

SCENARIO BOOK

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INTRODUCTION

Champions from Ascension's long history have been transported to a pocket dimension by a mysterious entity called Immoh. When the champions first meet Immoh, he tells them that he created the gods to serve the mortals, but they failed him, by involving the mortals in their divine wars. Upset, Immoh destroyed Vigil and its gods. He has brought the strongest champions of Vigil here to give them one last chance to save the world.

To restore Vigil, the champions must battle each other and endure a series of perilous trials. Immoh will grant godhood to those who survive, so they may ascend to become a new pantheon and rebuild the world. As one of these great champions, you are faced with a choice: Ascension or Oblivion.

SCENARIO SETUP INSTRUCTIONS

This book will provide all the information you need to setup and learn the special rules for each playable scenario. The scenario page will list: the modes of play, victory conditions, suggestions for starting rosters, a diagram displaying the battlefield layout, a list of the terrain pieces needed, and descriptions of any special rules that must be followed.

Scenario Name
Playable Modes
Victory Condition
List of Required Terrain Tiles
Battlefield Setup Diagram
Scenario Specific Rules and Info Page
Suggested Starting Champions
Page Number



This Scenario Book is divided into two sections. The first section, beginning on page 4, contains all of the stand-alone PVP and Solo scenarios. These self-contained trials can be played in any order and will sometimes offer multiple modes of play. The second section, beginning on page 28, describes the Campaign story mode and contains all the information necessary to play through these connected scenarios from start to finish.

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BATTLE OF THE THREE SHRINES

SHRINE CONTROL 1, 2, OR 4 PLAYERS 35 - 100 MINUTES

1 vs. 1
2 vs. 2
Solo
Co-op

★ VICTORY CONDITIONS ★

1 vs. 1 and Solo mode: First player to reach 30 ★ wins.
2 vs. 2 and Co-op mode: First team to reach 20 ★ wins.

TERRAIN:



14x Forest



3x Honor Shrine



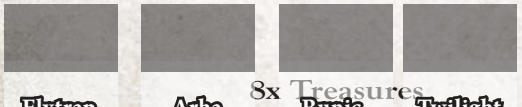
2x Portal



8x Treasure

SUGGESTED ROSTERS

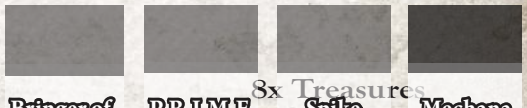
BLUE



Flytrap Witch | Arha Templar | Runic Lycanthrope | Twilight Scout

8x Treasures

YELLOW



Bringer of Despair | P.R.I.M.E. | Spike Vixen | Mechana Initiate

8x Treasures

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The champions step out from their portals to see three crystal shrines built among this territory's dense forests and lush fields. Immoh appears from a shimmering mist, revealing their challenge: "Cut down your adversaries, if you must, but hold these shrines at all cost. When the sun sets, this trial ends. The fate of Vigil rests upon your shoulders, champions."

CONTROL THE SHRINES

Honor Shrines are controlled by the player with the most Champions on and adjacent to its hex. At the end of your turn, you gain 2 ★ for each Honor Shrine you control. If multiple players have an equal number of Champions in the Shrine's area, it is contested, and no player controls it.

Each Honor Shrine is scored individually, so it's possible to gain ★ from multiple Shrines at the end of your turn.

Unless otherwise stated, the Honor Shrines in all scenarios are worth 2 ★ at the end of the turn.

Winning the battle will require you to keep control of the precious Honor Shrines in this territory. To the winner goes the glory... and another step forward in their ascension to godhood.

SOLO AND CO-OP MODE

When setting up the battlefield for Solo or Co-op mode, be sure to assign the Objective token for the Boss Champion to the central Honor Shrine. Then assign each of the three remaining Objective tokens to a different Honor Shrine, so that the Shrines near the edges of the battlefield have one Objective token each, while the central Shrine has two.

You may randomize the Villain's roster using the following guidelines: Select a random 4 ★ Villain as the Boss. Then get three random Villains of 3 ★ or less to fill out the rest of the Villain team.
(See page 26 of the Rule book for more info.)

2 VS. 2 TEAMS SETUP

In 2 vs. 2 mode, each player drafts a roster of three Champions, using the Champion Draft setup rules. The team taking the second turn drafts first.

The Blue and Green players are teammates, fighting against the Yellow and Purple players. Allies share the same Portal to deploy Champions, share gained Treasures, and take a shared turn to command Champions and acquire cards.

When playing 2 vs. 2, the first team to reach 20 ★ wins.

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THE WAR LOCKS

SHRINES & BEACONS | 2 PLAYERS | 45 - 120 MINUTES

★ VICTORY CONDITIONS ★

The first player or team to reach 30 ★ wins.

1 vs. 1

2 vs. 2

TERRAIN:



16x Forest



10x Enchanted



4x Beacon



3x Honor Shrine



2x Portal



8x Treasure

SUGGESTED ROSTERS

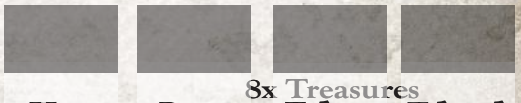
BLUE



8x Treasures

Tyranyx | Reactor Monk | Nihilbomber | Faerie Commander

YELLOW



8x Treasures

Water Djinn | Demon Slayer | Hedron Smithy | Unbound Emissary

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The War Locks are enormous mechanical domes of interlocking iron plates, pin-cushioned with copper spines, where bolts of electricity leap about in flashing arcs. Like a monstrous lotus flower, the dome opens in sections, spreading apart, revealing a polished brass altar at the center. Though the iron pedals are slick with grease, the machinery inside still squeals and clanks, the War Lock's arcane purpose lost to the ages.

LOWER THE WAR LOCKS

The four Beacon locations on the battlefield begin the game without a Beacon token. When one of your Champions enters a hex with a Beacon, they power it up. Place a Beacon token matching your player color on the hex, to denote that you are in possession of that Beacon. Remove any opposing player's Beacon tokens from the hex.

The Beacon hexes do not block line of sight and do not impact movement or combat. You may place a Beacon token as soon as your Champion moves onto the hex; you do not need to stop your movement on the Beacon.

While there are two or more Beacon tokens of your color on the battlefield, you may ignore the effects of the Enchanted tiles and pass through them as though they were standard terrain. You have opened the War Locks for your Champions to pass through.

The liquid that fuels these mechanical barricades runs through a network of pipes, from engine boxes within the dome to handwheel valves on the battlefield. Champions who control these valves will be able to lower the War Locks and enter the spaces within.

CONTROL THE SHRINES

All the Honor Shrines in this scenario, including those beyond the locks, are worth 2 ★ at the end of the turn.

THE WAR LOCKS

The War Locks are ancient mechanical barriers, represented by the Enchanted tiles, which block access to the Honor Shrines in the corners of the battlefield.

The Enchanted tiles prevent your Champions from moving onto them and block their line of sight. While your team has control of two or more Beacons on the battlefield, you may ignore the effects of the Enchanted tiles. Your Champions can move or attack through the War Locks as though they weren't there.

If your Champion is standing on an Enchanted tile, and you lose control of your Beacons, you can still move your Champion out of that hex as normal. The Enchanted effect only prevents movement onto the hex, not movement out of the hex.

2 VS. 2 TEAMS SETUP

In 2 vs. 2 mode, each player drafts a roster of three Champions, using the Champion Draft setup rules. The team taking the second turn drafts first.

The Blue and Green players are teammates, fighting against the Yellow and Purple players. Allies share the same Portal to deploy Champions, share gained Treasures, and take a shared turn to command Champions and acquire cards.

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INTO THE VOID

SHRINE CONTROL | 2 PLAYERS | 45 - 90 MINUTES

★ VICTORY CONDITIONS ★

The first player to reach 30 ★ wins.

1 vs. 1

TERRAIN:



19x Forest



26x Tainted



3x Honor Shrine



2x Portal



2x Inactive Portal



7x Treasure

SUGGESTED ROSTERS

BLUE



8x Treasures

Bringer of Despair | Shadowcaster | Rüt | Runic Lycanthrope

YELLOW



8x Treasures

Water Djinn | Icarus Steelfoot | Spike Vixen | Twilight Scout

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Stepping through the portal, the champions glimpse a violet horizon, a line made jagged by the distant mountains. They know that on the far side of those mountains lies one of Vigil's Rifts, abyssal chasms that emanate Void energy. In the surrounding lands, where the energy is trapped, there are periodic eruptions, known to kill anything not strong enough to withstand the corrupting effects.

A TORRENT OF FLAME

The Tainted tiles represent pockets of fire and lava that are dangerous to navigate.

A Champion who enters, or begins a turn on, a Tainted tile is dealt 5 damage. This damage is cumulative, so passing through 2 Tainted tiles would deal 10 damage, and so on. This environmental damage is healed at the end of each turn, just like combat damage.

The desolate wastes at the edge of the Void are gashed with rivers of flame and magma. The trees and other vegetation are scorched into charcoal husks and a rain of ash falls from the darkened sky. When creating this place, it seems, Immoh spared none of Vigil's dangers.

CONTROL THE SHRINES

Honor Shrines are controlled by the player with the most Champions on and adjacent to its hex. At the end of your turn, you gain 2 ★ for each Honor Shrine you control. If multiple players have an equal number of Champions in the Shrine's area, it is contested, and no player controls it.

RESTORING THE PORTALS

There are Inactive Portals in the top two corners of the battlefield. If you move one of your Champions onto the Inactive Portal hex, gain control of the portal and activate it by replacing the Inactive Portal tile with a Portal tile matching your color.

Once you have activated a Portal, it is in your control for the remainder of the scenario. When you command a Champion that is not on the battlefield, you can now deploy them to any of the Portals you control. The opposing Champions will no longer be able to move onto that hex, as they cannot move onto another player's Portal.

The harsh conditions here have severed a number of the mystic gateways, but they could be restored with effort.

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THE STONE CIRCLE

KING OF THE HILL | 2 PLAYERS | 30 - 75 MINUTES

★ VICTORY CONDITIONS ★

The first player to reach 25 ★ wins.

1 vs. 1

TERRAIN:



12x Forest



18x Enchanted



6x Beacon



1x Honor Shrine



2x Portal



7x Treasure

SUGGESTED ROSTERS

BLUE



8x Treasures

P.R.I.M.E. | Arha Sensei | Naka Blackblade | Mechana Initiate

YELLOW



8x Treasures

Demon Slayer | Raven Siren | Unbound Emissary | Faerie Commander

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Champions approach each other from opposite portals. As they step past a circle carved into the ground, a barrier of energy flickers to life, closing them in.

Immoh appears inside the circle, a shimmering figure above the combatant's heads, and declares the challenge: "Within this dome, death is watching, and he will take the first champion who shows fear."

BEACONS OF HONOR

In addition to gaining 2 ★ from controlling the Honor Shrine, you can gain ★ by taking control of multiple Beacons.

When one of your Champions enters a Beacon hex, they gain control of that Beacon. Place a Beacon token matching your player color on the hex, to denote that you are in possession of that Beacon.

At the end of your turn, if you control three or more Beacons on the battlefield, you will gain additional ★. The amount you gain is equal to the number of Beacons you control, minus two:

0 to 2 Beacons: No bonus ★.

3 Beacons: 1 ★

4 Beacons: 2 ★

5 Beacons: 3 ★

6 Beacons: 4 ★

Champions battle around a beacon of light; as one falls, the beacon's color changes to match the victorious combatant's unnatural glow.

SACRED GROUND

The Enchanted tiles and the Honor Shrine in the center of the battlefield are a unique area that only one of your Champions may enter at a time.

While you have a Champion on either an Enchanted tile or the Honor Shrine, your other Champions cannot enter any of the Enchanted hexes.

Your Champions that are not on an Enchanted tile or the Honor Shrine cannot attack an opposing Champion on the Enchanted tiles or the Honor Shrine.

Two champions enter, one champion leaves.

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CULTLOSSUS!

RELIC COLLECTION | 2 PLAYERS | 50 - 90 MINUTES

★ VICTORY CONDITIONS ★

Damage your opponent's Citadel to gain ★.
The first player to reach 50 ★ wins.

1 vs. 1

TERRAIN:



20x Forest



4x Enchanted
7x Tainted



8x Objective Token



2x Beacon Token



2x Portal



8x Treasure

SUGGESTED ROSTERS

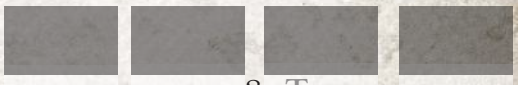
BLUE



Water Djinn | Psyche Askara | Twilight Scout | Rūt

8x Treasures

YELLOW



Tyranyx | Reactor Monk | Mechana Initiate | Spike Vixen

8x Treasures

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The champions could see the monstrosity towering over the citadel—an impossible sight—the nightmare of some hellish engineer. Thousands of cultists melded together through some abhorrent spell and lumbering toward the champions. The colossus was a discordant wall of religious fervor, crying out for Vigil's most unholy beings. Even the bravest of champions looked upon the spectacle in awe and in horror, knowing this aberration was only part of the terrible challenge ahead.

DESTROY THE CITADEL

During setup, place a Beacon token matching your player color on the Beacon hex closest to your Portal. This Beacon is your Citadel. It is always in your control, and opposing Champions cannot enter your Citadel's hex.

You may attack the opposing player's Citadel Beacon as though it were a Champion. When you attack their Citadel, you gain ★ equal to the damage you deal. When you have gained 50 or more total ★, you have destroyed your opponent's Citadel and have won the scenario!

FINISH THE RITUAL

During setup, place two matching Objective tokens at each of the four Enchanted tile locations, as shown in the setup diagram. These are the relics you will need to gather to complete the ritual and summon the Cultlossus!

When you move one of your Champions onto an Enchanted tile that has an Objective token you haven't already collected, pick up that Objective token and place it in front of you. You must collect all four different Objective tokens from the battlefield to summon the Cultlossus.

CULTLOSSUS, ARISE!

During setup, gather the two Cultlossus tokens and set them aside nearby.



When you have collected all four of the Objective tokens, you may summon your Cultlossus! Take a Cultlossus token and deploy it onto the battlefield, at your Portal.

The Cultlossus is a unique Champion with 25 🛡, and 3 🔨. Once per turn, you may command your Cultlossus for free. It cannot attack, and it cannot be equipped with Constructs. It is not affected by any Ambush abilities and cannot be commanded more than once per turn. When the Cultlossus moves adjacent to the opponent's Citadel, it deals 25 damage to their Citadel (giving you 25 ★) and then your Cultlossus is defeated.

When your Cultlossus is defeated through any means, remove its token from the battlefield and set it aside. Return all of your collected Objective tokens back to their starting locations on the battlefield. You must regather the tokens if you wish to summon the Cultlossus again.

The colossus fell upon the temple, impaling itself on a pointed spire and crushing the structure below in a deluge of cultist bodies.

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STEALING FIRE

CAPTURE THE RELIC | 2 PLAYERS | 45 - 75 MINUTES

★ VICTORY CONDITIONS ★

The first player to reach 30 ★ wins.

1 vs. 1

TERRAIN:



12x Forest



24x Enchanted



3x Objective Token



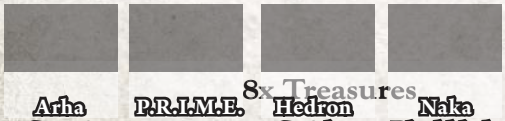
2x Portal



10x Treasure

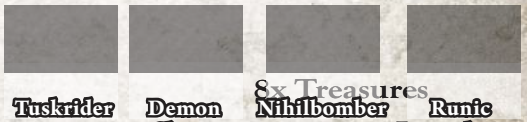
SUGGESTED ROSTERS

BLUE



Arha Sensei | P.R.I.M.E. | 8x Treasures | Hedron Smithy | Naka Blackblade

YELLOW



Tuskrider | Demon Slayer | 8x Treasures | Nihilbomber | Runic Lycanthrope

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Walls of wavering light crisscross this battlefield; beyond them, a champion steps onto an altar and begins to shimmer with fiery energy. All who watch hear Immoh's voice, "To win my favor and earn your divinity, steal the fire and stand in the light."

FLAMES OF HONOR

When setting up the battlefield, place a different Objective token at each of the locations as designated by the setup diagram.

When a non-cultist Champion enters a hex that has an Objective token, put that token on their Champion Card to show they have possession of it.

Champions who step onto the altars become instantly alight with fiery energy; though the Flames of Honor are harmless, the combatants they draw into battle are not.

CAPTURING THE FLAMES

When one of your Champions with possession of an Objective token moves onto an Enchanted tile, that Champion's move ends and you gain 10 ★. Then return that Champion's Objective token to the battlefield, by putting it back on its starting location.

If a Champion with possession of an Objective token is defeated, return the token back to its original starting location. If another Champion already occupies that hex, they will immediately gain possession of the Objective token.

THE ARCANE LIGHT

The Enchanted tiles do not block line of sight or otherwise affect your Champions in combat.

If your Champion is in possession of an Objective token, they must stop their move action when they move onto an Enchanted tile. Otherwise, the Enchanted tiles do not impact Champion movement.

The Arcane Light only reacts to champions alight with the Flames of Honor. In the light, the flames become more energized, burning brighter, turning the champions into a beacon for their enemies.

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THE FIRES OF INDUSTRY

ESCORT THE VIP | 2 PLAYERS | 45 - 80 MINUTES

★ VICTORY CONDITIONS ★

The first player to reach 50 ★ wins.
Blue player gains 50 ★ if the Wrecklamax enters the Honor Shrine.

1 vs. 1

TERRAIN:



37x Forest

1x Wrecklamax



1x Honor Shrine



3x Portal



8x Treasure

SUGGESTED ROSTERS

BLUE



Tyranyx | P.R.I.M.E. | 8x Treasures | Mechana Initiate | Naka Blackblade

YELLOW



Flytrap Witch | Tuskrider | 8x Treasures | Unbound Emissary | Faerie Commander

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"Long ago, Mechana engineers, greedy for resources, cut into an ancient Lifebound forest using their newly constructed Wrecklamax to haul off the sacred trees," said Immoh. "A skirmish erupted along the tree line. While the Lifebound defended their homes, the Mechana fought to protect their stolen resources. Today, brave champions, you will play a role in this historic skirmish."

THE WRECKLAMAX

During setup, the Blue player adds the Wrecklamax to their roster of Champions. This Champion is represented by the Wrecklamax token on the battlefield and it begins the scenario on the Blue Portal.

Once per turn, the Wrecklamax can be commanded for free. It has 2 , it cannot attack, and it cannot be equipped with Constructs. It cannot be defeated and cannot leave the battlefield, ignore any effects that would cause either to happen.

The Yellow player's Champions can attack the Wrecklamax following the normal attack rules. Whenever the Wrecklamax would be dealt damage, prevent that damage and the Yellow player gains that much instead.

An emerald fluid leaks down the faceplate of the Wrecklamax, leaving acid-etched trails beneath its goggled eyes. While cogs spin, pistons pump, and black smoke stains the clouds, the construct growls under the burden of a thousand-year-old tree; the dismembered woodland monolith reduced to stacks of logs on Wrecklemax's iron back.

WOODCUTTERS

The Blue player's Champions have the ability to attack adjacent, unoccupied, Forests on the battlefield. When a Forest tile is attacked, remove it from the battlefield. This allows the Blue player to clear a more direct path to the Shrine for their Wrecklamax.

FAMILIAR GROUND

The Champions commanded by the Yellow player have familiarity with this battleground, which gives them some key advantages: The Yellow player begins the scenario with two Portals on the battlefield that they can choose to deploy their Champions onto. At the end of each of their turns, the Yellow player gains 3 .

INACTIVE SHRINE

The Honor Shrine in this scenario cannot be controlled by either player and does not award at the end of the turn. If the Wrecklamax moves onto the Honor Shrine, the Blue player earns 50 and wins the scenario!

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THE FORTRESS

SIEGE ATTACK/DEFENSE 2 PLAYERS 30 - 65 MINUTES

1 vs. 1

★ VICTORY CONDITIONS ★

Blue: Have one or more of your Champions inside the Fortress area at the start of your turn.

Yellow: Have 10 ★ and no enemies in the Fortress on your turn.

TERRAIN:



13x Forest



11x Enchanted



2x Shrine



2x Portal



11x Treasure

SUGGESTED ROSTERS

BLUE



Flytrap Witch | Demon Slayer | Raven Siren | Spike Vixen

8x Treasures

YELLOW



Tyranyx | Psyche Askara | Reactor Monk | Unbound Emissary

8x Treasures

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Champions step into the heat of battle. Boulders, hurled from catapults, crush ranks of soldiers; others collide with the fortress, bursting into clouds of dust and stone. Everywhere soldiers are screaming, howling, shouting, slipping in a bloody muck. Along the ramparts—a tangle of the dead and dying—men and women climb ladders only to be hacked apart, sent screaming to the ground. "Up and over," yell the climbers. "Defend the walls," roar their enemies.

DEFEND THE FORTRESS

The Blue player is sieging the massive fortress that is being defended by the Yellow player.

The Blue player's goal is to move one of their Champions into the fortress area and have it survive to the end of the Yellow player's turn. The fortress area is represented by the Enchanted tiles and all the hexes behind them, on the side nearest the Yellow Portal.

At the start of the Blue player's turn, if they have a Champion on any hex in the fortress area, they win the game.

The Yellow player's objective is to survive for ten turns, by repelling the Blue player's Champions. The Yellow player earns 1 ★ at the start of each of the Blue player's turns. When the Yellow player has 10 ★ and there are no Blue Champions within the Fortress area on their turn, they win the game.

THE MERCILESS ASSAULT

The Blue player's Gateway works differently in this scenario. Instead of providing 2  each turn, it provides 1 for each turn the Blue player has taken, including the current turn. (You can use the ★ gained by the Yellow player to help track the amount of you should gain from your Gateway.)

CALL REINFORCEMENTS

The Shrines in this scenario are special Rune Shrines. They do not grant ★ as they typically do. Instead, they provide a bonus △ to whoever controls them. Either player can control the Rune Shrine to earn △.

At the start of your turn, if you control a Rune Shrine by having the most Champions in its area, you gain 1 △. Each Shrine is tracked individually, so if you control both Rune Shrines at the start of your turn, you gain 2 △.

You may wish to use the yellow Shrine tiles on the battlefield, as a reminder that these Shrines behave differently than the typical Honor Shrines.

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FRESH BLOOD FOR OLD GODS

SHRINE CONTROL 2 - 3 PLAYERS 60 - 90 MINUTES

3-Player Brawl

Co-op

★ VICTORY CONDITIONS ★

3-Player Brawl: The first player to reach 30 ★ wins.
Co-Op: The first team to reach 40 ★ wins.

TERRAIN:



28x Forest



4x Shrine



3x Portal



14x Treasure

SUGGESTED ROSTERS

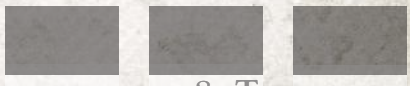
BLUE



8x Treasures

Raven Siren | Psyche Askara | Naka Blackblade

YELLOW



8x Treasures

Reactor Monk | Shadowcaster | Rūt

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Four ruined temples, built around individual altars, lie within this forest. The remnants of two dragons' heads are found inside the central temple. Besides these relics, the altars' idols have been smashed and their significance remains a mystery to even Master Dhartha.

THE CENTRAL SHRINE

The central Honor Shrine is worth 3 ★ at the end of your turn. The three Shrines near the edges of the battlefield are all worth the standard 2 ★ at the end of your turn.

You may wish to use a yellow Shrine tile as a reminder that the central Honor Shrine is worth a different amount of ★.

The first player to gain 30 ★ wins!

"To claim a temple is to gain honor," Immoh says, "but to claim the central temple is of particular significance. Wet these altars with your enemy's blood and prove your worth to me."

CO-OP SETUP

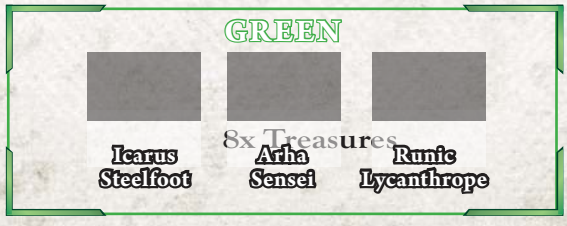
When playing the Co-op mode (or Become the Boss mode), the allied players use the Blue and Yellow Portals to deploy. The Villain team uses the Green Portal.

The Villain team should be given four random Villain Champions, including a Boss Champion, as described in the Co-Op Mode section of the rulebook.

Place a Objective token on the Boss Champion, and the other three Objective token types on the other Villains.

To finish setting up the battlefield, place a Objective token on the central Shrine and randomly place one of the other Objective tokens on each of the other Shrines.

SUGGESTED ROSTERS



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ZIGGURAT OF ERABUS

KING OF THE HILL | 3 PLAYERS | 70 - 100 MINUTES

★ VICTORY CONDITIONS ★

The first player to reach 30 ★ wins.

3-Player Brawl

TERRAIN:



27x Forest



6x Tainted



4x Shrine



3x Portal



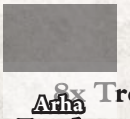
12x Treasure

SUGGESTED ROSTERS

BLUE



Flytrap Witch



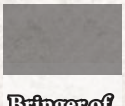
Arha Templar



Nihilbomber

8x Treasures

YELLOW



Bringer of Despair



Icarus Steelfoot



Faerie Commander

8x Treasures

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A ziggurat of black stone stands at the center of dark forests and rivers of flame. At its peak shines a light that splits the clouds – those who claim this sacred space and defend it from all challengers will be victorious in this trial. Only victory or death can free a champion from the light of the ziggurat's shrine.

CLIMBING THE ZIGGURAT

When you end your turn with one of your Champions directly on the central Honor Shrine, you gain 3 ★. The center Shrine is only concerned with the Champion on its hex; it does not care about adjacent Champions. (The other Shrines still behave as normal and award the typical 2 ★ when you control them.)

Champions on the central Honor Shrine cannot move or otherwise leave that hex, unless they are defeated and/or removed from the battlefield.

When your Champion attacks and defeats an opposing Champion that is on the central Honor Shrine, and your Champion is still on the battlefield, place them directly onto the center Shrine.

You may wish to use a yellow Shrine tile as a reminder that the central Honor Shrine has special rules and is worth a different amount of ★.

DANGEROUS APPROACH

The Tainted tiles around the center Shrine are hazardous to Champions.

A Champion who enters, or begins a turn on, a Tainted tile is dealt 5 damage. This damage is cumulative, so passing through 2 Tainted tiles would deal 10 damage, and so on. Environmental damage is healed at the end of each turn, just like combat damage.

SUGGESTED ROSTERS



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NEVER MEET YOUR IDOL

SHRINE CONTROL | 4 PLAYERS | 80 - 120 MINUTES

★ VICTORY CONDITIONS ★

4 Player Brawl: The first player to reach 30 ★ wins.
2 vs 2: The first team to reach 40 ★ wins.

4-Player Brawl

2 vs. 2

TERRAIN:



20x Forest



14x Tainted



5x Shrine



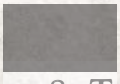
4x Portal



9x Treasure

SUGGESTED ROSTERS

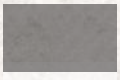
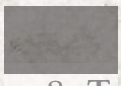
BLUE


Water Djinn | Arha Templar | Twilight Scout

8x Treasures

YELLOW


Tyranyx | P.R.I.M.E. | Mechana Initiate

8x Treasures

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Upon the ancient overgrown shrine sits a small brass statue with snake-like horns; six clawed arms spread out to either side; a hateful demeanor on its demon face. As the champions enter this territory, it is impossible to think of anything other than possessing this treasure.

THE IDOL'S SHRINE

The central Honor Shrine is worth 3 ★ at the end of your turn. The three Shrines near the edges of the battlefield are all worth the standard 2 ★ at the end of your turn.

You may wish to use a yellow Shrine tile as a reminder that the central Honor Shrine is worth a different amount of ★.

The first player to gain 30 ★ wins!

An idol sits motionless on a stone platform. Above its horns, a sword whips through the air. There's a scream, and the statue is bloodied—a streak of red across its face. A shout and a man's skull is crushed against the platform. The idol is jostled, a wobble back and forth, then calmly seated again. Reflected in the statue's eyes is a man desperately reaching to possess the idol; his hand swiftly removed by an ax. The idol is indifferent to the violence, sharing only a hateful expression with its enchanted victims—all compelled to murder on its behalf.

SCALDING EARTH

The Tainted tiles around the center Shrine are hazardous to Champions.

A Champion who enters, or begins a turn on, a Tainted tile is dealt 5 damage. This damage is cumulative, so passing through 2 Tainted tiles would deal 10 damage, and so on. Environmental damage is healed at the end of each turn, just like combat damage.

2 VS. 2 SETUP

When playing 2 vs. 2 mode, the Green player should be allied with the Blue player. The Purple player should be allied with the Yellow player.

The first team to reach a collective 40 ★ wins.

SUGGESTED ROSTERS

GREEN


Flytrap Witch


Tuskrider


Runic Lycanthrope

PURPLE


Bringer of Despair


Demon Slayer


Spike Vixen

8x Treasures

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ZIGGURAT OF KYTHIS

KING OF THE HILL | 4 PLAYERS | 90 - 130 MINUTES

★ VICTORY CONDITIONS ★

4 Player Brawl: The first player to reach 30 ★ wins.
2 vs. 2: The first team to reach 40 ★ wins.

4-Player Brawl

2 vs. 2

TERRAIN:



28x Forest



8x Enchanted



5x Shrine



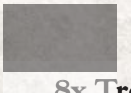
4x Portal



13x Treasure

SUGGESTED ROSTERS

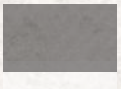
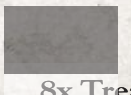
BLUE


Icarus Steelfoot | Tuskrider | Twilight Scout

8x Treasures

YELLOW


Raven Siren | Arha Sensei | Nihilbomber

8x Treasures

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A circle of black flame surrounds a ziggurat of glass. Within the ziggurat's translucent walls is a geyser of twisted souls that shoots up and out from the temple's peak. The spirits fly through the air, trying to escape and return back to the land of the living, but the flames trap them—spiritual walls built by the gatekeeper known as Kythis.

CLIMBING THE ZIGGURAT

When you end your turn with a Champion directly on the central Honor Shrine, you gain 3 ★. The central Shrine is only concerned with the Champion on its hex; it does not care about adjacent Champions. (The other Shrines still behave as normal and award the typical 2 ★ when you control them.)

Champions on the central Honor Shrine cannot move or otherwise leave that hex, unless they are defeated and/or removed from the battlefield.

When your Champion attacks and defeats an opposing Champion that is on the central Honor Shrine, and your Champion is still on the battlefield, place them directly onto the center Shrine.

You may wish to use a yellow Shrine tile as a reminder that the central Honor Shrine has special rules and is worth a different amount of ★.

BECOME THE KEEPER

The Enchanted tiles represent a set of barriers that your Champions cannot move onto or through.

At the start of your turn, if an opposing Champion is on the center Shrine, your Champions can ignore the effects of the Enchanted tiles until the end of your turn. You can pass through the barriers to try and reclaim the center Shrine from your opponent!

To control the peak of the glass ziggurat is to control the burning gates of Kythis.

2 VS. 2 SETUP

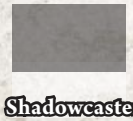
When playing 2 vs. 2 mode, the Green player should be allied with the Blue player. The Purple player should be allied with the Yellow player.

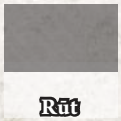
The first team to reach a collective 40 ★ wins.

SUGGESTED ROSTERS

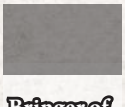
GREEN


Psyche Askara


Shadowcaster


Rūt

PURPLE


Bringer of Despair


Hedron Smithy


Faerie Commander

8x Treasures

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CAMPAIGN INTRODUCTION

THE END OF VIGIL

Dhartha watched as the world ended.

From the Arha Temple, atop the mountains of Logos, he could see vast portals opening along the horizon, shattering the land and swallowing the oceans.

As the temple shook, as dust and stone fell, as the last of a thousand candles flickered out, the ancient monk returned to his chamber, sat cross-legged, and meditated–it seemed the gods had decided that this experiment called existence was at an end.

The darkness devoured him, but an instant later, he was standing in a lush green clearing, and he was not alone. Beside him stood Vigil's champions, legends he recognized from the past and present, seemingly pulled through time to this place. Perhaps, by the same apocalyptic sorcery.

At the center of the clearing was an altar of red crystal, and above it hovered a gigantic ethereal figure, its gossamer-thin robes undulating like serpents in the windless sky. The figure scanned the crowd of displaced warriors and then it spoke: "I am called Immoh, the divine source. I created the gods to serve the mortal world, but instead of paradise, they set you upon one another. They imposed upon you war, monsters, and chaos. Worst of all, they gave you the power to kill one of their own, manipulated you into slaying the once-beloved, Samael."

Chatter rippled through the mass of champions.

"What has happened to Vigil?" Dhartha shouted, his voice nearly drowned by the rising anger of the crowd.

Immoh turned to face the ancient monk, "Vigil is no more, but you will remake it."

"None of us have that kind of power," Dhartha replied.

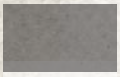
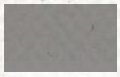
"Not yet," said Immoh, and with a wave of its hand, the ground began to rumble. Gates of stone broke through from the earth, a circle of portals surrounding the altar, magic swirling at the center of each.

"I've scoured history for Vigil's greatest champions and brought all of you here, to this pocket of eternity, to choose a new pantheon, to become new gods. Through wits, cunning, or violence, you will earn the power to recreate Vigil. Step through these gates, and your trial will begin. There will be many choices ahead, but in the end, only two outcomes: oblivion or ascension."

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NEW BEGINNINGS

In this campaign, you will command a group of renowned champions through a series of scenarios, in order to ascend to the pantheon of new gods and rebuild the world of Vigil. Your first step in this journey is to choose your faction. This determines your primary and secondary Champions. Your roster will consist of only two Champions to start. Choose your faction now:

ENLIGHTENED		LIFEBOUND		MECHANA		VOID	
							
Arha Templar	Twilight Scout	Flytrap Witch	Rüt	P.R.I.M.E.	Hedron Smithy	Bringer of Despair	Spike Vixen

Find the Champion Cards of your two Champions and place them in front of you. Then, find their matching figures and place them next to the Champion Cards. These Champions form the basis of the roster you will command during each scenario of the campaign.

If you are playing a co-op campaign, each player has their own roster of Champions to command. Have each person choose a different faction and gain the two Champions of their chosen faction.

A TREACHEROUS QUEST

During this campaign, you will attempt to complete a series of increasingly challenging scenarios, in order to advance the story and increase your abilities. In each scenario, you will be opposed by a team of Villain Champions that are controlled and commanded by a Scheme Deck. To learn how to play a Solo or Co-op scenario, please read the "Solo Play Mode" and "Co-op Play Mode" sections of the Tactics Rule Book.

Each scenario in this book contains: a map diagram of how to set up the starting battlefield, a list of the Villain's Champions, the victory conditions of the scenario, and a description of any other unique scenario rules. For example, some scenarios have rules that adjust how a Boss performs their Surge Power, or have a special Surge power that occurs in addition to those from the Boss Champion. There may also be custom rules for how certain types of terrain tiles behave within a scenario, especially regarding Enchanted, Tainted, and Beacon tiles. Finally, you can read the text next to your primary Champion's portrait to see their reaction to the story's events.

When you complete a scenario by meeting its victory conditions, follow the instructions in the "Victory" section to advance to the next step of the campaign. If you lose a scenario to the Villain team, reset the scenario setup to try again. Good luck to you!

Turn to page 30 to begin your campaign and play the first scenario.

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ACT I: FIRST BLOOD

TERRAIN:



15x Forest



4x Honor Shrine



1x Player Portal



6x Treasure

VICTORY CONDITIONS

Defeat three Villain Champions to win.

The Villain team gains 2 ★ for each Honor Shrine they control at the end of their turn. You lose if they reach 30 ★.

VILLAINS



Naka Blackblade



Runic Lycanthrope



Mechana Initiate



Unbound Emissary

SCENARIO SURGE

Deal 2 damage to each Player Champion on the battlefield.

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A BATTLE FOR HONOR

During setup, place each Villain Champion on the battlefield on the location indicated in the setup diagram.

The Villain team has no Portal. Once a Villain is defeated, it can not be redeployed, it is out for the remainder of the scenario. If that Villain would be commanded, give the Villain team 1 ★ instead.

The first of Immoh's challenges has begun. "Scattered throughout these lands are the crystal shrines. To hold them is to honor your Vigil," said Immoh, "I will exalt only those of you willing to spill blood, or even die, for their home."

LAST FIGHTER STANDING

When you have defeated three of the four Villain Champions, the scenario is complete and you are victorious! The remaining undefeated Champion will ally with you for the remainder of the campaign. They will become yours to command, along with another allied Champion from their faction, increasing your starting roster size for future scenarios. (See "New Allies" on page 32.)

"When this challenge concludes, new portals will open," said Immoh, "and for those of you who survive, more trials will await."

Arha Templar

Ebin stood on the precipice of his greatest challenge, a monumental task that would end in either godhood or death. As an Arha Templar, he was prepared to die in service of the gods, but what mortal had the wisdom to assume divine providence?

"I suppose experience is the great master," Ebin muttered, then drawing his sword, he stepped through the portal.

Flytrap Witch

"Does my luck never run out?" Dionaea hissed. She might have been the greatest witch in Vigil, but that didn't mean cultivating a flytrap forest was easy. It took centuries of dedicated, hands-in-the-dirt work to finish her carnivorous masterpiece, and now it was gone; blinked away by some nameless, faceless entity. Dionaea had new priorities now: win the contest, become a god, destroy the meddling entity, and get back to gardening—she stepped through the portal.

P.R.I.M.E.

A reserve of arcane energy flooded P.R.I.M.E.'s body, waking her from an anomalous power failure. During the outage, reality had fundamentally changed, and Vigil had vanished. Hovering before P.R.I.M.E. was an extra-dimensional being, called Immoh, offering a power with the potential to restore Vigil.

Bringer of Despair

Bringer Drune and his dreadmare Scorn were through the portal before Immoh had even finished speaking. "At last," said Drune, "A chance to grind Vigil's legends to dust. Oh, how they'll wail and scream. Oh, how they'll beg for mercy. Oh, how—"

"Enough with the villainy," interrupted Scorn in a series of hideous neighs, "there is soul-filled flesh beyond those trees, and I am as hungry as the void."

VICTORY!

Continue to the next page to gain your rewards for the scenario and to choose the path for your journey.

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INTO THIS WILD ABYSS

The first of many battles had ended and despite the chaos and bloodshed, the standing champions forged an alliance. With artifacts captured from the defeated, and new knowledge, they prepared themselves for a grim future.

As the portals through which they'd entered crumbled to dust, new portals opened in the distance.

Each doorway was decorated with clues to the dangers that might lurk on the other side: tufts of moss and crawling vines, glyphs glowing with power, rusted iron stairs to a clockwork doorway.

Each portal a trial, each trial a perilous step toward the resurrection of Vigil.

NEW ALLIES

Due to your dominance on the battlefield, you have gained new allies who have agreed to fight under your leadership. These are mercenaries who have split from their original faction to join you, in the hope of gaining more honor in the coming trials.

The allies you gain are determined by the faction of the Champion you did NOT defeat during the Act 1 scenario. For example, if Runic Lycanthrope was not previously defeated, you will gain the Lifebound Champions as allies: Runic Lycanthrope and Tuskrider.

ENLIGHTENED	LIFEBOUND	MECHANA	VOID
			
Unbound Emissary, Arha Sensei	Runic Lycanthrope, Tuskrider	Mechana Initiate, Reactor Monk	Naka Blackblade, Shadowcaster

Find their Champion Cards and figures and add them to your roster. For the remainder of the campaign, you can deploy and command them just as you would your other Champions.

Solo Campaign: You now have a roster of four Champions to command.

Co-op Campaign: Each player gains one of the two new Champions to their roster, assigned in any manner. Each player now has a roster of three Champions to command.

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UPGRADE SIGILS

When you claim victory in a scenario, your Champions grow in experience and potential. This increased prowess manifests itself in the form of Sigil cards, which grant unique bonuses for all future scenarios. Each player will gain their first Sigil now.

Find the deck of Sigil cards that matches the faction of your primary Champion. (An image of your primary Champion will be displayed on the backside of the Sigil deck of their faction.) Shuffle the deck and then flip the top card faceup.



Each Sigil has two potential upgrades listed. Select one of the two upgrades and place it with the selected upgrade text right-side up next to your Gateway card. Sigil upgrades are gained for the remainder of the Campaign. (If a Sigil applies a bonus to only a single Champion, you may place it under that Champion Card like a Construct. The Sigil bonus is permanent, and unlike a Construct, it is never removed.)

You will gain multiple Sigils as you advance through the campaign. You can use all gained Sigils in each scenario. Any "Once per game" Sigil powers can only be used during your turn, unless otherwise stated.

CHOOSE YOUR PATH

Your path forward in these trials is uncertain and you must now choose which portal to enter. The portal you choose will set you on a course to confront the trials of one of four different factions and to battle against their most powerful champions.

You **may NOT** choose the path matching the faction of your primary Champion(s). For example, if your primary Champion is Arha Templar, you cannot choose to take the Enlightened path. In Co-op, this will eliminate two paths, as you cannot take the path of either player's primary Champion. Once you have selected your path, turn to the corresponding page number to begin Act II.

Enlightened - Act II begins on page 34.

Lifebound - Act II begins on page 38.

Mechana - Act II begins on page 42.

Void - Act II begins on page 46.

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ACT II: WATER IS LIFE... AND DEATH

TERRAIN:



24x Forest



3x Honor Shrine



2x Player Portal
1x Villain Portal



8x Treasure

VICTORY CONDITIONS

The first team to reach 40 ★ wins.

Each team gains 2 ★ for each Honor Shrine they control at the end of their turn.

VILLAINS



Water Djinn | Psyche Askara | Twilight Scout | Icarus Steelfoot

SCENARIO SURGE

Deal 1 damage to each Player Champion for each facedown card in the Center Row. Then, banish each faceup card in the Center Row and replace them with facedown cards.

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BLINDING RAIN

During setup, deal out the Center Row cards facedown. Center Row cards that are facedown cost 2 △, and you can acquire them on your turn as you would any other Center Row card.

If you acquire a facedown card that has an Ambush effect, you may still gain the Ambush effect as normal. Cards have no faction while they are facedown.

Unyielding rain and sudden violent gusts of wind impede the champion's movements, knocking them around, and blinding them as they battle the mighty Djinn.

LINGERING MISTS

Facedown cards cannot be banished from the Center Row. If a card tells you to banish all cards from the Center Row, you would banish only the faceup cards.

The thick mists that have blanketed the region make it difficult for the champions to find their bearings and they are filled with a lasting sense of apprehension.

Flytrap Witch

Dionaea watched as the waterfall tore itself away from the mountainside, transforming into something almost human in shape, a man made entirely of water. The sun shone through its massive liquid body, warped flecks of light shifting on every surface, making everything glitter.

"Lifebound witch," the djinn bellowed. "One step further, and I will wash you and your magic from this land." The djinn's arms extended outward, its hands hardened into ice, and the towering figure flexed its frozen claws.

P.R.I.M.E.

P.R.I.M.E. analyzed the liquid anomaly, scouring the vast libraries of arcane lore stored in the data banks of her mind, for a creature composed of water and spirit—a water djinn. The creature could control its size, its internal pressure, and its temperature, allowing it to change states at will. If absorbed into the djinn's liquid body, P.R.I.M.E. would be crushed. If caught in the creature's grasp she could be frozen and shattered. Victory required swift action, exceptional maneuverability, and the energy to vaporize a waterfall.

Bringer of Despair

As Drune approached the river, a djinn appeared before him, "Turn back, Bringer. Another step and I shall drown you in your armor."

Drune's steed snorted as if mocking the djinn, violet smoke billowing up from its nostrils. The Bringer casually drew his flail and let its iron skulls drop down beside him. "Foolish spirit, I'll make a stagnant pool of you," said Drune. "A sickening lake made putrid with your weakness."

VICTORY!

Each player gains a new Sigil. (See page 33.)
When you are ready to continue, turn to page 36 to begin Act III.

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ACT III: WISDOM FROM PAIN

TERRAIN:



16x Forest



16x Enchanted



3x Honor Shrine



2x Player Portal
2x Villain Portal



7x Treasure

VICTORY CONDITIONS

The first team to reach 40 ★ wins.

Each team gains 2 ★ for each Honor Shrine they control at the end of their turn.

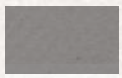
VILLAINS



Master Dhartha



Psyche Askara



Faerie Commander



Arha Templar

BOSS SURGE

Place an Honor token on Master Dhartha. Then, the Villain team gains 1 ★ for each Honor token on Master Dhartha.

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WINDS OF INSIGHT

At the start of the game, and at the end of each turn, draw six cards into your hand.

Flashes of wisdom seem to float through this territory, like burning embers on the wind.

FLANKING FORCES

The Villain team has two Portals that they will use to deploy different Champions from.

Master Dhartha and Psyche Askara are both deployed to the Villain's Portal near the top of the battlefield.

Faerie Commander and Arha Templar are both deployed to the Villain's Portal near the bottom of the battlefield.

MAZE SPACE

The Enchanted tiles are a magical barrier. Your Champions may not move onto Enchanted tiles, unless you have drawn an extra card during this turn. This magical barrier does not block line of sight and does not affect Villain Champions in any way.

Areas of warped space exist throughout the territory; stepping toward them makes the stomach drop and the mind reel, but one gets the sense that each instance is a puzzle begging to be solved.

Flytrap Witch

"It's been a long time, Dionaea," said Master Dhartha, sitting cross-legged on the head of his spirit dragon.

"I told you to stop meddling in the gods' affairs," snapped Dionaea, "but you can't help yourself. Wisdom at all costs, right?" She took a hard breath, and called a spell to her fingertips. "When I'm a goddess, I'll restore the world. I'll send you back to your mountains, to your temple, but without even a hint of your divine curiosity."

P.R.I.M.E.

"Enlightened Monk Dhartha," P.R.I.M.E. said, her mechanical voice amplified to resound across the battlefield. "To expedite the restoration of Vigil, you must surrender yourself." Dhartha sat on the head of his dragon, a rare manifestation of the ancient monk's tempered spirit. "I cannot allow a machine to dictate the rules by which Vigil is restored," he replied. "You are truly a masterwork of the Mechana people, but I will not hesitate to destroy you if it means saving our world."

Bringer of Despair

"This one's soul is ancient," neighed Scorn. "A fine vintage and well kept too. Let us drain the spirit from that frail old body and drink it down together."

"Indeed," said the Bringer of Despair, "but first, we have to get him off that damned dragon."

VICTORY!

Each player gains a new Sigil. (See page 33.)
When you are ready to continue, turn to page 50 to advance the story.

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ACT II: THE RŪT OF OUR PROBLEMS

x2

x2

TERRAIN:



29x Forest



3x Honor Shrine



2x Player Portal
1x Villain Portal



11x Treasure

VICTORY CONDITIONS

The first team to reach 40 ★ wins.

Each team gains 2 ★ for each Honor Shrine they control at the end of their turn.

VILLAINS



SCENARIO SURGE

Rūt deals 7 damage to each Player Champion on a Forest. If there were no Player Champions on Forests, place a Forest on the battlefield under a Player Champion.

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WOODLAND STALKER

Rūt's knowledge of the land allows him to move onto Forests without penalty.

When Rūt slays a Champion, place a new Forest tile from outside the game onto the battlefield in the hex where the Champion was defeated.

Rūt is a ruthless fighter, made even more dangerous when confronted in a forest, where he effortlessly moves through dense foliage that hinders his enemy's movement.

PREDATORY FOREST

Rūt's Surge power will attempt to damage your Champions on Forests. If none of your Champions are on a Forest when he surges, you will need to place a new Forest tile from outside the game onto the battlefield, under one of your Champions.

Foes who attempt to escape Rūt's forest will find it difficult, as the legendary druid raises walls of towering trees to herd them back into his clutches.

HIDDEN CACHES

The Treasure locations near the top corners of the battlefield should each have two Treasure tokens placed on them. Your Champion will pickup both Treasures when ending their move on these hexes.

Arha Templar

Rūt stood as unmoving as the trees. If Ebin were less observant, he might have missed the druid, but here, where the senses must be kept sharp as swords—nothing existed beyond scrutiny. The druid wore a featureless mask, but for two streaks of red paint above and below his hatefully narrowed eyes. His slab of a body and anvil-sized hands were encased in twisted roots of gnarled wood. Physically, Rūt was intimidating, but magically, he was a terror, his mere presence compelling the forest to writhe and expand around Ebin.

P.R.I.M.E.

P.R.I.M.E. detected someone charging toward her, a figure moving impossibly fast, too fast for her sensors, too fast for a reaction. The assailant struck P.R.I.M.E. so hard it sent her tumbling across the ground into the base of a tree, her iron body cratering in its side in a cloud of dirt, moss, and bark. Automatically, she flashed a light of blinding magic, then launched herself up into the forest canopy, where she scanned for the figure: the warrior druid known as Rūt, a human entirely encased in living wood, was once again approaching with blinding speed.

Bringer of Despair

"Guess the game is that I cut you down like the sapling you are?" said the Bringer of Despair.

"Guess the game is you try," laughed Rūt and he gestured to the patches of overgrown earth lining the forest floor. "Lots of others tried."

Looking at them more closely, those patches did look conspicuously human shaped. Drune snorted, as it suddenly made a lot more sense why Scorn had been grazing on them. "Good to see you, old friend," said Drune. "Let's get on with it."

VICTORY!

Each player gains a new Sigil. (See page 33.)
When you are ready to continue, turn to page 40 to begin Act III.

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ACT III: STAR LIGHT, STAR BRIGHT

TERRAIN:



30x Forest



4x Enchanted



3x Honor Shrine



1x Player Portal
1x Villain Portal



8x Treasure

VICTORY CONDITIONS

The first team to reach 40 ★ wins.

Each team gains 2 ★ for each Honor Shrine they control at the end of their turn.

VILLAINS



Cetra | Demon Slayer | Faerie Commander | Raven Siren

BOSS SURGE

Place Cetra on her Objective token, if the hex is unoccupied. Cetra makes an Area Attack.

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ORBIT OF THE STARS

At the start of each Villain turn, move Cetra's Objective token() to the next Enchanted tile in a clockwise rotation. The Objective token should move between the four Enchanted tiles in the following order: top, right, bottom, left, then back to the top.

HALLOWED GROUND

Champions other than Cetra cannot move onto the Enchanted tiles. These tiles do not affect combat damage or line of sight for any Champions.

CELESTIAL DESTRUCTION

Cetra's surge power allows her to make an Area Attack against all Player Champions within her range - up to three hexes away. Combined with her Slay power, she can quickly amass the ★ needed to win by defeating multiple Champions at once. Be aware of her current position and the movement of her Objective token to keep your Champions out of danger.

As Vigil's only known Celestial Sorceress, Cetra has a power unlike any other—as luminous and uncompromising as a supernova.

Arha Templar

Ebin knelt beside a tree, trying to maintain a stealthy position while peering out at the shrine just ahead. A figure hovered beside it, a woman composed entirely of the night sky, a black space dotted with glittering stars. He knew her. He had read about her, a sorceress with few equals and as his stomach dropped, he uttered, "Cetra is here."
"No, Templar," a voice echoed from the wind and the trees. "I am everywhere."

P.R.I.M.E.

"Spirit bound to steel," said Cetra. "What a wonder you are. What a tragedy that we would first meet in this place with the fate of Vigil in our hands."

"You too are an anomaly," replied P.R.I.M.E. "A human saturated with cosmic magic. I have no records of a spell or ritual with such an effect."

"The most powerful magic is written into flesh and bone, into the world around, into our spirits," said Cetra. "Regretfully, you will learn of its power first hand."

Bringer of Despair

It seemed the Bringer of Despair had found the limits of his taunts as an enraged Cetra unleashed her celestial fury upon the forest.

Scorching rays of cosmic fire cut through the trees with a high-pitch screech, each of them cracking and falling, producing a calamitous storm of leaves and broken branches. Drune pulled on the reins, Scorn dashed around a falling tree, and with a loud, terrible whinny said, "Perhaps, it would be best if you didn't threaten every champion we meet!"

VICTORY!

Each player gains a new Sigil. (See page 33.)
When you are ready to continue, turn to page 50 to advance the story.

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ACT II: CONSTRUCTION OF DESTRUCTION

TERRAIN:



16x Forest



8x Enchanted



2x Beacon



3x Honor Shrine



2x Player Portal
1x Villain Portal



7x Treasure

x2

VICTORY CONDITIONS

The first team to reach 40 ★ wins.

Each team gains 2 ★ for each Honor Shrine they control at the end of their turn.

VILLAINS



Tyranyx | Icarus Steelfoot | Nihilbomber | Hedron Smithy

SCENARIO SURGE

Deal 4 damage to all Player Champions.
You may destroy a Construct equipped to one of your Champions to prevent this damage.

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MECHANA DEVOURER

During setup, search through the Center Deck for a Rocket Courier and a Blast Goggles and set them aside.

When a Player Champion moves onto the beacon on the left side of the battlefield, remove the beacon from the board and acquire the set aside Rocket Courier for free.

When a Player Champion moves onto the beacon on the right side of the battlefield, remove the beacon from the board and acquire the set aside Blast Goggles for free.

The Hedron Forest reached into the clouds; its iron trees formed a canopy that raged with lightning, while glowing geodes protruding from the roots illuminated the forest floor. On a high branch, the dragon Tyranyx perched, devouring the tree's electrified copper leaves.

HEDRON BARRIERS

The Enchanted tiles are special Mechana barriers. Your Champions may not move onto them unless they are equipped with a Construct. This barrier does not block line of sight and does not affect Villain Champions.

Hedron Barriers: naturally growing walls of machinery that criss-cross the Hedron Forests. While some are crudely melded scraps of random metals, others are more defined, composed of spinning cogs, crystals, and pistons grinding away for unknown purposes.

TREASURE HEAP

The Treasure location on the Enchanted tile at the left edge of the battlefield should have two Treasure tokens placed on it. Your Champion will pickup both Treasures when they end their move on this hex.

Arha Templar

Ebin sprinted through the Hedron Forest, a place crisscrossed with walls of ruined machinery, where trees held the rust of autumn year-round. A jet of liquid flame cut through the canopy. Ebin slid to a stop, rolling himself into a ditch. "Damned Mechana," grumbled the Templar. "I suppose they thought there weren't enough dragons. Thought they needed to build their own?"

Flytrap Witch

Dionaea could hear the grinding roar of Tyranyx echoing through the valley; the mechanical dragon would find her soon.
In a fertile plot of earth, the Flytrap Witch planted a seed. With a word and a gesture, she coaxed it to grow until it was nearly twice her size. A flower bloomed, waxy red petals like scales, split down the middle to form a mouth, with row upon row of thorns like teeth and dripping with acid—Dionaea's Snapdragon croaked as she pet it. Best way to fight a dragon is with a dragon of your own, she thought.

Bringer of Despair

"It is I who has you, dragon!" bellowed Drune as wind, smoke, and fire whipped across him. He could see Scorn galloping below, the skeletal horse looking like a grain of rice from this high up. The Bringer of Despair planted his feet on the dragon's iron jaw and pulled with all his might. "I will build a fortress from your carcass," he said, sure that eventually, he'd get his flail unstuck from between the damned thing's teeth.

VICTORY!

Each player gains a new Sigil. (See page 33.)
When you are ready to continue, turn to page 44 to begin Act III.

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ACT III: THE KOR CONCERN

TERRAIN:



20x Forest



7x Tainted



4x Honor Shrine



1x Player Portal
1x Villain Portal



9x Treasure

VICTORY CONDITIONS

The first team to reach 40 ★ wins.

Each team gains 2 ★ for each Honor Shrine they control at the end of their turn.

VILLAINS



BOSS SURGE

Equip a Construct from the Center Row onto Kor.
If there are no Constructs in the Center Row, command Kor instead.

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CLOCKWORK SHRINES

When your Champions move from an Honor Shrine onto an adjacent standard hex, they may move the Honor Shrine tile into the hex with them. Shrines cannot be moved onto Forests, Portals, or Tainted tiles.

Honor Shrines can be moved multiple times each turn, as long as a Champion is moving with them. You may choose to not move a Shrine when moving your Champion off of the Shrine.

Pools of molten slag pockmark this territory, and above them hover mechanical shrines on fiery clockwork engines. It seems as though, if given a push, they could be moved.

MOLTEN SLAG

Whenever a Player Champion moves onto, or begins a turn on a Tainted tile, they are dealt 5 damage. Villain Champions are unaffected by Tainted tiles.

The Mechana foundries and workshops are dangerous environments for those not familiar with their layouts. One false step could result in a serious injury... or worse.

Arha Templar

The stench of coal and iron burned Ebin's nostrils as he stepped out of the portal. Here, mechanical shrines hovered on fiery clockwork engines, above a land pockmarked with glowing pools of molten slag.

"Oh, there's another one," said a Hedron Dwarf, who was pointing at Ebin from atop an ornery stone golem. "Well, I'm still in a crushing mood. How about you, Amber?" "Yep," said the gem-toothed creature, in an unsurprisingly gravelly voice. "Excellent," said the dwarf, hammering his fist into his palm. "Prepare to be crushed, Templar."

Flytrap Witch

As a rule, Dionaea endeavored to stay as far away from ferromancers as possible. There was a reason the art was frowned upon in most spell-casting circles: its practitioners seemed never to use caution. When binding steel to flesh or giving life to the inorganic, they seemed always to ask, "could we?" but never, "should we?"

Today, gods be damned, avoidance was impossible. As Kor, the most notorious of ferromancers, had given monstrous life to rocks and dirt and directed it to churn her up in its crystal belly.

Bringer of Despair

"This one smells of rust and madness," snorted Scorn.

"His name is Kor, and he is mad," said Drune. "Long before I was a Bringer, he came to the Rift. He stole rare metals from our mountains. We collapsed his mine on him, but he escaped with the ore." Drune kicked his heels into Scorn's flanks. "He won't escape this time."

VICTORY!

Each player gains a new Sigil. (See page 33.)

When you are ready to continue, turn to page 50 to advance the story.

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ACT II: POWER! POWER! POWER!

TERRAIN:



21x Forest



8x Tainted



3x Honor Shrine



2x Player Portal
1x Villain Portal



8x Treasure

VICTORY CONDITIONS

The first team to reach 40 ★ wins.

Each team gains 2 ★ for each Honor Shrine they control at the end of their turn.

VILLAINS



Bringer of Despair | Raven Siren | Nihilbomber | Spike Vixen

SCENARIO SURGE

Each player puts the top card of their deck into their discard pile. The Villain team gains 2 ★ for each Apprentice or Militia put into a discard pile this way.

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VOIDED GROUND

The Tainted tiles do not deal damage to Champions. When your Champion ends their movement on a Tainted tile, remove it from the battlefield.

When you remove a Tainted tile, you may also banish a card that you have played this turn, or you may banish a card from your discard pile.

Here, the ground is unstable as pockets of Void energy rumble beneath the dirt. Pulses of colored lights and swirling shadows can be seen in places where the Void energy radiates at its strongest.

A DARK STRENGTH

The Bringer of Despair gathers strength from the pockets of concentrated Void energy. For each Tainted tile on the battlefield, Bringer of Despair has +1⚔ and +1🛡.

Removing the Tainted tiles will disperse the excess Void energy and reduce the Bringer of Despair's might.

The Bringer of Despair seems to revel in this place, growing stronger, bolstering himself with the excess power. Champions must cleanse the Voided Ground if they have any hope to defeat the dreaded knight.

Arha Templar

Clouds concealed the moon, blocking its light, but everything here still glowed with a violet hue, illuminated by Void energy radiating out from uneven fissures in the dirt. Ebin moved carefully to avoid the deadly ground until he spotted a horseman moving toward a patch in the distance, "Stop," cautioned the Templar. "It is Void energy!"
The knight stopped, slowly turning his head as if to acknowledge the Templar's warning. Then he tapped his heels into the horse, and they strode onto the cursed ground, where the light revealed the rider's identity: a skeletal steed, a monstrous rider—The Bringer of Despair.

Flytrap Witch

"You heard the wraith," said the Bringer. "We are here to fight. So, come out and fight me!"

Dionaea intended to fight him, but right now, the Bringer was radiating so much void energy that even the air trembled around him. The source of this power was likely a patch of Void-tainted earth just ahead. It would only take a moment to cleanse, but the Bringer was close, and there were a lot more patches just like it.

P.R.I.M.E.

P.R.I.M.E. struck the Bringer with a fist of shimmering light. Under normal circumstances, the blow would have turned a creature like him to pulp, but these were not normal circumstances, and the Bringer didn't even shift in his saddle. "Scary," said the horseman. Then, in a blur, The Bringer swung his flail toward her, crackling with power.

P.R.I.M.E. skirted the attack, retreating into the sky. If she couldn't sap the excess Void energy pulsing through the land, he'd be unstoppable.

VICTORY!

Each player gains a new Sigil. (See page 33.)
When you are ready to continue, turn to page 48 to begin Act III.

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ACT III: BLADES FROM THE VOID

TERRAIN:



15x Forest



8x Tainted



1x Beacon



4x Honor Shrine



1x Player Portal
1x Villain Portal
1x Inactive Portal



9x Treasure

VICTORY CONDITIONS

Move one of your Champions onto the Beacon hex while you have 20★ or more.

Each Shrine is worth 2★ at end of turn. The Villain team wins if they reach 40★.

VILLAINS



Emri | Demon Slayer | Tyranyx | Spike Vixen



BOSS SURGE

Emri defeats the Player Champion with the highest 🛡 that is not on or adjacent to an Honor Shrine. Place Emri on the defeated Champion's hex. If the defeated Champion was on a Portal, place Emri on an adjacent hex.

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LIGHT THE BEACON

You must move one of your Champions onto the Beacon hex, while you have 20 or more ★, to win. You only need a single Champion to reach the Beacon to win.

"A beacon stands unlit in the distance," Immoh says "to ignite the beacon, is to banish the Void from this battlefield, and with it, Emri."

POWERING THE PORTAL

There is an Inactive Portal near the bottom center of the battlefield. If you move one of your Champions onto the Inactive Portal, replace it with a Player Portal token. Players can then deploy their Champions to either Player Portal location.

VOID BARRIERS

No Champions can move onto the Tainted tiles and they block line of sight. Nothing can be placed onto these Tainted tiles, ignore any effect that would cause you to do so.

THE SOULSLAYER

Emri is a gifted and ruthless assassin. If Emri defeats one of your Champions using her Surge power, that Champion is permanently removed from the scenario; they cannot be deployed or commanded again for the remainder of the scenario.

In this scenario, Emri's Surge power will ignore Champions on or adjacent to Honor Shrines, as well as any Cultists. If no Champion is defeated by Emri's Surge power, command Emri normally, instead.

Arha Templar

Ebin stepped into a corridor of death, a narrow path lined with dense forest and towering stone swords, leading to a glowing beacon in the distance. Blood spotted the trees and stained the earth. Bodies slashed and stabbed and torn apart littered the muddy trail ahead.

A young warrior, crumpled up against a red-stained rock, called out to the templar: "Run," she shouted. "Emri is—" The warrior's eyes went wide; her voice became a bubbling gurgle. Ebin watched a thin red line materialize along the warrior's neck, just before her head toppled from her shoulders.

Flytrap Witch

Dionaea caught a flash of metal as Emri came darting out from the trees, their body wholly encased in liquid armor, it's many colors shifting like oil on water.
Tossing a handful of seeds at the earth, Dionaea summoned a briar patch as a wedge between her and Emri's blades. The assassin tore through the wall with ease. Dionaea sprinted toward the beacon at the end of the path, but with death on her heels, it seemed an empire away.

P.R.I.M.E.

P.R.I.M.E. charted a path to the beacon using the shrines as points along the way. She'd calculated a high probability that the magic radiating from the shrines would inhibit Emri's Void jumps, meaning the assassin would have to attack head-on rather than out of nowhere. She'd also calculated a low probability of surviving the sprint to and from each shrine; in nearly every calculation, the odds were in Emri's favor.

VICTORY!

Each player gains a new Sigil. (See page 33.)
When you are ready to continue, turn to page 50 to advance the story.

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ILLUSIONS DESTROYED

Dhartha limped up the stairs; his walking staff, a broken spear that he'd found on the battlefield, tapped on the stone; his bare feet, slick with blood, made a wet ripping sound with each step toward the swirling portal.

His dragon, Loa, had been wounded, dropping Dhartha from his back into a festering swamp. Dhartha supposed that his adversaries either couldn't find his body or didn't care to look. Either way, he was still alive, and for the love of Vigil, he pressed on, letting the portal pull him through.

As Dhartha passed through the portal, he felt a fleeting connection with the All-Seeing Eye, the focal point of all Arha disciplines, a spiritual power drawn from Vigil itself. If the world was indeed destroyed, then how could this connection exist? Dhartha wondered.

On the other side, only a handful of champions emerged from a circle of portals, perhaps the last champions left alive. Dhartha, like the rest of them, had little left to give, but he would give everything to rescue Vigil. Despite the circumstances, he couldn't help but think about that moment of connection with the All-Seeing Eye.

From a shimmering mist appeared Immoh, the cruel host of this world, to declare his final challenge: "This is the end. The rebirth of Vigil is at hand," avowed Immoh. "Fight. Kill. Win. Do this, and godhood is yours."

The next moment seemed to drag on, deathly quiet, as the weary and injured champions sized-up one another, steeling themselves for the inevitable. Then—a warcry—and they charged; a tide of killers, coalescing into a hurricane of spells, steel, and screams.

Continue to the next page.

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As warriors of legend charged at him, Dhartha reached out to the All-Seeing Eye; a last-ditch effort. If the connection he'd felt was real, if the Eye still existed, then maybe it would grant him clarity and some solution to this impossible problem.

In a flash of insight, Dhartha saw beyond the veil that was this world. He saw rivers of blood and oceans of flame and uttered a name: "Xeron."

A wave of clarity erupted from the ancient monk, a blast of light washing over the champions, shattering the illusion. Immoh, the white-robed entity, stripped of his glamour, stood now as a blood-red devil with twisted horns and a mouth full of crooked teeth, jagged as shattered glass. The world around was a desolate wasteland of fire and dirt, the hellscape known as Deofol—the domain of Samael.

"This world is a lie," muttered Dhartha. "The portals that brought us here were real, but Vigil's destruction was an illusion. This is Deofol, and we are Xeron's puppets, sacrifices to his long-dead master, Samael."

The devil laughed, "Oh my violent, passionate mortals. You cherish Vigil so much that you would kill each other for the opportunity to save it?" asked Xeron. "Fallen though he may be, Samael is a God of love, and you have bled your love for Vigil all across his world. What twisted devotion. To him, there is no sacrifice more perfect. As for the last of you—I'll offer you to Samael personally."

CHOOSE A PLAN OF ATTACK

Xeron has revealed himself! You must now confront him in combat, but his power is immense. What will be your plan of attack?

Dhartha, although injured, can aid you in this battle. He has enough remaining energy to disable one of Xeron's powers. But which power should he disable? The decision is yours:

Block his ability to manipulate and deceive the minds of the champions.

OR

Disable his power to transform his body into a more monstrous form.

If you blocked Xeron's mind manipulation power, proceed to page 52.

If you disabled Xeron's transformation abilities, turn to page 54.

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ACT IV: THE EARTH TYRANT

x4

TERRAIN:



20x Forest



9x Tainted



4x Honor Shrine



2x Player Portal
1x Villain Portal



12x Treasure

VICTORY CONDITIONS

The first team to reach 50 ★ wins.

Each team gains 2 ★ for each Honor Shrine they control at the end of their turn.

VILLAINS

Earth Tyrant	Random	Random	Random

BOSS SURGE

Place Earth Tyrant adjacent to the player Champion on the battlefield with the highest ⚔. Then, Earth Tyrant attacks that Champion.

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A FIERY END

During setup, set aside 12 Tainted tiles. When a Player Champion is defeated during the Villain's turn, place one of the set aside Tainted tiles in the defeated Champion's hex. If placed on a Forest, remove the Forest from the battlefield and replace it with a Tainted tile. Tainted tiles cannot be placed on Portals, Honor Shrines, or hexes that already have a Tainted tile.

A Player Champion who enters or begins the turn on a Tainted tile is dealt 5 damage. Villain Champions are not affected by Tainted tiles.

Xeron, as the Earth Tyrant, causes the ground to erupt in flames, forcing the champions to be wary of every step and never to pause too long in one place.

UNEXPECTED ENEMIES

During setup, shuffle the Villain Champion Cards together and randomly select three Champions worth 3 ★ or less to use as Villains. (Do not use Champions with the same name as those on the player's roster.) Randomly assign one of the remaining Objective tokens to each of those Villains.

THE DRAGON'S HOARD

In the top-left corner of the battlefield place four Treasure tokens facedown onto the hex, as shown in the layout diagram. Your Champion will pickup all four Treasures when ending their move on this hex.

The bodies of fallen combatants lay strewn about the edge of the battlefield, victims of a previous trial. If the champions were to reach the bodies, the items they still hold could change the tide of battle.

Xeron transformed; his bones cracked, shifted, reformed; his sinew rippled as flesh and bone split apart, making way for emerging scales. The devil shed his useless skin, tearing it from his body in one swift pull, tossing it aside like bloodstained rags, before fading behind a shroud of exhaled smoke.

The champions stood in silence, holding their breath and gripping their weapons, waiting for whatever form was hidden within Xeron's body to reveal itself.

And then, a rush of wind. The smoke was beaten away by the flapping of gigantic wings—a dragon—the Earth Tyrant stood before them.

It's breath, hot as a blazing forge, implied the hell it would soon unleash upon Vigil's last champions; the tenor of its growl transcended language, its meaning clear: death to all who look upon me.

VICTORY!

Each player gains a new Sigil. (See page 33.)

When you are ready to continue, turn to page 56 to advance the story.

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ACT IV: THE DUKE OF LIES

x3

x3

TERRAIN:



11x Forest



16x Enchanted
6x Tainted



4x Beacon



3x Honor Shrine



2x Player Portal
1x Villain Portal



11x Treasure

VICTORY CONDITIONS

The first team to reach 50 ★ wins.

The Honor Shrine near the center of the battlefield provides 3 ★ at the end of turn, the other Shrines provide 2 ★.

VILLAINS

Xeron	Random	Random	Random

BOSS SURGE

Command the Player Champion with the highest ⚔ on the battlefield. That Champion moves towards the nearest Player Champion and attacks them if able. Then each player resets a Beacon.

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ILLUSIONARY WALL

Your Champions may not move onto Enchanted tiles, and it also blocks their line of sight. Villain Champions are unaffected by the Enchanted and Tainted tiles and can move onto them without penalty.

DISPELLING THE ILLUSION

When your team controls three or more of the Beacons on the battlefield, your Champions are unaffected by the Enchanted tiles and can move or attack through them.

At the end of Xeron's Surge power, each player resets control of a Beacon by removing a Beacon token from an unoccupied hex.

With Xeron's shape changing abilities inhibited by Dhartha, the devil resorts to psionic attacks. From a massive shrine, protected by magical barriers, Xeron will attempt to dominate the minds of his foes, forcing them to kill each other, spilling their blood in sacrifice to Samael.

UNEXPECTED ENEMIES

During setup, shuffle the Villain Champion Cards together and randomly select three Champions worth 3 ★ or less to use as Villains. (Do not use Champions with the same name as those on the player's roster.) Randomly assign one of the remaining Objective tokens to each of those Villains.

ILL-GOTTEN GAINS

In the top-left and top-right corners of the battlefield, place three Treasure tokens facedown on each of those hexes, as shown in the layout diagram. Your Champion will pickup all Treasures in their hex when they end their move.

The bodies of fallen combatants lay strewn about the edges of the battlefield, victims of a previous trial, many still carrying items that could change the tide of battle. To prevent the champions from retrieving the gear, Xeron sealed the bodies off with magical barriers.

A handful of champions, eager to slay Xeron, sprinted across the battlefield, weapons drawn, bellowing war cries.

Xeron stared each of them down. He began to whisper, his serpentine eyes shifting from figure to figure as they barreled toward him.

The devil's voice had layers to it, discordant and jarring, composed of incomprehensible words that rolled across the terrain, a wave of sound seeming to penetrate flesh and bone, boring straight into the mind.

One by one, the champions disengaged from Xeron, some collapsing into frenzied laughter, others dropping their weapons, sobbing into their robes, and a few redirecting themselves toward an ally with lethal intent.

VICTORY!

Each player gains a new Sigil. (See page 33.)
When you are ready to continue, turn to page 56 to advance the story.

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ACT V: THIS HELL SEEMS A HEAVEN

TERRAIN:



14x Forest



9x Tainted



4x Beacon



3x Honor Shrine



2x Player Portal
1x Villain Portal



11x Treasure

VICTORY CONDITIONS

The first team to reach 60 ★ wins.

Each team gains 2 ★ for each Honor Shrine they control at the end of their turn.

VILLAINS



Samael | Random | Random | Random



BOSS SURGE

Samael deploys a Cultist on or adjacent to 🌙 and 🌳. Then deal 1 damage to each Player Champion for each Villain Cultist on the battlefield.

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AVATAR OF THE FALLEN

After the first time Samael is commanded each turn, set aside the top two cards of the Center Deck. (These cards remain set aside until rescued.) Then resolve the following effects, in order:

1. For each set aside Lifebound card, the Villain team gains 2 ★.
2. For each set aside Mechana card, Samael deploys a Villain Cultist on or adjacent to 💀.
3. For each set aside Void card, place a Tainted tile adjacent to an Honor Shrine.
4. For each set aside Enlightened card, discard the top card of the Scheme Deck.
5. For each set aside Monster card, defeat a Player Champion with the highest 🛡.
6. Reset all Beacons so that they are controlled by the Villain team.

Resolve all of these effects, regardless of which cards were just set aside.

UNEXPECTED ENEMIES

During setup, shuffle the Villain Champion Cards together and randomly select three Champions worth 3 ★ or less to use as Villains. (Do not use Champions with the same name as those on the player's roster.) Randomly assign one of the remaining Objective tokens to each of those Villains.

DARING RESCUE

When a player claims control of a Beacon (by moving their Champion onto it), they may rescue one of the set aside cards by acquiring it for free. Ignore the Ambush effects on cards acquired card this way.

Villain Champions do not reclaim Beacons when they move onto them. The Villain team only regains control of the Beacons when Samael is commanded.

Samael draws immense power from Deofol. Purifying what he ruins may weaken the fallen god and lend power to the champions.

"Samael is resurrected," hissed Xeron, as the champions cut him down. "You're too late." As life faded from the old devil, his body convulsed, legs kicking, arms flailing. The champions who'd defeated Xeron retreated behind their shields or natural defenses.

There were eruptions of fire from the wounds on Xeron's ruined body, flames growing hotter and larger until the devil burst, scraps of its host burning away in the air, turned to ash, as the fallen god roused.

Samael was reborn. The long-dead god of love, whose body had been twisted by his crimes, stood before the champions: their bitter enemy, corruption incarnate, the first among monsters.

Even at a distance, Samael was enormous. Dragon heads sprouting from beneath his spear-like horns, writhing and roaring, spitting fire and acid. His beard was a grotesque collection of mouths screaming, begging, moaning, cursing, threatening, wailing—a deafening cacophony of pain and anguish. His vast and sinewy arms, tipped with talons like scimitars, were alight with infernal magic. The fallen god strode toward them, cloven hooves seeming to shake all of Deofol with each step. The champions readied themselves, one last fight for the fate of the Vigil.

VICTORY!

You've done it! You've defeated the malevolent Samael and ended Xeron's scheme.

Continue to page 58 to read the conclusion of your campaign adventure.

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CAMPAIGN CONCLUSION

As Samael's golden blood wet the soil of Deofol, he lashed out, slashing and biting, breathing poison and flame, and calling forth a storm of infernal magic. In pain, the devil screamed in a chorus of howls so terrible that it pierced the heroes to the bone, to the spirit.

Despite Samael's power, Vigil's champions did not relent—they encircled the devil, striking at Samael with spells and steel, driving him to the ground, savagely assaulting the twisted god until his divine life was snuffed out.

The silence seemed absolute after the wailing of the dying god.

With the battle finished, Deofol's ambient heat suddenly felt oppressive. One champion fell to the ground, exhausted, he sat still in the dirt. Another dropped her weapon, wiped her brow, and looked up into Deofol's smoky orange sky. Those left alive said nothing, perhaps not knowing what to say, perhaps not wanting to say anything. In the end, what does one say after murdering a god?

"Heroes of Vigil," Dhartha called out, startling a few survivors. "Godslayers," and he raised his hand to calm them. "We have triumphed over Samael. It was a costly victory, a tragic victory, but a victory nonetheless." Dhartha felt his voice straining, the heat and dust nearly choking him. "For those of you who wish to return to Vigil and to your own time, I can open a gateway back," he said. There was a low chatter among the champions, a mixture of relief and anxiety. "But for those of you who would bear a further burden, I offer you this: Before Samael's fall, Deofol was a realm of beauty, passion, and love. I believe that the corruption here can be healed and it is my intention to stay and restore this world. It will not be easy, but those of you who wish to join me will find an adventure worthy of your legend. The choice is yours, Godslayers."

VICTORY!

Congratulations! You have completed the Ascension Tactics campaign. Are you ready to play it again with a different roster of Champions?

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To our Players,

When I first launched Ascension at GenCon in 2010, I never imagined we'd be building a miniatures version of the game ten years later. Designing Ascension Tactics was no easy task, but everyone at Stone Blade poured their passion and creativity into the project. I'm thankful for my team and proud of what we've achieved.

In the end, however, the game would not exist without you—the players. You trusted us to deliver something fun and exciting. You encouraged us, you playtested, shared opinions, and ultimately, you funded the game. Thank you for bringing Ascension Tactics to life.

If you're interested in seeing what's coming up next for Ascension Tactics, please join the Stone Blade community and connect directly with us through the Stone Blade newsletter.

Each week, I send exclusive updates and behind the scenes looks at our newest games, including some exciting new expansions coming for Ascension Tactics. In addition, subscribers get special discounts, game design lessons, and sneak peeks of our latest sculpts, bonus content, and more. I read every email reply personally, so there is no better way to connect.

I can't wait to hear from you, and I hope you love Ascension Tactics.

-Justin Gary
CEO Stone Blade Entertainment

EXPAND YOUR GAME

Want to try your hand at the Tactics Achievements list?
Looking for even more Ascension Tactics content and news?
Visit our website! StoneBlade.com/Tactics

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Components

1-33. Champion Miniatures (x45)

34. Cultist Tracking Rings (x16)

35. Treasure Bag

36. Champion Standees (x45), below

37. Standee Plastic Holders (x32), below

38. Cards (x334)

39. Honor Tokens (x40)

40. Battlefield Tiles (x65)

41. Treasure Tokens (x24), below

42. Misc. Tokens (x17), below

1. Master Dhartha
2. Arha Templar
3. Xeron
4. Cultist (x 12)
5. Nihil Bomber
6. Raven Siren
7. Reactor Monk
8. Rut
9. P.R.I.M.E.
10. Psyche Askara
11. Faerie Commander
12. Naka Blackblade
13. Unbound Emissary
14. Icarus Steelfoot
15. Twilight Scout
16. Spike Vixen
17. Earth Tyrant
18. Bringer of Despair
19. Mechana Initiate
20. Hedron Smithy
21. Samael
22. Kor
23. Emri
24. Cetra
25. Pasythea
26. Runic Lycanthrope
27. Shadowcaster
28. Demon Slayer
29. Arha Sensei
30. Flytrap Witch
31. Tyranyx
32. Water Djinn
33. Tuskrider



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