

Black Fortress Alliance

Players: 2-6

Setup

For this scenario the heroes will have to defend the realms against lots of invaders trying to reach and destroy their cities. Follow the normal rules of Setup as in the base game but:

Exclude the Dark Lords cards, they won't be used for this scenario but you will still need their tokens.

For this scenario the Black Fortress rules have to be used as well as the Black Fortress minis.

During the set up do not place any artifact in any of the Active Realms, place only the tokens that give you gold coins as you already know.

This scenario is universal and you can use it for all the realms. For each active player there is a corresponded active realm in the game. Example: 5 players equals to 5 Realms. You choose the Realms you will play with this scenario.

Winning Condition

Collect all the 4 Dark Lord tokens from the Black Fortresses and return them to the towns so you can free all the Active realms. The tokens represent the souls of the Dark Lords which empower the Black Fortresses.

Gameplay

For this scenario the Black Fortresses works differently. They still spawn normally when the invasion marker reaches 7 or more than that, but their rules are the following:

- When the Black Fortress spawns do not roll the area die to see where it is placed, rather place it on the Area labeled (I) instead.
- Whenever an Invasion card is drawn, on a realm with a Black Fortress, spawn one invader of that kind in the area of the Black Fortress and an extra one in an area determined by the Area die (you roll it). Example: You have a horde of 3 minions you must spawn. In that case you must spawn another 3 minions.
- Players cannot affect in any way the Black Fortress (you cannot destroy it by any mean) until the invader marker reaches 16 or more than that. Players must then travel to the area of the Black Fortress and claim the Dark Lord token (that is inside the Black Fortress). In order to do that you pay a tribute of one gold coin and then sacrifice 1 Artifact of the corresponded realm as an action. At that time, the Black Fortress is defeated and is no longer standing.

-Players must then return the Dark Lord token to the town before the Invasion marker reaches 20 so the Realm will be considered inactive from now on. If the Invasion marker on any realm reaches 20 the players lose.

-Invaders also move differently in this scenario. When they move, they always move towards the next area in the order: I → II → III → IV → V → VI → Town and so on. When an Invader reaches the Town remove him from the board and increase the Invasion Meter by 1! Each time an Invader remains alive in the Realms still increase the Invasion Marker as you already know.

-During this scenario when claiming an Artifact, players remove all Invaders from that area from the board. This is the reward you get when you claim such a token.

