaction between players in the same region is possible. A player who has completed an action can say “Ready” or place their marker on the table in front of them to indicate to the other players that they are ready to proceed.

When all players have completed the level 4 action, the round ends. Each player crosses out the number of the completed round on their board. A new round begins with a new first player — the player sitting to the left of the previous first player. If round 16 is crossed out, begin scoring by going to page 13.

For example, James is the first player and is planning his move. He wants to first gather 1 wood, then gather 2 gold, then build a level 3 or lower structure to hire combat units, and finally move to a new region for 4 movement points.



BUILDING AND RECRUITMENT

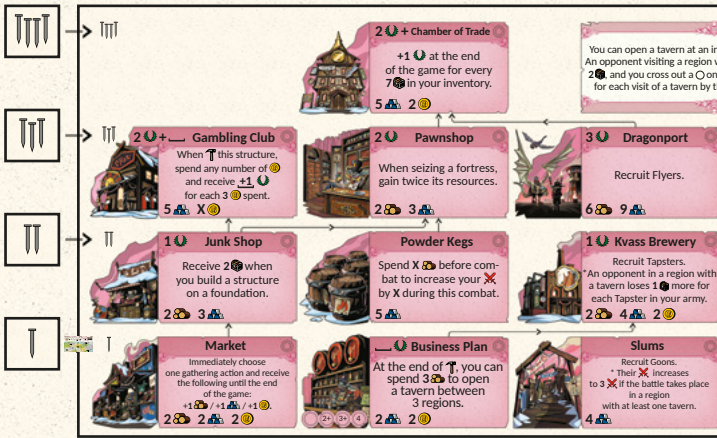
When you take an action, you can build one structure and/or recruit combat units, in any order. However, you have to fully complete one thing before starting the other.

Building structures

You can build **one** of the structures in the building zone on your board. To do this, you need to fulfill **all the following conditions**:

- ✦ The structure level does not exceed the action level.
 — Level 1, — Level 2, — Level 3, — Level 4.
- ✦ You have enough resources to pay the cost of the structure.
- ✦ A required structure has been built if there is one. If there is an arrow leading to the structure you want to build from the structure below, it is a required structure (see illustration below). If there are several required structures, **at least one** of them must be built.

If all conditions are met, the structure is built: spend resources from the inventory according to the cost of the structure, make a mark in the upper right corner of the structure block and receive its effect. You can also build the structure on a foundation if there is one in your current region. See Foundations on page 12 for more information.



Four structure levels. Note the arrows:

The Market is a required structure for the Junk Shop, and the Junk Shop is required for the Gambling Club.

The Pawnshop has two required structures, which means it can be built if the Junk Shop and/or Powder Kegs have been built.

Attention:

- ◆ The effects of some structures can modify movement cost, power, or cost of combat units. The values that can be modified are indicated on the board with a symbol . When modifying, cross out the old value and use the new value for the remainder of the game.
- ◆ Effects related to actions (e.g., “During , you get +1 ”) can be applied **each round** when you perform the respective action.
- ◆ You can find explanations for the effects of structures of different factions in the reference sheet or in the Faction Rules section on page 14.



For example, James wants to build the Business Plan and checks the building conditions:

- The Business Plan is a level 1 structure — this is lower than action level 4.
- There are 2 iron and 2 gold in his inventory — that’s enough to pay the cost of the structure.
- The Business Plan has no required structures.

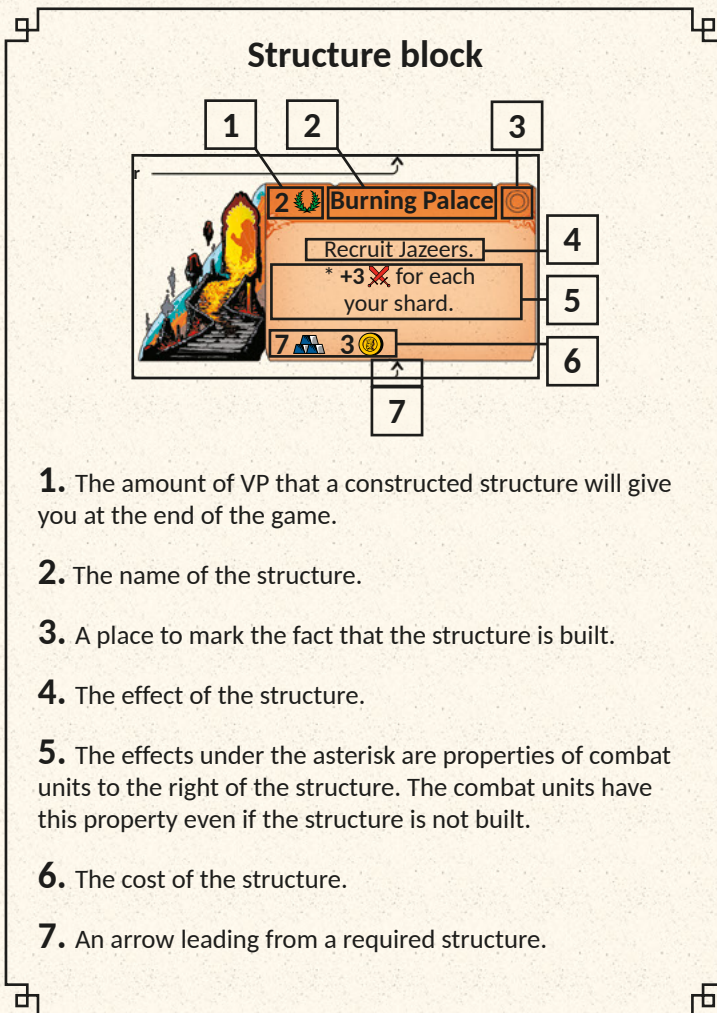
All conditions are met, and James builds the Business Plan: he makes a mark in the block of the structure, spends the resources and receives the effect: from now on, when performing the Building action, he can open tavern and gain VP for opponents that visit them. In addition, the Business Plan is a required structure for the Kvass Brewery, so James can build it in the following rounds.

Recruiting combat units

If you have a structure with the effect “Recruit [unit name]”, you can recruit any number of **these units**, paying its cost for each unit.

Note: Recruitment is not dependent on the level of the Building action; the important thing is that the necessary structure is built.

To recruit, spend the required amount of gold and add the number of hired units to the corresponding block. You can hire an unlimited number of units of the same or different types, as long as you have enough resources to cover their cost. How units are used is detailed in the Combat section on page 9.



1. The amount of VP that a constructed structure will give you at the end of the game.
2. The name of the structure.
3. A place to mark the fact that the structure is built.
4. The effect of the structure.
5. The effects under the asterisk are properties of combat units to the right of the structure. The combat units have this property even if the structure is not built.
6. The cost of the structure.
7. An arrow leading from a required structure.



Each type of unit has one structure (their blocks are located on the same level), which allows to recruit units. For example, the Mechanisms faction can recruit Colossi after they built the Warehouse, Crushers after they built the Bunker, or Cores after they built the Capsule.

Unit block

1. The name of the unit.
2. An asterisk indicates that this type of unit has the characteristic specified in the structure block on the left. Units have this property even if that structure is not built.
3. The power of one combat unit.
4. A place to record the number of combat units.
5. The cost to recruit one unit.
6. The modification symbol.



For example, James decides to recruit Goons from the Slums he has just built. The cost of one Goon is 2 gold. He spends 6 gold to hire 3 Goons and adds them to his 3 starting Goons, increasing the total number of units in his army to 6.

MOVEMENT

When performing this action all players simultaneously follow five steps:

1. **Gain movement points** \heartsuit equal to the level of the action. Some effects of constructed structures give additional \heartsuit — take them into account at this stage.
2. **Secretly choose the destination region**, you want to move to (an exception to the Transparency Rule applies — you can't look at each other's boards). To move between regions, you must spend \heartsuit in accordance with the terrain type of the region you are moving to. Check the movement requirement on your board. You can move as long as you have enough \heartsuit .

Note: You may choose not to leave your current region if you don't want to, in which case you skip steps 2-4.

Attention:

- ◆ You can move from one region to another through portals (see page 11 for an example of moving through portals).
- ◆ Unspent \heartsuit can be used later to skip monsters in the line (see Combat against monsters on page 10 for more details); otherwise, they are lost.

3. **Circle the destination region** on the map — this is now your **current** region and it is considered visited. Mark the fact that you visited it with a check mark or a star and do not clear it until the end of the game. You can also draw a route of your movement on the map if you like. You can only have one current region per round — erase an encircling of the region you have left.

Note: Only the region where the player finished movement (or started the game) is considered visited. The player does not take any actions or collect resources in regions they passed during movement.

4. **Collect the region's resources** listed under its name: cross them out and add them to your inventory. Resources do not respawn when you revisit the region. Players collect region resources independently of each other: another player visiting the same region for the first time on their board collects resources in the same way.



5. When all players have moved to their destination regions and made markings, each player in turn, starting with the first player, announces which region they are in. You may keep track of your opponents' movements on your map as you see fit.

- ◆ If more than one player is in the same region, each of them in turn announces whether they want to begin a combat. Players can look at the combat units on each other's boards to make this decision.
 - ▲ If at least one player wants to begin a combat, it happens. The combat involves all players in the region (page 10). The winner of the combat will receive a reward of their choice, as well as the right to seize a fortress or collect an artefact (rewards are also described on page 10). Each player can also begin combat with a monster independently.

- ▲ If no one wants to fight, combat does not take place. Players can come to a compromise and yield the right to seize a fortress or collect an artefact if that helps avoid combat. Each player can also begin combat with a monster independently.
- ◆ If all players are in different regions, each player in turn, starting with the first player, may seize a fortress (p. 12) or collect an artefact (p. 12) if they are available in their current region.

Note: At Stage 5, actions are resolved in the following order: player vs. player combat → other combats (with monsters and fortresses) → gaining an artefact. In the case of multiple combats between players, they are resolved starting with the combat with the first player and proceeding clockwise.

For example, Emma wants to move from Asander to Esmore.

2	2	1	3

The Movement action level is 2, which means Emma has 2 wood. After moving to Brynnlore, Emma will have 1 wood left but she needs 2 to get to Esmore, so Emma applies the effect of the structure she built: the Radar allows her to get extra wood. Emma spends 2 wood (all the wood she has) to get 1 wood. She now has enough wood to move

to Esmore through Brynnlore. Emma circles Esmore, since that is her current region, and erases her marking around Asander. Emma then collects resources from Esmore — 2 wood — and waits for the other players to finish moving. When it is her turn, she announces that she is in Esmore. There are no other players in her region, there are no combats between players in other regions either, and Emma can begin a combat with a monster from the line.



Movement points

The map is divided into 27 regions, each of them is one of the four terrain types:

-  — Forest
-  — Lake
-  — Meadow
-  — Mountain

Each terrain type has a movement requirement. It is different for each faction. In some cases, it can be modified due to the effects of structures or artefacts. When modifying, cross out the old value and use the new value for the remainder of the game.



For example, the Cultist faction can modify the movement requirement in meadows — to do this, they need to build the Sanctuary.



COMBAT



There are three types of combat:

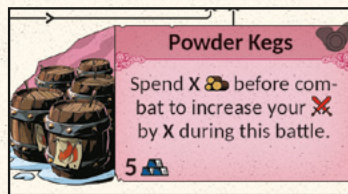
- ◆ Combat between players.
- ◆ Combat with a monster.
- ◆ Seizing a fortress.

Each type of combat has a number of general rules and a number of specifics.

GENERAL RULES OF COMBAT

Combats are fought by your units. The key value in a combat is **the total power of your army** — the total power of all deployed units. Before the combat begins, you decide how many units you are willing to deploy and of which types: you can deploy all your units, part of your units, or you can deploy none. The final power of units can be affected by the effects of structures built and artefacts collected — take them into account before the combat. If you have previously modified the power of units, take the current value into account. Units deployed for combat can be indicated in the unit block with a slash, as in the examples below.

To win a combat, the power of your units must exceed the value of your enemy's power by at least 1: the power of another player's units, the power of a fortress , or the power of a monster . Regardless of the outcome of the combat, **all participating** (deployed) units are spent and considered perished: correct their number on your board.



For example, for combat, Emma deploys two Tapsters out of three available (each Tapster's power is 4) and four Goons out of six available (each Goon's power is 1). James does not want to deploy any Flyers. The total power of James's units is $2 \times 4 + 4 \times 1 = 12$. In addition, James applies the effect of the built Powder Kegs: he spends 2 wood which adds 2 power, and the total power of the units increases to 14. After the combat, the deployed units perish, leaving James's units consisting of 2 Flyers, 1 Tapster, and 2 Goons.



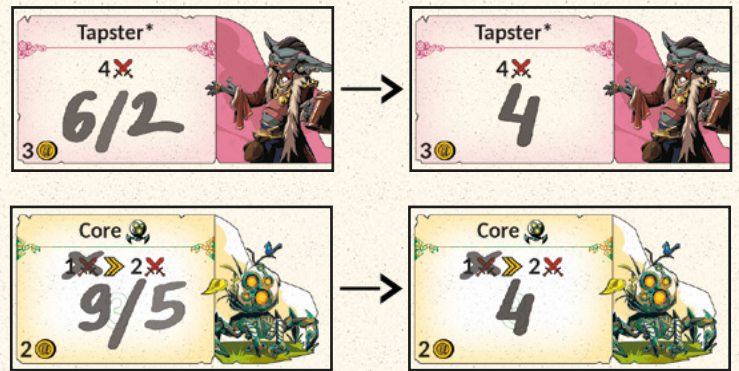


COMBAT BETWEEN PLAYERS

In addition to the general rules of combat, keep the following rules in mind:

1. Before deciding whether or not to participate in a combat, players may look at each other's boards to see how many units they have and how strong they are.
2. Before the combat begins, players **secretly** choose how many units of each type to deploy and write those numbers down on their boards. At this point, it is no longer possible to look at other players' boards — an exception to the Transparency Rule applies.
3. When all participants of the combat are ready, each in turn announces the total power of their deployed units. The player with the highest power becomes the winner, the rest are considered defeated. If two or more players have the same highest power, all players are considered defeated.
4. All participants in the combat, including the winner, spend their deployed units — they perish.
5. The winner of the combat circles **the leftmost undefeated monster** in the line on his board to mark the victory in the combat and receive the number of VP indicated under that monster at the end of the game. When circling a monster, the winner receives **one of the rewards** of their choice:
 - ◆ **The resources of that monster:** the winner crosses them off and adds them to their inventory.
 - ◆ **The resources of the losing players** in the amount equal to the difference between the power of the winner's units and the weakest loser's units. For example, if your unit power is 13 and the weakest loser's unit power is 10, you can collect a total of 3 resources of your choice from the losing players — wood, iron, or gold (unique faction resources cannot be taken). These 3 resources can be different. You can take all 3 resources from one player or 2 resources from one player and resource from another. Players adjust the number of resources in their inventories accordingly.
 - ◆ **An artefact from one of the losing players if they have one.** The winner circles the selected artefact on their board and gets its effect. The loser crosses out the artefact and loses its effect if it was permanent (one-time effects, such as units, are not lost).
6. Each player can begin a combat with a monster if they wish (see below).
7. If there is a fortress or artefact in the region where the combat took place, the winner of the combat may, in addition, seize the fortress (p. 10) or collect the artefact (p. 12). Defeated players cannot do this.

Note: If the winner has taken an artefact from another player as a reward for winning a combat, they can no longer collect an artefact from their region in that round.



For example, Emma and James are in the same region, and Emma states she wants to begin a combat. Both players deploy units for the combat: Emma deploys 5 Cores (power of each is 2 — Emma modified it earlier) and James deploys 2 Tapsters. The players then declare the total power of their units: 10 for Emma vs. 8 for James. Emma wins. All deployed units perish, and James and Emma reduce their numbers on their boards. Emma circles the leftmost undefeated monster as a sign of victory and decides to take James's resources as a reward. The difference in unit power is 2, and Emma takes 1 gold and 1 wood from James.

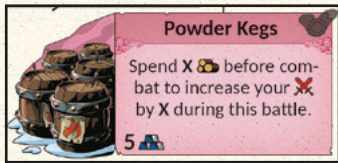
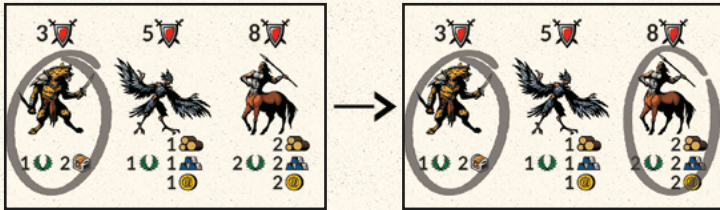
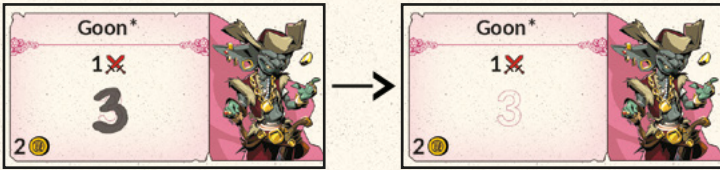
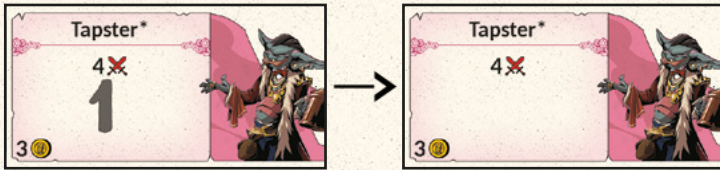
COMBAT WITH MONSTERS

Monsters are special enemies that can be defeated for VP and resources. Monsters are also used to mark victories in combats between players. The monster line is at the bottom of the board. Monsters are not on the map, as you can fight them in any region — the magical world is crawling with these creatures.

At the end of the Movement action, you can begin a combat with **the leftmost undefeated monster** according to the general rules of combats. You don't have to move to a new region to do this. If you have unspent ♻️, you may skip one undefeated monster for each remaining ♻️ and choose the next one. The skipped monster can still be fought later. When you defeat a monster, circle it, cross out the resources listed below it (if there are any) and add them to your inventory. At the end of the game, you will receive the specified number of VP.

You can only fight one monster per round. You cannot begin a combat with a circled monster again. Players begin combats with monsters and circle them independently of each other — each player can fight every monster from the line on their board.





For example, James spent 3 wood out of four to move and decides to begin a combat with a monster at the end of the action. The leftmost

monster from the line is available with power 5, but James decides to spend the remaining 1 wood to skip it and fight the monster with power 8. James's total unit power must be at least 9 to win. James has 1 Tapster with power 4 and 3 Goons with power 1. Even if James deploys all of his units, the total power of 4+3=7 won't be enough to win. However, James has built the Powder Kegs structure and, using its effect, he spends 2 wood to add 2 power. The monster is defeated: James circles it, receives its resources and clears his perished units.

SEIZING FORTRESSES

Seizing fortresses follows the general rules of combats: for a successful seizure, the power of your units must exceed the power of the fortress. When you seize a fortress, receive its resources: cross them out and add them to your inventory. Circle the seized fortress and declare victory: the other players cross it out on their boards — it is no longer available to them, nor are its resources. At the end of the game, all your seized fortresses give you the number of VP indicated on them. One fortress can only be seized once per game. You can read more about fortresses as objects on the map on page 12.



OBJECTS ON THE MAP

Regions contain various objects that can be interacted with when performing actions.

PORTALS

All regions with portals are considered to be adjacent to each other. You can move between them as if they were adjacent regions, but must spend movement points according to the general rules.




For example, Emma has 4 wood. She spends 1 wood to travel from Kosleen to the mountain region Harrax. In Harrax, she uses a portal to move to the meadow region Yreel, containing a portal, and spends 2 wood.





FORTRESSES

Fortresses defend resources. To obtain them, you must seize the fortress according to the rules on page 10. The symbol  indicates the power of the fortress, which must be exceeded in order to seize it. Your seized fortresses also give you VP at the end of the game.



For example, if you successfully seize this fortress, you will receive 4 wood and 4 iron, and at the end of the game it gives you 5 VP.

FOUNDATIONS

If during the Building action you are in a region with a foundation, you can build your new structure on it: write the level of this structure into the foundation. At the end of the game, you will receive VP for each foundation you've built on, equal to the level of structure written down. Later, you can build a higher, level structure on the same foundation according to the same rules; in this case, erase the previous value and write down the new one.









Note: Players build structures on foundations independently of each other, so everyone can build their structures on any of the available foundations.



For example, Greg is in the Esmore region during a Building action. He is building a level 3 structure and decides to build it on a foundation: he writes the number 3 in it. At the end of the game, this foundation will bring him 3 VP. If Greg builds a level 4 structure and does it on the same foundation, the foundation will bring him 4 VP.

ARTEFACTS

Artefacts are special magical items with useful effects. The effects vary depending on the faction. There are six artefacts in total, each of them is located in a certain region where it can be collected. The conditions for collecting them and their effects are displayed on the faction board. An artefact can also be taken from another player in combat. If you are in a region with an artefact and the condition for collecting it is met, you can collect it.

Artefact						
Region	Paskaar	Vurt	Dortal	Folen	Odmoor	Tog' Eed
Requirement to collect	Spend 12 wood	Spend 12 iron For Mechanisms: Spend 7 wood and 7 gold	Spend 12 gold	You must have 4 structures of any level built on different foundations For Halflings: Your empire must contain 4 regions with a foundation For Cultists: You must have 3 structures of any level built on different foundations	You must have 5 victories in combat (count all your seized fortresses and circled monsters) For Cultists: You must enslave 5 objects (count all your enslaved monsters, fortresses, and artefacts)	You must have 4 mountain regions visited (Tog' Eed included) For Mechanisms: You must visit 5 mountain regions (Tog' Eed included) For Halflings: Your Empire must contain 4 mountain regions



Note:

- ◆ If you are alone in a region, you can collect the artefact **after all combat**.
- ◆ If there are several players in a region with you, only the winner of the combat between the players can collect the artefact (or the others can concede the artefact to you to avoid the combat).

Once you collect an artefact, circle it on your board and get its effect (immediately or under specified conditions). Other players cross out this artefact on their boards — it is no longer available to them, but they can try to take it away in combat during the game. The former owner of the artefact can regain the taken artefact by defeating its new owner as well. By reclaiming a previously taken artefact, the player regains its effect (if possible).

SCORING POINTS AND VICTORY

After round 16, players write down all VP earned during the game into the respective boxes and add them up.

1. For built structures and their effects: earn VP as indicated in the blocks of structures constructed.



2. For foundations: earn VP equal to the number written into the foundations.

3. For accumulated resources: earn the VP circled during the game in the resource inventory.

4. For victories in combats (seized fortresses and circled monsters): receive the VP indicated next to fortresses and monsters from the line.

5. For artefacts: receive VP if they are listed in the effects of your artefacts.

6. Count the total VP in boxes 1–5.

Note that the scoring boxes are different for some factions.

The player with the most VP wins! In case of a tie, the tied player with the most resources in their inventory wins. If there is still a tie, all participants of the tie win.

Long live the new lord of the magical world!

Mathew scores his victory points for each box in order:

- 1.** All structures in the building zone are built: they bring a total of 26 VP. Note that the Sins allowed him to gain extra VP for combat victories over the course of the game.
- 2.** Two structures were built on foundations: level 2 in Asander and level 3 in Jorveld. Total 2+3=5 VP for the foundations.
- 3.** During the game, Mathew accumulated resources and circled VP for 14 wood, iron, and gold. Total 2+2+2=6 VP for accumulated resources.
- 4.** Mathew seized three fortresses — in Brynnlore, Ikara, and Zoro. He also has 5 circled monsters in the line. Fortresses give him a total of 10 VP, monsters give him 8 VP. Total 10+8=18 VP for combat victories.
- 5.** He collected 2 artefacts, but none of them bring VP.
- 6.** In total, Mathew has 26+5+6+18+0=55 VP.

FACTION RULES

This section explains the gameplay features of different factions in detail. If the faction rules contradict the general rules of the game, the faction rules take precedence.



GREMLINS

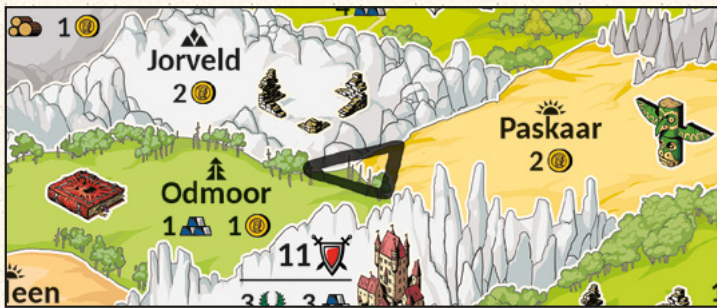
Taverns

Gremlins can open **taverns** that affect all players: they bring the owner VP and strengthen their Goons while taking resources away from the other players.



You can open 1 tavern per round with the Business Plan structure effect. After building it, the Business Plan effect can be applied at the end of a Building action. To open a tavern, spend 3 and draw a triangle at an intersection of any three regions (see illustration below). The tavern is considered to be located in each of these regions. Announce these three regions — your opponents copy the triangle to their maps.

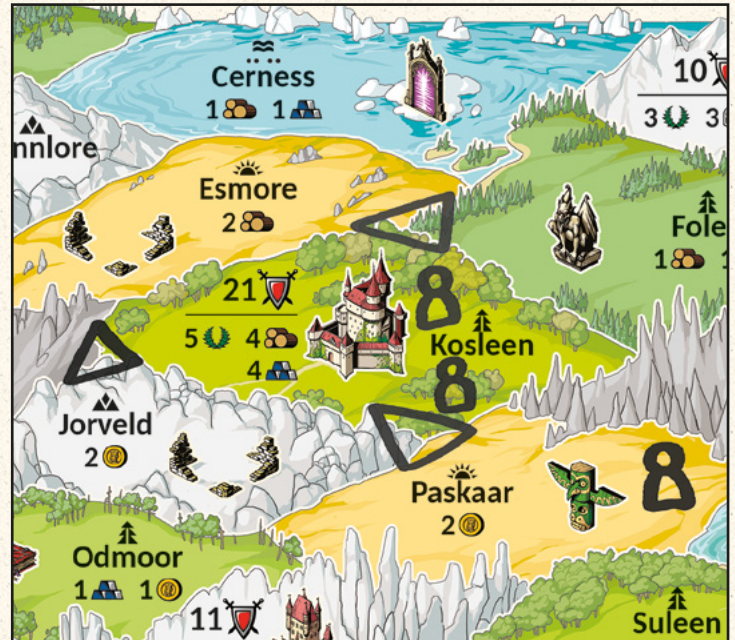
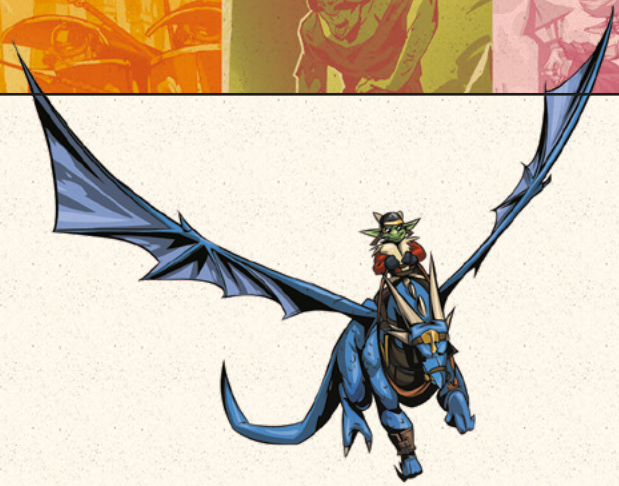
Note: In a game with 2 or 3 players, you cannot build a tavern at an intersection of an unavailable (crossed-out) region.



Taverns in Jorveld, Odmoor, and Paskaar.

When an opponent moves to a region, they visit every tavern located there. **For each tavern visited by each player**, mark the left-most available circle at the bottom of the Business Plan structure. When you have marked all of the circles — equal to the number of players and indicated with the corresponding number — increase the number of VP for the building by 1 and clear the circles. You will mark them again according to the same rules.

In addition, opponents who have visited a region **with at least one tavern** must lose 2 before receiving the region's resources. Players decide for themselves which resources they lose. The Tapster effect increases the amount of opponents must lose. The artefact in Odmoor allows you to add 1 to your inventory for each such opponent.



For example, there are 4 players in the current game. The Gremlin player has three taverns on the map in six different regions. When performing the Movement action, two



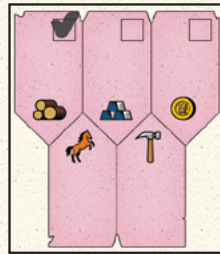
opponents stopped in Kosleen, a region with three taverns (each player visited each of the three taverns), and one stopped in Paskaar, a region with one tavern. That's a total of 7 visits: 6 in Kosleen (2 players × 3 taverns) and 1 in Paskaar. The Gremlin player marks 4 out of 7 points, reaches the point limit, gets 1 VP for that, then erases the marks and marks 3 more points. If in the next round one of the opponents visits the region with a tavern again, the player will have 2 VP in the Business Plan structure. Also, each of the opponents must lose 2 of their choice. One player in Kosleen decides to lose 2, another in the same region loses 1 and 1, and the player in Paskaar loses 2.



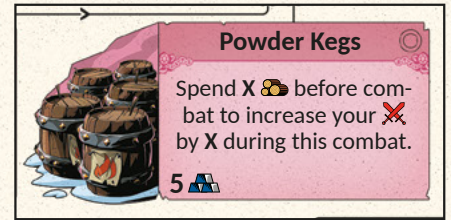
Structures

Market. When building the Market, immediately select and circle one of the resources in the structure block. Each time you perform a Gathering action of the circled resource, receive 1 more of that resource (for example, 1 more each time you gather wood). The effect lasts until the end of the game. Other resources are obtained according to the usual rules when gathered.

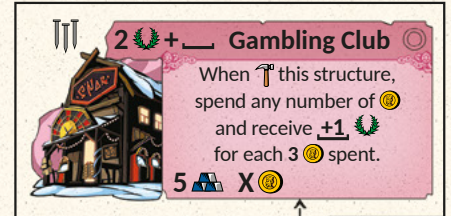
Mark the selected action box so you don't forget about the additional resource.



Powder Kegs. The effect is applied at stage 2 of the combat between players and before the combat with a monster or fortress. You can declare no combat units and use only the power purchased for in combat.



Gambling Club. You determine the amount of gold in the cost of this structure — from zero and up. You are not required to spend all your gold.



Artefacts



You choose the amount and type of resources you want to take from your opponents.



Open all 3 taverns at once. You will mark the circles for them in the Business Plan block. The effect works even if the Business Plan is not built.





MECHANISMS

Servers

Mechanisms do not receive iron and can use the effects of **Servers** — special structures on the left side of the building zone. Each Server has two effects — a basic one (available from the start of the game) and an enhanced one (requires a mark in the building block).

Server block

1. Server level from 1 to 4.
2. Basic effect.
3. Enhanced effect.
4. Amount of VP that the built Server will bring at the end of the game.
5. A place to mark that the Server is built.
6. Cost of the Server.
7. Cost of changing the Server level (can be modified by the Proxy Server effect).

Iron Gathering action. You never add iron to your inventory. Instead of the iron gathering, apply the effect of the Server, the level of which corresponds to the action level. If the Server is not built (no mark in the block), apply the basic effect. If it is built, apply the enhanced effect. You can circle the current effects or cross out the irrelevant ones. At the beginning of the game, you have access to the basic effects of each of the four Servers.

If the Proxy Server is built, you can apply the effect of another Server by moving up or down the arrows. For each transition along the arrow to a new level, you need to spend 1 Iron. For example, if the action level is 1 and you need the effect of a level 4 Server, you need to spend 3 Iron. The rule for applying the effect does not change — you still apply the basic effect if the Server is not built, or the enhanced effect if it is built.

Building action. A server can be built in addition to or instead of a regular structure. If you have built both a Server and a regular structure **at the same time** and are in a region with a foundation, you can build **both structures** on it: write the sum of their levels.

Note:

- ◆ Effects applied to structures can be applied to Servers, as they are also considered structures, albeit special ones.
- ◆ When applying the enhanced effect of a Level 2 Server, the rule “All regions with portals are considered adjacent to each other” is ignored.
- ◆ The symbol of any resource means either wood or gold to you.

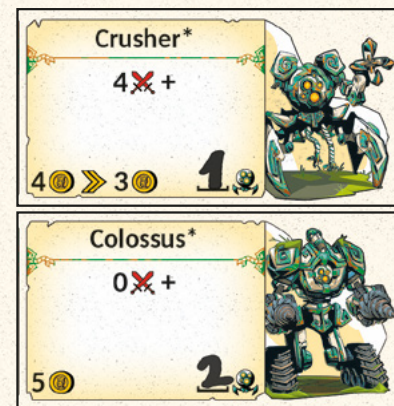
Units

There is no resource on the Mechanism board. Instead, you can receive **Cores** — combat units of Mechanisms. When you receive Cores visiting a region or defeating a monster/fortress, immediately add them to your army. The Technology Park effect allows you to get more Cores.



For example, by moving to Asander, you will receive the region's resources — 1 wood for your inventory and 1 Core for your army.

You will also receive Cores from the Capsule effect for perished Crushers and Colossi. Please note that this is **not an effect of a Core**: the effect only works when the Capsule is built.



The Colossus and Crusher blocks have space to mark the number of Cores that these perished combat units bring.



Structures

Warehouse and Pneumatic Tubes. When calculating the power of a Colossus and receiving VP from the Pneumatic Tubes effect, only those \blacktriangle regions that are available in the game (not crossed out) count. Regions that have been converted to \blacktriangle also count.



4  **Warehouse**

Recruit Colossi.
*+1~~X~~ for each \blacktriangle
on the map.

7 



1  **+Pneumatic Tubes**











+1  for each
3 \blacktriangle regions on the map
at the end of the game.

6  **3** 

Artefacts



For example, the Mechanism player accumulated wood and exceeded all three values in the inventory. He also managed to accumulate over 14 gold. In total, he has 4 circled VP values. For the accumulated resources, he receives $3 + 3 + 4 + 3 = 13$ VP, and the artefact effect brings an additional 4 VP, for a total of 17 VP.

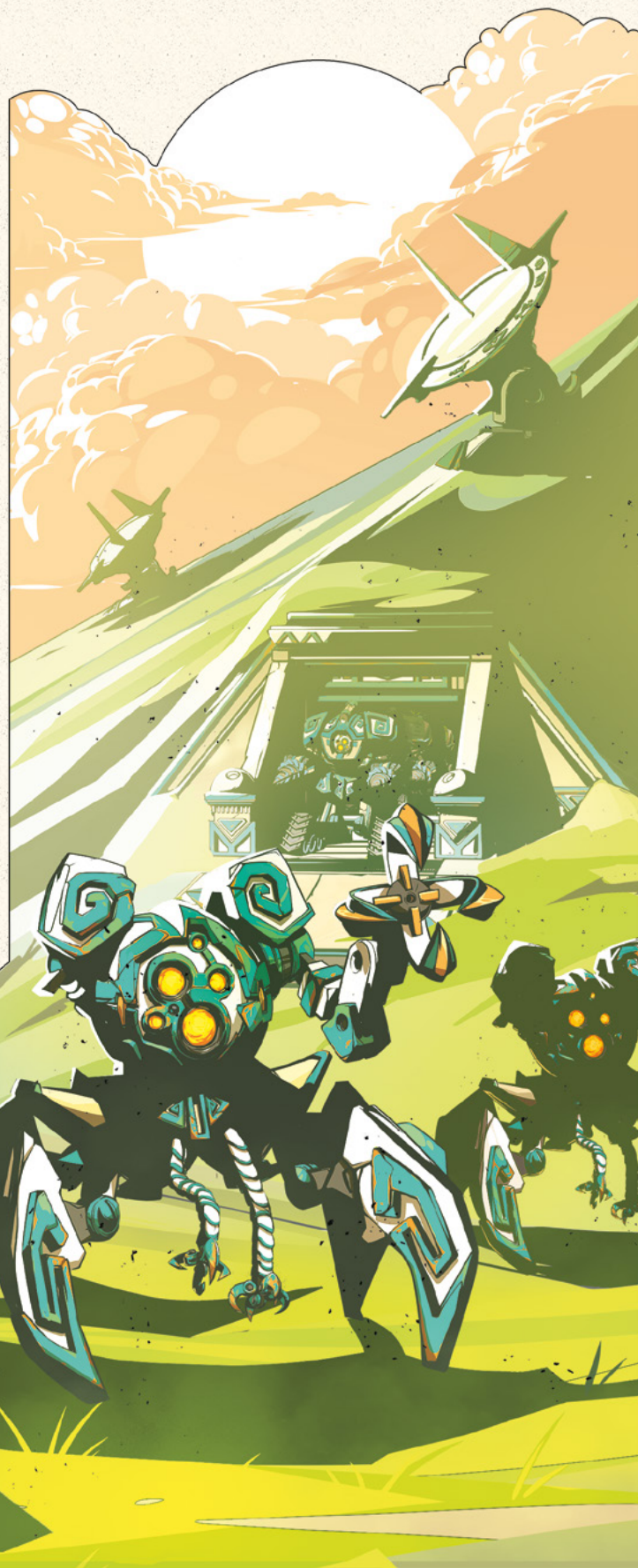
	2	14 = 
		22 = 
		30 = 
	11	14 = 
		22 = 
		30 = 
	=  / 	



You receive Cores from the effect of this artefact even if the Capsule is not built.



You can apply the discount to the cost of either a regular structure or a Server, or distribute it between them.






ELEMENTALS

Shards of the Heart

Elementals collect and use Shards of the Heart of Elements to gain new abilities. There are 7 different shards on the Elemental board, which, once obtained, modify or supplement the effects of structures and also give you free combat units (see table below). Once you have obtained a shard, circle it in the faction block so that you can always see which shards you have.

The conditions for obtaining shards are marked with a plus sign, for example, **+** . Shards without a plus sign in the structure and unit blocks indicate the bonus you receive if you have the specified shard. Some shards modify the effects of structures and the power of combat units: when modified, everything specified before **➤** becomes irrelevant and can be crossed out.



Shard	How to obtain	Bonus
+ 	Build the Magic Lamp structure	<p>Sands of Time: For you, all seized fortresses (both yours and your opponents') are considered foundations, and you can build structures on them. Such foundations are taken into account when calculating VP.</p> <p>Maya and Jazeer: At the beginning of \uparrow, add 1 Maya to your army for free if the Crystal Halls are built, or 1 Jazeer if the Burning Palace is built.</p>
+ 	Collect the artefact in Odmoor  Note: When you lose this artefact, you also lose the shard	Bottomless Bag: Modify the effect of the structure (get 2 VP instead of 1).
+ 	Collect 14 wood	<p>Zephyra: Modify the power of Zephyras</p> <p>Tur: At the beginning of \uparrow, add 1 Tur to your army for free if Green Terraces are built.</p>
+ 	Collect 14 iron	<p>Tur: Modify the power of Tur.</p> <p>Zephyra: At the start of \uparrow, add 1 Zephyra to your army for free if the Floating Towers are built.</p>
+ 	Seize the fortress in Brynnlore	Guiding Thread: Modify the structure's effect (movement cost reduced to 1 Ω).
+ 	Seize the fortress in Wirs	Invisibility Hat: Modify the structure's effect (perform a level 2 action instead of a level 1 action).
+ 	Defeat the second last monster from the line	Flying Carpet: You get the opportunity to travel to any destination region as if it were an adjacent one. For this trip, you only pay the cost of the destination region.



Units

Elementals can **only have two of the four unit types** at a time. For this reason, some arrows from the required structures to the structures with unit recruitment are marked with the word “or”. After building Green Terraces to recruit Turs, you must cross out the Floating Towers structure block along with the Zephyra unit block, and vice versa. Thus, these structures and units are mutually exclusive until the end of the game. The Burning Palace and Crystal Halls structures and the Jazers and Mayas work in a similar way.

For example, the Elemental player decided to build the Burning Palace and crossed out the Crystal Halls along with the Maya unit block.

Zephyra effect. When visiting an unseized fortress, receive 1 resource of those that can be obtained by capturing this fortress for each Zephyra in your army. You cannot receive more resources

than the fortress has. Players, including you, do not cross out these resources on their boards as part of this effect. The Elemental player can seize the fortress on the same turn after applying the Zephyra effect and receive all resources from it as usual, without subtracting those received from the Zephyra effect.

For example, the fortress in Kosleen has 4 and 4, and it is not seized. The Elemental player has 10 Zephyras. He visits Kosleen and can obtain up to 10 resources from the fortress, but there are only 8, so the player obtains them all. After that, at the end of the Movement action, he seizes the fortress according to the usual rules and again receives all of its resources — this time based on the results of the combat, not the Zephyra effect.

The power of Mayas can be modified when performing a Building action by paying 4. The power can only be modified once per action. The maximum power of Mayas is 14.

The power of Jazers depends on the number of shards you have at the time of a combat.

Structures

Sands of Time. You get more VP for foundations at the end of the game. With the blue shard, you can build structures (write the level) on top of any seized fortresses.



Flying Carpet. The cost of moving to an adjacent region for the first time in a round is 1 ⚡. If you then move further to other regions, you do so at the normal cost. With the white shard, you can move to any region on the map for its movement cost, as if you were moving through a portal. If you have the shard, you can choose which of the effects to use for this Movement action.



1 ⚡ Flying Carpet

Your first movement this round requires 1 ⚡.


⚡: Move to any region for its regular ⚡.

4 ⚡



For example, the Elemental player is in Odmoor and wants to move to the mountain region Vurt. Between these two regions lies the mountainous Rolgoy. The cost of moving to a mountain region for Elementals is 2 ⚡, so the player must spend 4 ⚡. With the Flying Carpet effect, the player can move to Rolgoy for 1 ⚡, but then must spend 2 ⚡, as usual, for moving to Vurt. In total, the player will spend 3 ⚡. Alternatively, if the player has the white shard, they can move directly to Vurt, ignoring Rolgoy and spending only 2 ⚡.

Invisibility Hat. For example, the active player has announced 4 actions for this round: Wood Gathering, Gold Gathering, Iron Gathering, and Building. The Movement action wasn't chosen. Before all players begin to perform their first action, you can declare and perform a level 1 Movement action (level 2 with the purple shard) for yourself only: receive the corresponding level ⚡ and then perform the entire action, including combats.



2 ⚡ Invisibility Hat

After actions are announced, perform the unchosen action at level 1 ⚡: level 2.

7 ⚡

Distorting Mirror.

To obtain a copy of someone else's artefact, you must be in the artefact's original region at the end of ⚡ and fulfill the conditions for obtaining it. Mark on your board that this artefact is a copy of someone else's with the same effect (for example, with the letter C). A copy cannot be taken away in combat. If you take the original artefact in combat, the copy disappears: you can only own either the original or the copy of one artefact.



1 ⚡ Distorting Mirror

You can collect copies of your opponents' ⚡ by meeting their usual conditions.

4 ⚡ 4 ⚡

Artefacts



A monster defeated in this way brings resources immediately and VP at the end of the game.



You must comply with all other building conditions.



The effect is applied at stage 2 of the combat between players and immediately before the combat with a monster or fortress.





DEMONS

Runes and Runic Structures

Demons own four **runic structures**: Purgatory, Bones, Sins, and Flesh.

Runic structures differ from ordinary structures in the following ways:

- ◆ They can only be built in a region **with a foundation without a rune**. Immediately after building a runic structure, write a rune on this foundation by drawing a star or another symbol. If another building has already been constructed on the foundation, erase the number and write a rune instead. You cannot erase a rune from a foundation. Announce the region in which you have built a runic structure on the foundation: all opponents mark this foundation on their boards with a rune or another symbol; now they cannot build their structures on this foundation.
- ◆ The effects of all constructed runic structures are **active simultaneously** in each region with a rune and in all adjacent regions (the “Regions with portals are considered adjacent” rule is ignored). The effects do not depend on the number of runes on the map: for example, if you are in a region adjacent to three runes, you apply the effect of each built rune structure only once.



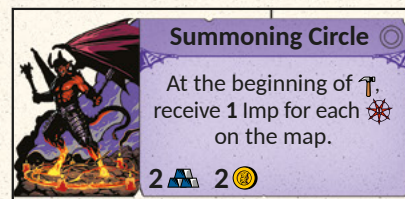
The Demon player has built three of the four rune structures and is now in Kosleen. In the adjacent region, Jorveld, a rune is inscribed in the foundation, which means that while in Kosleen, the player can apply the effects of Purgatory, Bones, and Sins.

Note:

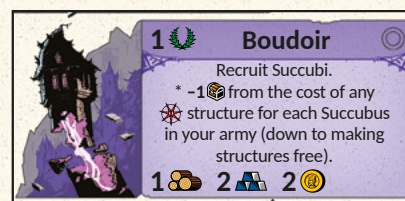
- ◆ If your opponent has already built a structure on this foundation, it is not marked with a rune. Your opponent will receive VP for it at the end of the game.
- ◆ If both the Demon player and the opponent have built a structure on the same foundation as part of the same Building action, the opponent is considered to have built their structure and will receive VP for it at the end of the game.
- ◆ Foundations with runic structures do not earn VP.

Units

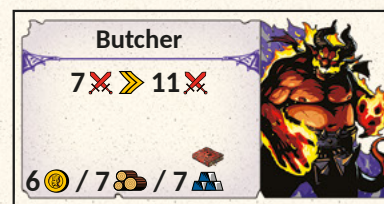
Imps. You do not recruit imps, but obtain them in another way. At the beginning of each Building action, add as many imps to your army as there are runes drawn (written on the foundations) on your map. So, if there are 4 runes on your map, then when the Building action begins, immediately add 4 imps to your army. **Important:** to obtain demons, you must have built the Summoning Circle.



Succubi. Each succubus in your army reduces the cost of building a structure that adds a rune to the map by 1 gold. This way, you can reduce the cost to zero. For example, if you have 2 succubi in your army at the time of building Purgatory (cost 1 gold, 2 blue gems, 1 red gem), you can pay 2 gold less for the building, in any combination you choose.

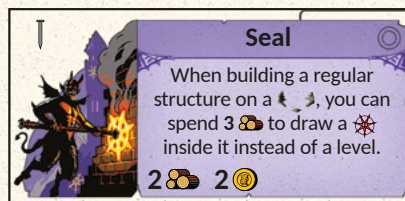


Butchers. For each combat unit, you can choose one of two cost options when recruiting — 6 gold or 7 gold — and if you have an artefact in Odmoor, then three.



Structures

Seal. If you build a regular structure on a foundation, you can pay 3 gold to write a rune instead of a number on the foundation. The effect of the built regular structure works as usual, and the region with the rune works like other regions with runes — that is, the effects of all constructed runic structures work in it and in adjacent regions. You can apply the Succubus effect discount to build such a structure.





Contract. After the active player has announced their actions, but before the players begin to perform their first action, you can pay 2 to choose the effect of one of three artefacts — in Folen , Odmoor , or Tog' Eed . You must not have this artefact, but another player can have it. The selected effect lasts for you until the end of the round. If you receive an artefact with the selected effect during that round, it does not apply again.



The artefact effect allows you to obtain resources that may be useful in other actions ahead of time. For example, the active player has announced four actions for the round, including Wood Gathering and Iron Gathering. Before all players begin performing action 1, you can immediately obtain 4 wood or 2 iron and erase those numbers in the action block. When all other players perform this Gathering action in turn order, you do nothing. The effect of this artefact applies after the effect of the Contract structure if you want to apply them both.

Artefacts



From the moment you receive the artefact, write down the VP for the perished Butchers. The Butchers that perished before you received the artefact do not count. If your artefact is taken away after you have written down VP, do not erase them. If you return the artefact, continue to add VP to the previous value. However, you can only receive the accumulated VP at the end of the game if you have this artefact at the time of scoring.



Thus, when hiring Butchers (Hell's Kitchen must be built), you can choose one of three cost options instead of two.





HALFLINGS

If the Halflings faction is participating in the game, then before the start of the game, players must choose a different way to mark their current regions on the map — not by circling them, but, for example, with a check mark or by underlining the name. Circling in this game will be used to designate the Empire of Halflings.

Empire and strategic regions

During the game, you will **expand your empire** — for each structure constructed, circle one region adjacent to **any other** circled region. You do not need to be in the region you are conquering. At the beginning of the game, circle your starting region — this is the first region in your empire. The empire can also influence your opponents, so they copy it on their boards.

Note: When expanding your empire, the rule “All regions with portals are considered adjacent to each other” is ignored.

Some regions on the map of the Halflings are **strategic** — they are listed in the strategic regions block at the top of the board and marked with orange terrain symbols .

Strategic regions block

→ 2 	 Harrax 2	 Lox 2 Gladiators	 Vürt ±1	 Tog' Eed 2
1	 Asander 2	 Folen ±1	 Odmoor 2 Gladiators	 Wirs 2
2	 Esmore 2	 Nikleen 2	 Paskaar ±1	 Yreel 2 Gladiators
3				

1. Opponents' bonuses.

2. Halflings' bonuses.

3. Additional region symbols for the effect of the artefact in Paskaar .

If you have added a strategic region to your empire, mark it next to its name in the strategic regions block and immediately receive the **Halflings' bonus** — the specified resources or combat units. Mark its VP at the end of the game (see Scoring and victory below). As soon as you receive the ± 1 bonus, immediately increase the power value by 1 in the Conscription structure. You can increase and use power even if the Conscription structure is not built.

When **two or more strategic regions of the same terrain type** are marked in the block, the corresponding opponent bonus immediately takes effect. Opponents can use it while performing actions within the Halfling empire, i.e., in any circled region. Halflings themselves cannot use opponent bonuses.

Note: Opponent bonuses depend only on the marks in the block, and changes in the terrain types of regions on the map do not affect them.

Opponents' bonuses

- Opponents receive an additional 2 for winning any combat.
- Opponents can build structures ignoring the condition “The structure level must not exceed the action level.” Thus, it is possible to construct a level 2, 3, or 4 structure while performing a level 1 Building action.
- By performing one of the actions announced for the round within the empire of Halflings, an opponent can increase its level by 1 **only for themselves**.

Movement action. The movement requirement for Halflings is the same regardless of the type of terrain. Within their empire, they move for 1 to each adjacent region, and outside the empire for 2 .

Building on a foundation. When you add a region with a foundation to your empire, you immediately build your structure (the one you've just built) on it. You can be in a different region when you do this.

Scoring and victory. At the end of the game, check how many **non-strategic** regions (i.e., with a black terrain symbol) in your empire give you VP, as shown in the illustration, and receive the corresponding number of points. Add to them the VP for strategic regions based on the Halfling bonuses if there are any.



Structures

Halflings have 6 structures. Each of them can be built up to 3 times for the same price — first a level 1 structure, then the same structure at level 2, then level 3 — in strict order. Structures are constructed according to the usual rules. At the beginning of the game, you have a level 1 Small School built by default.

⊖
⊖
⊖

Colosseum

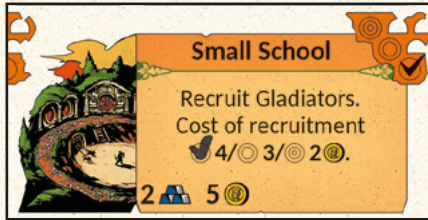
-1 for you and +1 for others in 1/ 2/ 3 regions. Fight a monster again (no further than).

2 3 2

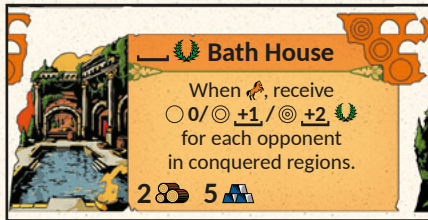
Each level has its own empty symbol in the building block.

After building a structure, mark it in its block — color in the symbol of the level that corresponds to the level of the structure. The higher the level of the structure, the stronger its effect. When applying the effect, use the value corresponding to the highest level marked. The values of different levels are not added together. The effect of the building takes effect after the first symbol is marked.

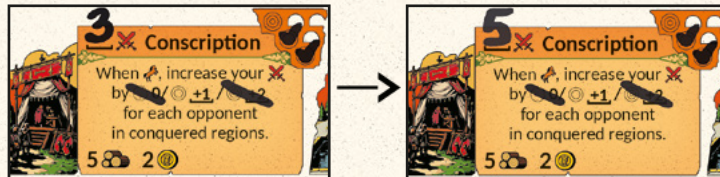
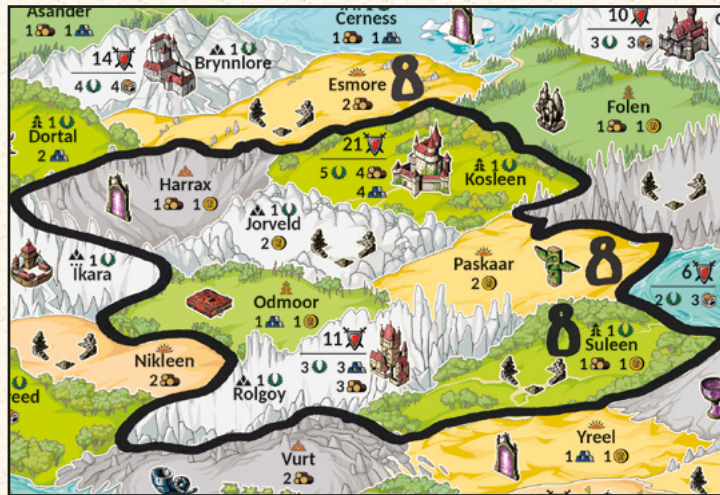
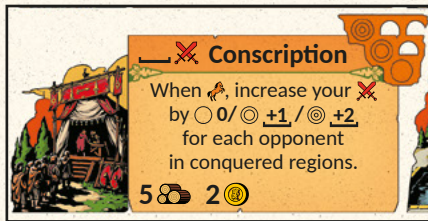
For example, the cost of recruiting Gladiators at the beginning of the game is 4 Ⓞ, since a Small School of level 1 is built by default. After building the same structure of level 2, the cost of hiring Gladiators will be 3 Ⓞ, and after building level 3, it will be 2 Ⓞ.



Bath House. At stage 5 of the Movement action, increase (correct in the structure block) VP. At the end of the game, you receive the recorded amount of VP once (it does not depend on the level of the structure).



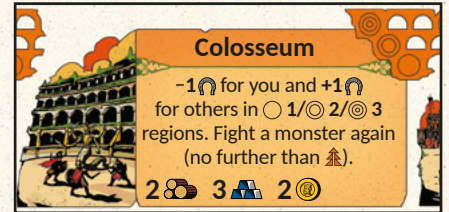
Conscription. At stage 5 of the Movement action, increase (correct in the building block) the power before any combat. Use it in all combats by adding it to the total power of your units. This power can be used independently, without declaring combat units. Power does not decrease after combats or after opponents leave the empire. It can grow indefinitely.



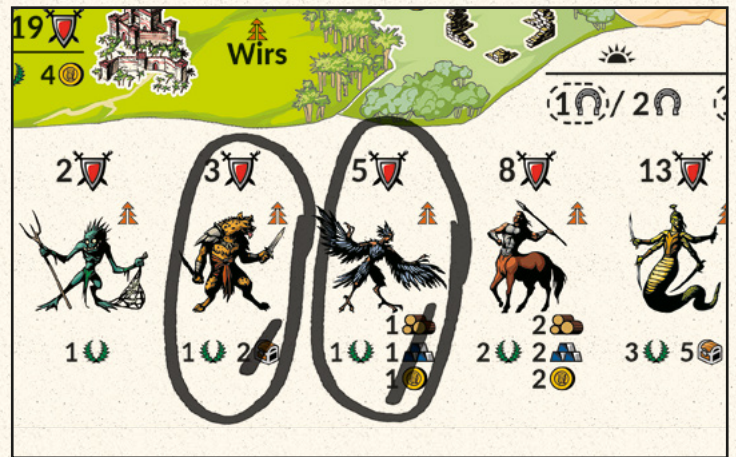
For example, a player has 7 regions in the empire. The Conscription structure is at level 2, which means that each opponent brings

1 power. The player already has 3 power. After the Movement action, everyone announces their current regions: two of the player's opponents are in Paskaar and Suleen (inside the empire), and the third one is in Esmore (outside the empire). Thus, the player has $3 + 2 = 5$ unit power. This power can be used in the same round.

Colosseum. This structure has two effects that work simultaneously. After building the Colosseum, mark 1, 2, or 3 regions of your choice (for example, mark them with a horse-shoe symbol) depending on the level of the structure. Moving to these regions costs you 1 Ⓞ less, while your opponents pay 1 Ⓞ more. Tell your opponents which regions you have marked — they mark them in the same way. When building a level 1 structure, mark one region; for level 2, mark two more regions; for level 3, mark three more regions. Regions cannot repeat.



In addition, instead of a regular combat with a monster, you can fight any monster that has already been circled if its position in the line is not exceed the number of strategic forest regions in your empire. The count starts with the leftmost circled monster. After defeating the monster again with the Colosseum effect, circle its symbol — you cannot fight this monster a third time. At the end of the game, you will receive a double amount of VP for each monster defeated twice. Resources cannot be obtained again.



For example, earlier the Halfling player skipped a monster with a power of 2 and defeated monsters with powers of 3 and 5 in the usual way. There are three strategic regions in his empire — he counts three monsters, starting with the one with a power of 3 (this is the leftmost circled monster). He can fight it again or skip it for 1 Ⓞ to combat the next one again. In both cases, the player will not receive resources again. However, the monster with a power of 8 must first be defeated in the usual way.



Aqueduct. When you seize fortresses and defeat monsters, you receive additional resources depending on the level of the structure. In addition, you can reduce the power of the fortresses and monsters you combat by 1 for each strategic region in your empire.

Aqueduct

Extra 0/ 1/ 2
for fortresses and monsters.
-1 to fortresses
and monsters for each .

3 2 2

Military Camp. The power of Legionnaires varies depending on the level of the structure. In addition, their recruitment cost is reduced by 1 for each strategic region in your empire.

Military Camp

Recruit Legionnaires.
 6/ 8/ 10 .
-1 from the cost
of recruitment for each .

2 2 3

Artefacts



For the effects of Halfling structures, it is assumed that you have 1 more region of the specified type. Mark this on the right side of the strategic regions block. **Note:** Marks for this artefact are not taken into account for opponent bonuses.



To obtain these artefacts, your empire must have 4 regions with foundations or 4 mountain regions, respectively. These can be either strategic or non-strategic regions.



You can circle regions that are not adjacent to your empire. Such regions are considered part of your empire for all effects.





CULTISTS

Sacrifice block

Cultists offer sacrifices to their lord, and in return receive bonuses and the power to enslave monsters, fortresses, and artefacts, using them against their rivals. The **sacrifice block** is located in the building zone. It is divided into three rows according to the types of resources that the lord accepts as sacrifices. Each row has 14 boxes for marks.

Sacrifice block

Price = 1¹ / 3² / 6³ / 10⁴ / 15⁵ / 21⁶ / 28⁷ / 35⁸ **3**

1. Row for marks.
2. Lord's bonuses.
3. Mark cost.

When building a structure, **pay attention to its cost** — one or two resources in the cost can be indicated with a red square . It is with this resource (or resources if two are marked in the cost) that you can pay for marks immediately after the construction of this structure and add them in the corresponding row. At the top of the sacrifice block is the **cost of marks**: a one-time purchase of one mark per round costs 1 resource, two marks cost 3 resources, three marks cost 6 resources, and so on. Marks for different rows are counted and paid for separately from each other. You can buy marks as long as you have enough resources. You can buy a maximum of 8 marks for one row per round.

For example, the Cultist player is building *The Coming* structure. Iron and gold are indicated in the cost — the player can purchase marks for these resources. They purchase three marks for 6 iron and two marks for 3 gold.

1¹+ The Coming

+1¹ at the end of the game for each enslaved monster, fortress, and artefact.

4¹ 4¹ 2¹

Price = 1¹ / 3² / 6³ / 10⁴ / 15⁵ / 21⁶ / 28⁷ / 35⁸ **2**

After purchasing marks, add them in the respective row (the row the resource of which you've used to pay for the marks) strictly from left to right, starting with the leftmost empty box and continuing with one mark in each box in order. **Marks cannot be erased.** You must put all purchased marks in one row before moving on to the next.

By adding marks in the boxes, you immediately receive the **lord's bonuses** indicated above them — the more marks, the more bonuses are available. In each row, you can get a maximum of 10 bonuses and add a maximum of 14 marks. See below for explanations of the bonuses.

For example, in the previous round, Greg already bought and added two marks for 3 iron and one for 1 gold (green marks in the illustration). Now he continues the rows: first he places three marks for 6 iron, then two for 3 gold. This gives him a total of four new lord bonuses in both rows.

Lord's bonuses

- Immediately add one pilgrim to your army.
- Immediately draw one portal on the map in any available region and announce it to the other players. You can use it as a normal portal. Opponents cannot use this portal, and it is not affected by the effects of other factions.
- 1¹ 2¹ At the end of the game, receive the specified amount of VP.
- 5¹ 5¹ 5¹ Immediately add the specified amount of resources to your inventory.

These are enslavement symbols. Use them to enslave fortresses, monsters, and artefacts. Each symbol can be used to enslave as many times as you want.

Enslavement

The enslavement of monsters and fortresses occurs during the combat stage, but instead of an actual combat, check access to one or more of the desired enslavement symbols in the sacrifice block. If the symbols are listed with OR, it is sufficient to have access to at least one of them.

Note:

- On your turn, you can either enslave a monster or combat it. The choice of a monster for enslavement follows the same rules as the choice of a monster for a combat: you can choose the leftmost monster that has not been enslaved or defeated. You can use to skip monsters, following the same rules as skipping monsters for combat.



- ◆ The last monster in the line with a power of 80 is not available for enslavement; you can only combat it. This is the lord himself, and fighting him symbolizes the sacrifice of combat units for the sake of summoning the lord to a new world.
- ◆ To enslave a fortress, you must be in the same region with it.
- ◆ You cannot seize a fortress that has already been enslaved or combat a monster that has already been enslaved. Similarly, you cannot enslave a fortress that has already been seized or enslave a monster that has already been defeated (the exception is the effect of the artefact in Dortal ; see Artefacts below). The enslavement of monsters and fortresses cannot be canceled and remains until the end of the game.

In case of enslavement, circle the monster or fortress in such a way as not to circle the VP and resources (you cannot obtain them), but include enslavement symbols and power. Now you can use the enslaved monster or fortress as your combat unit in any combat. Opponents cross out the enslaved fortress on their boards as if it were seized.

An enslaved fortress can only participate in combats that take place in its region or in an adjacent region (the “All regions with portals are considered adjacent” rule does not apply). An enslaved monster can participate in any combat. Your other combat units can also participate in a combat according to the usual rules. After the combat, enslaved monsters and fortresses do not perish, but their power is depleted: cross out the power symbol. You can restore it with the effect of the Creed (see Citadels and structures below).

For example, Greg has enslaved a monster with a power of 13. He also has 3 Prophets with a power of 3. For the combat, he declares all his Prophets and the enslaved monster — his total power is $3 + 3 + 3 + 13 = 22$. After the combat, all Prophets will perish according to the usual rules and the monster’s power will be depleted.



Enslaving an artefact occurs during the same movement stage as obtaining the artefact. Instead of fulfilling the conditions for obtaining it, check if you have access to the specified enslavement bonus in the sacrifice block.

You must be in the same region as the artefact you are enslaving.

You can also obtain the artefact under normal conditions without enslaving it. An artefact can be either enslaved or obtained.

You receive the effect of the artefact regardless of whether it was enslaved or obtained in the usual way. The enslaved artefacts should not be marked with a border, but in some other way, in order to receive VP for them through the structure The Coming effect.

If an enslaved artefact is taken from you in combat and you are unable to recover it before the end of the game, you cannot receive VP for it through the structure The Coming effect.

You cannot enslave an artefact you have already obtained or obtain one that has already been enslaved.

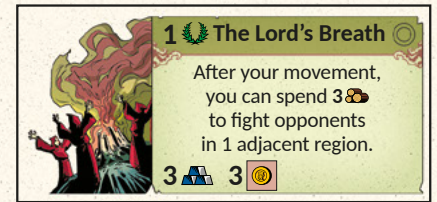
Citadels and structures

In some regions, instead of foundations, there are unique fortresses — citadels. You can seize them according to the usual rules of combat with a fortress. In addition, two of them — in Asander and Ugmat — can be enslaved, just like other fortresses. The effects of other factions do not affect citadels.

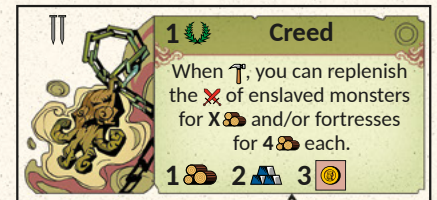


The Lord’s Breath.

The structure’s effect expands the basic combat rules. When you declare a combat, you can involve players from an adjacent region in the combat in your region. If the combat has been declared in a region adjacent to yours, you can apply this effect to join it. Players are affected by the effects of the regions in which they are located.



Creed. Allows you to restore the power of enslaved monsters and fortresses previously used in combats. To do this, you must pay the cost: each monster has its own cost indicated next to the power symbol, and each fortress has a cost of 4. You can restore the power of any number of monsters and/or fortresses with one use of this effect. Each restoration of power is paid for separately.



Artefacts



There are no conditions for obtaining this artefact.



Enslave a monster with a power of 13 for free (you do not need access to enslavement symbols). If it has already been enslaved and its power is crossed out, restore its power. If it has been defeated, you enslave it without losing resources or VP.



The artefact in Odmoor cannot be enslaved, only obtained. To obtain it, you must have 5 enslaved objects of any kind: monsters, fortresses, artefacts.

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