

MAGE KNIGHT SCENARIO REFERENCE

First Reconnaissance		
	competitive (2/3/4)	solo
Rounds	3 (DND)	4 (DNDN)
Map shape	W(no limits)	W(no limits)
Country tiles	8/9/11 (sorted)	8 (sorted)
Core city tiles	1	1
Non-city core tiles	2	2
City levels	N/A	N/A
Dummy	none	none or standard solo
Tactics	normal	dummy picks after (remove 2)
Ending	----- standard: city revealed -----	
Scoring	fame + achievements + titles	fame + achievements
Special	<ul style="list-style-type: none"> • 1 fame for revealing a tile (any type) • Start with at least one village-recruitable unit, No elite units, No PvP • Reveal AAs and spells only when needed (remove AA #17-28). • Cities cannot be conquered or entered. 	
Reference	walkthrough & MK, 15	

Full Conquest/Cooperation			
	competitive (2/3/4)	cooperative (2/3)	solo
Rounds	-----	6 (DNDNDN)	-----
Map shape	W/W/O	O/O	W
Country tiles	8/9/11	8/10	7
Core city tiles	2/3/4	3/4	2
Non-city core tiles	1/2/3	2/3	2
City levels	(4,4)/(4,4,4)/(4,4,4,4)	(5,5,8)/(5,5,5,11)	(5,8)
Dummy	none	standard	standard solo
Tactics	normal	dummy picks first (remove 1)	dummy picks after (remove 2)
Ending	-----	standard: last city conquered	-----
Scoring	fame + achievements + titles + goal[cities]	min fame + max achievements + time bonus + coop goal[cities] +10 (if all players are leaders of a city)	fame + achievements + time bonus + coop goal[cities]
Variants	-----	Change city levels	-----
Reference	MK, 16	MK, 16	MK, 17

Blitz Conquest/Cooperation			
	competitive (2/3/4)	cooperative (2/3)	solo
Rounds	-----	4 (DNDN)	-----
Map shape	W/W/O	O/O	W
Country tiles	6/7/9	7/8	5
Core city tiles	2/3/4	2/3	1
Non-city core tiles	1/2/3	1/2	1
City levels	(3,3)/(3,3,3)/(3,3,3,3)	(5,8)/(5,8,11)	(5)
Dummy	none	standard	standard solo
Tactics	normal	dummy picks first (remove 1)	dummy picks after (remove 2)
Ending	-----	standard: last city conquered	-----
Scoring	fame + achievements + titles + goal[cities]	min fame + max achievements + time bonus + coop goal[cities] +10 (if all players are leaders of a city)	fame + achievements + time bonus + coop goal[cities]
Special	-----	Blitz Rules	-----
Variants	-----	Change city levels	-----
Reference	MK, 16	MK, 17	BGG


Mines Liberation

	competitive (2/3/4)	solo
Rounds	----- 4 (DNDN) -----	
Map shape	W/W/O	W
Country tiles	8/9/11	7
	----- (remove only tiles w/o mines) -----	
Core city tiles	1(red)	1(red)
Non-city core tiles	1/2/3	1
	----- (remove only tiles w/o mines) -----	
City levels	----- friendly; each player has 1 shield; no leader -----	
Dummy	none	standard solo
Tactics	normal	dummy picks after (remove 2)
Ending	----- standard: all mines conquered -----	
Scoring	fame + achievements + titles + below	fame + achievements + below
	<ul style="list-style-type: none"> • +4 for each country mine • +7 for each core mine • +5 for title “Greatest Liberator” (most pts from mines, non-solo only) 	
Special	<ul style="list-style-type: none"> • Revealed country mine: 1 green (face up) + 1 brown (face down) • Revealed core mine: 1 red (face up) + 1 brown (face down) • Liberate mine: Enter as action; fight w/ units; night rules; remaining tokens stay. • If mine liberated: mark and +1 reputation (+2 for core). • Mines only produce crystals once liberated. • Start of round, gain 1 crystal for each you’ve marked. 	
Reference	MK, 17	BGG


Druid Nights

	competitive (2/3/4)	solo
Rounds	----- 4 (DNDN) -----	
Map shape	W/W/O4	W
Country tiles	8/9/11	7
	----- (remove only tiles w/o magical glades) -----	
Core city tiles	1(green)	1(green)
Non-city core tiles	1/2/3	1
City levels	----- friendly; each player has 1 shield; no leader -----	
Dummy	none	standard solo
Tactics	normal	dummy picks after (remove 2)
Ending	----- all players have performed incantation during second night, or end of time -----	
Scoring	fame + achievements + titles	fame + achievements
Special	<ul style="list-style-type: none"> • When ending move on glade, may activate: mark with shield (each player may have 1 shield). • Once during night, may perform incantation as action: <ul style="list-style-type: none"> – Summon 1 brown/red (1st/2nd night) for each glade with your shield. – Fight; undefeated disappear (but with no fame) – Double fame for defeated enemies – Get 1/2 (1st/2nd night) random crystals for each summoned (even if not defeated). • At end of night, remove all shields from glades. 	
Variants	<ol style="list-style-type: none"> 1. Only 1 (with 2 players) or 2 (with 3–4 players) may mark a glade 2. With < 4 players, play 6 rounds with all country and core non-city tiles. For third night, summoning produces 1 brown and 1 red per glade marked and generates 3 crystals per glade marked. 	
Reference	MK, 18	BGG


Dungeon Lords		
	competitive (2/3/4)	solo
Rounds	----- 5 (DNDND) -----	
Map shape	W/W/O4	W
Country tiles	8/9/11	7
	----- (only remove tiles w/o dungeons) -----	
Core city tiles	1(blue)	1(blue)
Non-city core tiles	1/2/3	1
	----- (always include desert with monastery and tomb) -----	
City levels	----- friendly; each player has 1 shield; no leader -----	
Dummy	none	standard solo
Tactics	normal	dummy picks after (remove 2)
Ending	----- standard: all dungeons & tombs conquered -----	
Scoring	fame + achievements + titles	fame + achievements
	except: <ul style="list-style-type: none"> • Dungeons & tombs worth +4 (instead of +2) • Also count secret dungeons & tombs • Award Greatest Dungeon Crawler (+5, +2 shared) instead of Greater Adventurer 	
Special	<ul style="list-style-type: none"> • Whenever village (monestary) revealed, revealer picks accessible, adjacent, non-swamp space, without site to be secret dungeon (tomb). Place brown (red) enemy face down to indicate. May be on different tile. • Secret dungeons and tombs are just like normal ones. • Conquered dungeons and tombs cannot be entered again. • May move between conquered dungeons and tombs: pay 2 movement plus 1 per distance to move. Path cannot be through lakes or swamps. 	
Reference	MK, 18	BGG

Conquer and Hold		
	competitive (2/3/4)	
Rounds	6/4/4	
Map shape	predefined: 	
Country tiles	5 (all with keeps and mage towers)	
Core city tiles	1 (white)	
Non-city core tiles	4 (all with keeps and mage towers)	
City levels	friendly, but closed; no player may enter	
Dummy	none	
Tactics	normal	
Ending	end of last round	
Scoring	keep=3, mage tower=2	
Special	<ul style="list-style-type: none"> • If 4 players, play as 2 teams (see team rules: MK, 13). • Regular units only during first half of game • Elite & regular units during second half • Units recruitable in monasteries can be recruited in mage towers. • Units recruitable in villages can be recruited in keeps. • No reputation loss for assaulting a keep or mage tower. • Mage towers are different: <ul style="list-style-type: none"> – When conquered, no spell (but can buy later) – If conquered, can be assaulted by another player (like keep) who fights violet enemy for half (round up) fame. – If start turn on or next to your mage tower, get one gold (day) or black (night) mana for every mage tower you control. • During second day & night, draw two gray (keep) or violet (mage tower) enemies when attaching a keep or tower owned by another. Total fame is added and then halved (round up at the end). • During third day, same as above, but with three enemies. 	
Variants	1. Reveal all tiles at the start	
Reference	MK, 19	



One to Return	
	competitive (2/3/4)
Rounds	4 (DNDN)
Map shape	W (or as agreed)
Country tiles	7/8/10
Core city tiles	1/2/3
Non-city core tiles	1/2/3
City levels	(3)/(3,3)/(3,3,3)
Dummy	none
Tactics	normal
Ending	end of last round
Scoring	Whoever stands on the portal at the end wins.
Special	<ul style="list-style-type: none"> Portal closes at end of Day 1 (if on portal, eliminated) and portal is empty space: only one player at a time. Combat is allowed with forced withdrawal. After end-of-round announced on last round, no PvP
Variants	<ol style="list-style-type: none"> Play for 6 rounds. Add one tile of each type and cities are level 4. With 4 players, play as 2 teams. Each team randomly secretly draws on player who has to be on the portal to win.
Reference	MK, 19

Volkare's Return — Epic									
	cooperative (2/3/4)					solo			
Rounds	----- 6 (DNDNDN) -----								
Map shape	----- O4, Volkare's camp left-most starting tile:						-----		
Country tiles	8/10/12					7			
Core city tiles	1 (bottom of stack)					1 (bottom of stack)			
Non-city core tiles	2/3/4 (+ Volkare's camp)					1 (+ Volkare's camp)			
City levels	Combat lvl	City lvl	Volkare lvl	Bonus		Combat lvl	City lvl	Volkare lvl	Bonus
	daring	6/8/10	10/15/20	30		daring	4	5	30
	heroic	9/12/16	16/24/32	40		heroic	6	8	40
	legendary	14/18/22	24/36/48	50		legendary	10	12	50
	Race lvl	Volkare wounds	Ind. units	Mult		Race lvl	Volkare wounds	Ind. units	Mult
	fair	18	2/3/4	1		fair	18	1	1
	tight	15	3/4/5	1.5		tight	15	2	1.5
	thrilling	12	4/5/6	2		thrilling	12	3	2
Dummy	Volkare					Volkare			
Tactics	dummy picks after (remove 0)					dummy picks after (remove 1)			
Ending	Time runs out (loss), Volkare enters city before players (loss), Volkare attacks city twice without defense from players (loss), or Volkare's army is destroyed (win)								
Scoring	min fame + max achievements								
	+20					(if city conquered)			
	+[Bonus + 2× cards in Volkare's deck] × Mult					(if Volkare defeated)			
Special	<ul style="list-style-type: none">• Volkare rules and many scenario specifics — see MK:LL rulebook• Volkare's tile does not count as a core tile for elite• 1 extra die in source, 1 extra unit units								
Reference	MK:LL, 14–16								

Volkare's Return — Blitz

	cooperative (2/3/4)				solo			
Rounds	----- 4 (DNDN) -----							
Map shape	----- O4, Volkare's camp left-most starting tile:							
Country tiles	6/8/10				5			
Core city tiles	1 (bottom of stack)				1 (bottom of stack)			
Non-city core tiles	1/2/3 (+ Volkare's camp)				1 (+ Volkare's camp)			
City levels	Combat lvl	City lvl	Volkare lvl	Bonus	Combat lvl	City lvl	Volkare lvl	Bonus
	daring	4/5/6	8/12/16	30	daring	3	4	30
	heroic	6/8/10	12/18/26	40	heroic	4	6	40
	legendary	8/11/14	16/24/32	50	legendary	5	8	50
	Race lvl	Volkare wounds	Ind. units	Mult	Race lvl	Volkare wounds	Ind. units	Mult
	fair	16	2/3/4	1	fair	16	1	1
	tight	13	3/4/5	1.5	tight	13	2	1.5
	thrilling	10	4/5/6	2	thrilling	10	3	2
Dummy	Volkare				Volkare			
Tactics	dummy picks after (remove 0)				dummy picks after (remove 1)			
Ending	Time runs out (loss), Volkare enters city before players (loss), Volkare attacks city twice without defense from players (loss), or Volkare's army is destroyed (win)							
Scoring	min fame + max achievements				(if city conquered)			
	+20 +[Bonus + 2× cards in Volkare's deck] × Mult				(if Volkare defeated)			
Special	<ul style="list-style-type: none">• Volkare rules and many scenario specifics — see MK:LL rulebook• Volkare's tile does not count as a core tile for elite• 1 extra die in source, 1 extra units• Blitz Rules(+2 dice and +2 units, in total)							
Reference	MK:LL, 14–16							

Volkare's Quest

	cooperative (2/3/4)				solo			
Rounds	----- 6 (DNDNDN) -----							
Map shape								
Country tiles	9/11/12				8			
Core city tiles	2/3/3				2			
Non-city core tiles	3/4/3				4			
City levels	Combat lvl	City lvl	Volkare lvl	Bonus	Combat lvl	City lvl	Volkare lvl	Bonus
	daring	4/4/5	14/20/26	30	daring	3	8	30
	heroic	4/5/5	18/26/34	40	heroic	4	10	40
	legendary	5/5/6	26/38/50	50	legendary	4	14	50
	Race lvl	Volkare wounds	Ind. units	Mult	Race lvl	Volkare wounds	Ind. units	Mult
	fair	20	2/3/4	1	fair	20	1	1
	tight	16	3/4/5	1.5	tight	16	2	1.5
	thrilling	12	4/5/6	2	thrilling	12	3	2
Dummy	Volkare				Volkare			
Tactics	dummy picks after (remove 0)				dummy picks after (remove 1)			
Ending	Volkare enters portal space and then performs another move (loss), or Volkare's army is destroyed (win)							
Scoring	min fame + max achievements							
	+5× # conquered cities							
Special	+[Bonus + 2× cards in Volkare's deck] × Mult				(if Volkare defeated)			
	• Volkare rules and many scenario specifics — see MK:LL rulebook							
	• Volkare's tile does not count as a core tile for elite							
Reference	• 1 extra die in source, 1 extra unit units							
	MK:LL, 17–19							

Life and Death

	competitive (2/3/4)	cooperative (2/3/4)	solo
Rounds	----- 6 (DNDNDN) -----		
Map shape	W/W/O4	O/O/O	W
Country tiles	7/9/11 (3/4/5 glades)	7/9/11 (3/4/5 glades)	6 (3 glades)
Core city tiles	3/3/3 (red, green, other)	3/3/3 (red, green, other)	3 (red, green, other)
Non-city core tiles	1/2/3	2/3/4	2
Avatar levels	4/5/6	8/10/12	6
City levels	----- friendly; each player has 1 shield; no leader -----		
Dummy	none	standard	standard solo
Tactics	normal	dummy picks first (remove 0)	dummy picks after (remove 2)
Ending	----- standard: both faction leaders are defeated -----		
Scoring	fame + achievements + titles + 5 (if most shields on glade and elementalists) + 5 (if most shields on graveyards and dark crusader) (ties broken in favor of player with shield on highest factor leader token level)	min fame + max achievements + coop goal[avatars] + time bonus + 10 (if all players have shield on a leader) + 10 (if all players have shields on both leaders)	fame + achievements + coop goal[avatars] + time bonus
Special	<ul style="list-style-type: none"> • Glades on south side have green and brown elementalists • Glades on north side are graveyard with green and brown dark crusaders • Glades in the middle: roll randomly • Rampaging enemies similarly drawn (north versus south) • Gain +1 reputation and artifact/spell from defeating last enemy on glade/graveyard • Green city tile cannot be on north and is replaced by hidden valley • Red city tile cannot be on south and is replaced by necropolis 		
Reference	MK:SoT, 6–8		

The Realm of the Dead

	competitive (2/3/4)	cooperative (2/3/4)	solo
Rounds	----- 4 (DNDN) -----		
Map shape	W/W/O4	O/O/O	W
Country tiles	5/7/9 (2/3/4 glades)	6/8/10 (3/4/5 glades)	5 (2 glades)
Core city tiles	2/2/2 (blue, green)	2/2/2 (blue, green)	2 (blue, green)
Non-city core tiles	2/3/4	2/3/4	1
Avatar levels	5/6/7	8/10/12	4
City levels	----- friendly; each player has 1 shield; no leader -----		
Dummy	none	standard	standard solo
Tactics	normal	dummy picks first (remove 0)	dummy picks after (remove 2)
Ending	----- standard: all graveyards sealed and avatar defeated -----		
Scoring	fame + achievements + titles + 5 (if most shields on graveyards and dark crusader) (ties broken in favor of player with shield on highest factor leader token level)	min fame + max achievements + time bonus + 5×# graveyards sealed + 10 (if avatar defeated) + 10 (if all graveyard sealed and avatar defeated) + 20 (if every player has a shield on faction leader)	fame + achievements + time bonus + 5×# graveyards sealed + 10 (if avatar defeated) + 10 (all graveyard sealed and avatar defeated)
Special	<ul style="list-style-type: none"> • Blitz Rules • Glades on countryside tile are graveyards with dark crusaders: 2 green on first, 1 green and 1 brown on second, 1 red on third, 1 green and 1 red on fourth • Rampaging enemies are from dark crusader; if not on initial tiles, pursuit of player who revealed tile • Gain AA/spell/unit/artifact for defeating last enemy on first/second/third/fourth graveyard. • Liberate graveyard with 1 mana (not an action) to place shield and get +1 reputation • Blue city is replaced by necropolis • For coop only, all players part of team (see MK, 13) 		
Reference	MK:SoT, 8–10		

The Hidden Valley

	competitive (2/3/4)	cooperative (2/3/4)	solo
Rounds	----- 4 (DNDN) -----		
Map shape	W/W/O4	O/O/O	W
Country tiles	5/7/9	6/8/10	5
Core city tiles	2/2/2 (white, green)	2/2/2 (white, green)	2 (white, green)
Non-city core tiles	2/3/4	2/3/4	1
Avatar levels	5/6/7	8/10/12	4
City levels	----- friendly; each player has 1 shield; no leader -----		
Dummy	none	standard	standard solo
Tactics	normal	dummy picks first (remove 0)	dummy picks after (remove 2)
Ending	----- standard: faction leader is defeated -----		
Scoring	fame + achievements + titles + 5 (if most shields on faction leader) (ties broken in favor of player with shield on highest factor leader token level)	min fame + max achievements + time bonus + 20 (if avatar defeated) + 20 (if every player has a shield on faction leader)	fame + achievements + time bonus + 20 (if avatar defeated)
Special	<ul style="list-style-type: none"> • Blitz Rules • Rampaging enemies are from elementalists; if not on initial tiles, gain ambush • Exploring a new tile costs triple the normal move. Abilities that modify cost area applied before tripling. Influence may be used in conjunction with move for exploring. • When rampaging enemy is defeated, active player may add a new map tile as if explored; does not have to be adjacent to space of active player. • White city is replaced by Hidden Valley • Keep on white city's tile has 2 green elementalist enemies (instead of gray). Random gray used if attacked by another player, as normal. 		
Reference	MK:SoT, 10–12		

The Lost Relic

	competitive (2/3/4)	cooperative (2/3/4)	solo
Rounds	----- 2 (DN) -----		
Map shape	O3/O4/O	O4/O/O	O3
Country tiles	6/7/8	7/8/9	6
Core city tiles	2/3/4	3/4/5	2
Non-city core tiles	1/2/3	2/3/4	1
City levels	----- N/A -----		
Dummy	none	standard	standard solo
Tactics	normal	dummy picks first (remove 0)	dummy picks after (remove 2)
Ending	----- standard: all relic pieces collected -----		
Scoring	fame + achievements + titles +4× # relic pieces collected +4 (if most pieces, +2 if tied)	min fame + max achievements + +time bonus (except no bonus for unneeded rounds) +5× # relic pieces collected +10 (if all pieces collected) +5 (if all players collected a piece)	fame + achievements + +time bonus (except no bonus for unneeded rounds) +5× # relic pieces collected +10 (if all pieces collected)
Special	<ul style="list-style-type: none"> • Start at level 3 (see MK:SoT, 13–14) • Start at fame=9 • Remove all elite units that are only recruitable in cities • Blitz Rules • Score 1 fame when revealing a new tile. If it contains a ruined city, score 1 more fame. • All rampaging enemies on core tiles are green instead of red. • Cities are destroyed, do not place city figures or city cards; cost to move onto city hex is 2; only 1 character per city hex. • A destroyed city has red enemy, face down (revealed when adjacent, day or night); when entered, must fight; if defeated, player claims relic piece and marks hex with shield. 		
Reference	MK:SoT, 10–12		


The Gauntlet

	solo
Rounds	6 (DNDNDN)
Map shape	Linear (side B of start tile, only one adjacent, all tiles extending away)
Country tiles	7 (remove #11)
Core city tiles	1 (red, at bottom)
Non-city core tiles	3 (base: #2, #4, one w/o rampaging / LL: 3 of #2, #4, #9, #10)
City levels	friendly; start with no shields; no leader
Dummy	standard solo
Tactics	dummy picks after (remove 2)
Ending	Immediately after turn when artifact bought from city, or end of sixth round
Scoring	fame + achievements + +time bonus (except 2 pts per card and 40 pts per unplayed round) +10 points (if entered city) +10 points (if bought artifact from city)
Special	<ul style="list-style-type: none"> • For every second rampaging orc defeated, add one shield token to city (in addition to reputation bonus) • For every rampaging draconum defeated, add one shield token to city (in addition to reputation bonus)
Reference	BGG, user Trevin, thread 1212646

Quest for the Golden Grail

	solo
Rounds	6 (DNDNDN)
Map shape	W
Country tiles	7 (4 with either a Monastery or Mage tower, 3 without either)
Core city tiles	1
Non-city core tiles	2
City levels	4
Dummy	standard solo
Tactics	dummy picks after (remove 2)
Ending	Player at portal with grail in hand, not deck or discard (win), or end of last round (loss)
Scoring	no scoring
Special	<ul style="list-style-type: none"> • Monasteries: May spend 4 influence (during interaction) to draw 3 cards from artifact deck, place one on the top and two on the bottom of the artifact deck. Maximum of once per monastery. If monastery is burned after such action on it, only draw top artifact for reward. • Mage Tower: May spend 4 influence (during interaction) and 0–3 mana. Draw 2 + # of mana artifact cards. Place one on the top and the rest on the bottom of the artifact deck. If mana spent, may explore one adjacent tile for free. Maximum of once per mage tower. • Ancient Ruins: When clearing a ruin that does <i>not</i> include an artifact as reward, may draw two cards from artifact deck. If one is grail, place on top and other on bottom of artifact deck. Otherwise, place both on bottom. • City: When defeated during assault, may draw 4 artifact cards, keep one and place others on bottom of artifact deck. If done, cannot recruit units in city, cannot use its special interaction action, and no extra hand size for city bonus. If not chosen, cannot use later.
Variants	<ul style="list-style-type: none"> • Easier: Must find grail, but does not have to be returned to portal • Challenging: Add 4 wounds to artifact deck. If wound is selected as artifact reward, player instead picks a spell from the offer. • Nightmare: As “challenging,” but also increase city level (to 6, 8, or higher)
Reference	BGG, user ugawreck, thread 1111580

Ladyhawke

	cooperative (2 players)
Rounds	4+1 (DNDN+E)
Map shape	predefined: 
Country tiles	6 (2 with a monastery, 4 without)
Core city tiles	1 (if blue, monastery is burnt)
Non-city core tiles	2
City levels	11
Dummy	Special
Tactics	dummy picks after (remove 0)
Ending	Bishop is defeated (win), a player is knocked out within city (loss), or time runs out (loss)
Scoring	min fame + max achievements
Alt. Scoring	Score one point per player without wounds in hand, one point if all city defender eliminated, and one point if unspent turns at the end.
Special	<ul style="list-style-type: none"> • Set-up: <ul style="list-style-type: none"> – Start on any one space adjacent to city (which is in the middle tile) – Do not use coop skills (or comp. skills) – Play with one male (M) knight and one female (F) knight. – Remove units that can only be recruited in cities. • Dummy: <ul style="list-style-type: none"> – M plays during day and F during night. Non-active player acts as special dummy. – In last round (E: eclipse), both play – Between rounds, replace figure on board (stay in same spot), transfer crystals, transfer units (keep wounds and remove those that cannot transfer), transfer all non-basic cards (ex. wounds) from deck. But, do not transfer fame, reputation, or skills. – Dummy picks random tactic – Each round, dummy draws five cards (from now depleted hand) – When non-dummy plays, dummy may play cards to generate move, attack, block, or influence, but cannot go below 3 cards and cannot use mana to get stronger effect. – At end of turn, dummy discards 3 cards (can discard wounds), then draw to 5. – If no cards, must declare EoR. • Rule Exceptions: <ul style="list-style-type: none"> – M can explore at farther distance: pay move to explore equal to distance (1 if adjacent). – F can ignore one defensive ability or resistant printed on enemy, once per turn. – In monastery, can pay 7 influence to gain extra eclipse round (max of 3 can be gained), must alternate purchases by M and F. • Eclipse Round: <ul style="list-style-type: none"> – Place M next to F, in safe space – Distribute crystals, units, non-basic cards (ex. wounds) as desired between M and F – No dummy player – Day and night tactics allowed – Play lasts 1 round (plus any gained at monastery) – Gold and black mana can be used. – For effect (magic glade, skill, etc) that depends on day/night, player can choose. – Deserts and forests cost 4 movement. – Keeps' and towers' units are revealed (like Day) • City Assault: <ul style="list-style-type: none"> – City can only be assaulted coop and during E round – Tokens assigned to both M and F, and across E rounds – Bishop also assigned, but only after other tokens – Bishop has stats: 3 armor (arcane immunity, fortified, ice & fire resistance), 3 attack (cold/fire, petrification, assassintation), 9 fame – Bishop not boosted by color of city, but does gain fortification from city walls. – Bishop only defeated if all city defenders also defeated.
Reference	BGG, user Eliadann, thread 1399173

Key

Rounds	D=day, N=night	
Map shape	W	Wedge (starting tile side A, limit: no core on “outside”)
	O	Open (starting tile side B, limit 5 columns)
	On	Open, but limited to n columns
Dummy	standard	Dummy deck as normal. Add last AA and crystal as color of last spell at end of each round. Flip 3 +1/crystal of color of last card flipped.
	standard solo	As standard, above. Also add one random skill from dummy player to skill offer after each time player levels with a skill increase.
	Volkare	Deck with spells 17–20 and wounds. Draw one card / turn. Do as card for scenario states (often rerolling a die from the source)
Tactics	normal	Players pick in reverse fame order.
	dummy picks first	As “normal” but dummy picks random one before players.
	dummy picks last	As “normal” but dummy picks random one after players.
	(remove 0)	End of round: All tactics are kept.
	(remove 1)	End of round: player(s) must pick <i>one</i> of the players’ chosen tactics to remove
Scoring	(remove 2)	End of round: both tactics chosen (player and dummy) are removed.
	fame	Player’s fame at end
	min fame	Minimum player’s fame at end
	achievements	Points per item, as shown on scoring card
	max achievements	Maximum player’s value for each line on scoring card
	titles	+3 (or +1 for tie) points for player who did best on scoring card line (-3/-1 for worst in wounds)
	goal[x]	7 for each x you are a leader of, 4 for each x you are not leader, but have a shield token on
	coop goal[x]	10 for each x conquered. 15 if all are conquered
Ending	time bonus	30 points per unneeded round, 1 point per card left in dummy’s deck, 5 points if end-of-round not declared
	standard: [x]	Once [x] is done, all players (including the player on whose turn [x] happened, but not including the dummy, if any) get one more turn
Special	Blitz Rules	<ul style="list-style-type: none"> • Start at 1 Fame. • Start with +2 Reputation (<i>i.e.</i> +1 bonus). • One extra die in the source • One extra unit in the offer • When you cross a line on the Fame track, +1 Fame