

VLAADA CHVÁTIL
MAGE KNIGHT
 BOARD GAME
SHADES OF TEZLA
 EXPANSION

~ Expansion Overview ~

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 fuelled 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.

EXPANSION COMPONENTS

- Rulebook
- 2 Faction Leaders Tokens
- 5 Graveyard Markers
- 1 Necropolis Marker
- 1 Hidden Valley Marker
- 32 Enmy Tokens
- 24 Faction Tokens (12 per faction)
- 1 Faction Token Reference Card
- 1 Site Description Card
- 1 Painted Miniature of Braevalar
- 1 Hero Card
- 16 Basic Action Cards
- 2 Skill Description Cards
- 11 Skill Tokens
- 6 Level Tokens
- 20 Shield Tokens
- 1 Round Order Token

~ 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 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 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 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.

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 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.

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.



~ Rules from Mage Knight: The Lost Legion Expansion ~

The Lost Legion Expansion

This expansion uses some rules from the Mage Knight: The Lost Legion expansion. They are included here for players who do not own that expansion.

ENEMIES WITH MULTIPLE ATTACKS

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.

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 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.

ENEMY TOKEN ABILITIES

Elusive



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 0 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.

Unfortified



Unfortified enemies charge at you even when defending a fortified site. Ignore all site fortifications for such enemies.

Arcane Immunity



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

For example, they 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.

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.



Graveyard and Necropolis Location Tiles

During the day, night rules apply in a Graveyard or Necropolis. 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.

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 values 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.

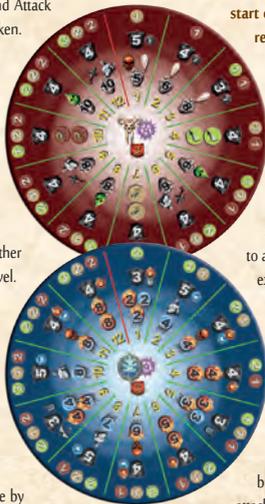
Cooperative Attacks on Faction Leaders

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, remove its figure from the map and the player who initiated the cooperative assault moves to its space.



~ Scenario List ~

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.

LIFE AND DEATH, OVERVIEW

Length: Six rounds (3 days and 3 nights)

Purpose: The full scenario against the forces of life and death.

The Elementalist 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 Elementalist and Dark Tezla of the Dark Crusaders.

Special Rules

- 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. The following diagrams give you a guide as to which map tiles are northern, which are southern, and which are between the two:



Wedge Map



Fully Open Map



Open Limited to
4 Columns Map

- 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 roll a mana die to decide whether to place Elementalist enemy tokens or whether to place a Graveyard tile and Dark Crusader enemy tokens.
- 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.

- 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.
- 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, face up, with the relevant faction leader token 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.
- 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.

LIFE AND DEATH, COMPETITIVE

Players: 2 to 4

Type: Competitive

Setup (for 2, 3 or 4 players)

- Map Shape: Wedge, Wedge, or Open limited to 4 columns
- 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)
- 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).
- The third city tile used is friendly. Each player puts one shield token on it, but no-one is leader.

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 Elementalists 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 favour 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

Setup (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)
- Core non-city tiles: 2, 3 or 4 (equal to the number of players)
- Dark Crusader and Elementalists 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 12 of the *Mage Knight* rulebook).
- Cards and Skills: Remove the four competitive Spells (numbered 17-20) from the Spell deck. If you own the Lost Legion expansion then use cooperative interactive Skill tokens instead of competitive ones, otherwise remove the interactive Skills from each player's Skill deck (including the Dummy player).
- The third city tile used is friendly. Each player puts one shield token on it, but no-one is leader.

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 13 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

Setup

- 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)
- Core non-city tiles: 2
- Dark Crusader and Elementalists leader tiles (both with a starting level of 6).
- Dummy Player: There is one standard Dummy player (see the *Dummy Player* section on page 12 of the *Mage Knight* rulebook).
- Cards and Skills: Remove the four competitive Spells (numbered 17-20) from the Spell deck. If you own the Lost Legion expansion then use cooperative interactive Skill tokens instead of competitive ones, otherwise remove the interactive Skills from both the player's Skill deck and that of the Dummy player.
- 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.

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, fuelled 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

- 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.

- 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.
- 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.
- 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.
- 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

Setup (for 2, 3 or 4 players)

- Map Shape: Wedge, Wedge, or Open limited to 4 columns
- 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)
- 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).

- The Green City is friendly. Each player puts one shield token on it, but no-one is leader.

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 favour 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

Setup (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)
- 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 12 of the Mage Knight rulebook*).
- Cards and Skills: Remove the four competitive Spells (numbered 17-20) from the Spell deck. If you own the Lost Legion expansion then use cooperative interactive Skill tokens instead of competitive ones, otherwise remove the interactive Skills from each player's Skill deck.
- The Green City is friendly. Each player puts one shield token on it, but no-one is leader.

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 13 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

Setup

- 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)
- 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 12 of the Mage Knight rulebook*).
- Cards and Skills: Remove the four competitive Spells (numbered 17-20) from the Spell deck. If you own the Lost Legion expansion then use cooperative interactive Skill tokens instead of competitive ones, otherwise remove the interactive Skills from each player's Skill deck.

The Green City is friendly. Both the player and the Dummy player put one shield token on it, but no-one is leader.

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.

Rumours have reached the council of an Elemental high priestess who is gathering forces. However, all the rumours 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

- All Elemental enemy tokens should be sorted into separate piles.
- When placing rampaging enemies pick from the Elemental pile. Except for those on the tiles placed during set up, these enemy tokens gain the Ambush ability.

- 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.
- Whenever a rampaging Elemental 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.
- 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 Elemental 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 Elemental enemy tokens instead of the normal grey enemy token. If attacked by a player after another player has already conquered it, then a random grey enemy token will be used as the defender as usual.
- 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

Setup (for 2, 3 or 4 players)

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

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 Elementalists 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 favour 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

Setup (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)
- Core non-city tiles: 2, 3 or 4 (equal to the number of players)
- Elementalists 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 12 of the *Mage Knight* rulebook).
- Cards and Skills: Remove the four competitive Spells (numbered 17-20) from the Spell deck. If you own the Lost Legion expansion then use cooperative interactive Skill tokens instead of competitive ones, otherwise remove the interactive Skills from each player's Skill deck.
- The Green City is friendly. Each player puts one shield token on it, but no-one is leader.

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 13 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

Setup

- Map Shape: Wedge
- Countryside tiles: 5
- Core city tiles: 2 (the White City tile and the Green City)
- Core non-city tiles: 1
- Elementalists 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 12 of the *Mage Knight* rulebook).
- Cards and Skills: Remove the four competitive Spells (numbered 17-20) from the Spell deck. If you own the Lost Legion expansion then use cooperative interactive Skill tokens instead of competitive ones, otherwise remove the interactive Skills from each player's Skill deck.
- The Green City is friendly. Both the player and the Dummy player put one shield token on it, but no-one is leader.

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

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

THE LOST RELIC, COMPETITIVE

Players: 2 to 4

Type: Competitive

Setup (for 2, 3, 4 players)

- Map Shape: Open (limited to 3), Open (limited to 4), Fully Open
- 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

Setup (for 2, 3, 4 players)

- Map Shape: Open (limited to 4), Fully Open, Fully Open
- 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.
- Remove the four competitive Spells (numbered 17-20) from the Spell deck. If you own the Lost Legion expansion, use cooperative interactive Skill tokens instead of competitive ones, otherwise remove the interactive Skills from each player's Skill deck.

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

Setup

- Map Shape: Open (limited to 3)
- Countryside tiles: 6
- Core city tiles: 2
- Core non-city tiles: 1
- Dummy Player: There is one standard Dummy player.
- Cards and Skills: Remove the four competitive Spells (numbered 17-20) from the Spell deck. If you own the Lost Legion expansion, use cooperative interactive Skill tokens instead of competitive ones, otherwise remove the interactive Skills from each player's Skill deck.

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.

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 odd-numbered level after the first, each player draws 2 skills, chooses one and puts the other in the common skill pool. So, for starting at level 3, do this process once. If starting at level 5, do it twice, and so on.

Start with the appropriate command tokens for your starting level.

Type of Card	Number to Draw	Influence Cost for each
Advanced Action	Character level +2	6 points per card beyond the free ones
Regular Units	Character level +2	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 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 as per the **table on page 13**.

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.

She gets one Advanced Action for free and then uses the remaining Influence to buy the following: Peasants (4), a Spell (9), and a crystal. 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.

Enemy Token Abilities

Multiple Attacks

	<p>Each attack has to be handled (blocked or get their damage assigned) separately. Effects that prevent an enemy from attacking prevent all its attacks. An enemy is considered “successfully blocked” if all its attacks are blocked.</p>
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Offensive

	<p>Assassination – Damage from this attack cannot be assigned to Units; if unblocked, it has to be assigned to the Hero.</p>
	<p>Cumbersome – In the Block phase, you may spend Move points; for each Move point spent, the attack is reduced by 1 for the rest of the turn. An attack reduced to 0 is considered successfully blocked.</p>
	<p>Vampiric – 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.</p>

Defensive

	<p>Elusive – An Elusive enemy has increased Armor value. The lower value is used only in the Attack phase, and only if all of the enemy attacks are successfully Blocked. Any Armor modifications apply to both values.</p>
	<p>Unfortified – All site fortifications are ignored for such an enemy.</p>
	<p>Arcane Immunity – The enemy is not affected by any non-Attack/Block effects. Effects that directly affect enemy attacks still apply.</p>
	<p>Defense – Enemies with the Defend ability will defend themselves or other enemies when you attack them.</p>

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.

When 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). If you have the Krang character expansion note that it can be taken using his Puppet Master skill but only the attacks and armour at level one can be used.

Defend can increase the armour of an enemy with Arcane immunity.

Vampiric Chalice does not stop you from being knocked out.

MAGE KNIGHT BOARD GAME SHADES OF TEZLA EXPANSION A GAME BY VLAADA CHVÁTIL

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ENEMY TOKENS

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)