

HEROES III

OF MIGHT AND MAGIC

Complete

SHADOW
OF DEATH



RESTORATION
OF ERATHIA



ARMAGEDDON'S
BLADE



CUSTOM



BACK



NEW WORLD COMPUTING

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**RESTORATION
OF ERATHIA**

Intro

Intro Narrative:

Seven weeks have passed since we set sail from Enroth. Slaves freed from our skirmishes with Regnan fleets talk of the turmoil in Erathia. I suspect their stories are true, but I must see the evidence with my own eyes.

The ocean tides were kind enough to bury the firmament shores. However, the smoking ruins of cloud fire greeted us with nothing but destruction and the stench of death. With no survivors, only the battlefield could tell me what happened here.

Despite the breadth of devastation, the presence of Minotaurs suggested a raiding party; however, the ranks were too well organized.

This is the work of the Dungeon Overlords. Evidently, the Wizards were prepared, but overrun nevertheless.

These atrocities rend my heart and fuel my anger. Erathia's banner must be respected, never disgraced.

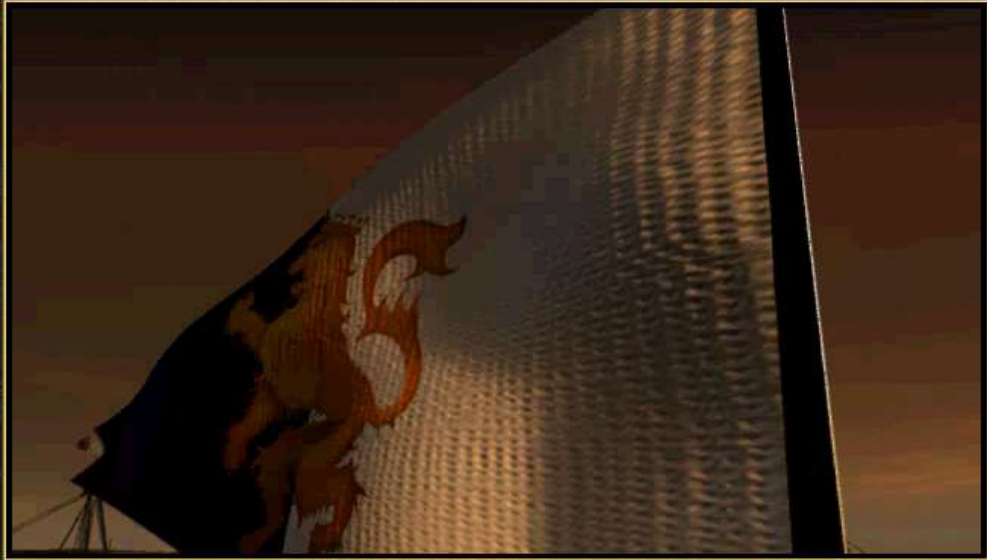
I think of my beloved Roland and my son Nicolai, and how much further this war will carry me from them. But my duty is clear. My father's kingdom must survive. Erathia **MUST NOT** fall to its enemies.

Intro Video:

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SELECT A CAMPAIGN





BACK

Long Live the Queen

Our landing has confirmed both our rumors and fears. With the death of my father, Erathia's lands are being greedily divided by her neighbors.

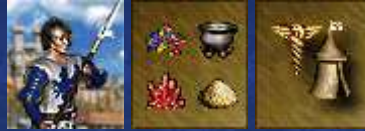
Region Map:



Homecoming

To win, you must locate and capture the town of Terraneus. Your Heroes will be limited to 6th level in this scenario, but your 4 strongest Heroes will travel with you to the next scenario of this campaign.

Starting Bonus:



Start with 14 Pikemen

Start with 5 Sulfur, Mercury, Crystal, and Gems

Start with First Aid Tent

Difficulty:

Easy

Map Size:

Medium

Map:



Region Name:

Southport

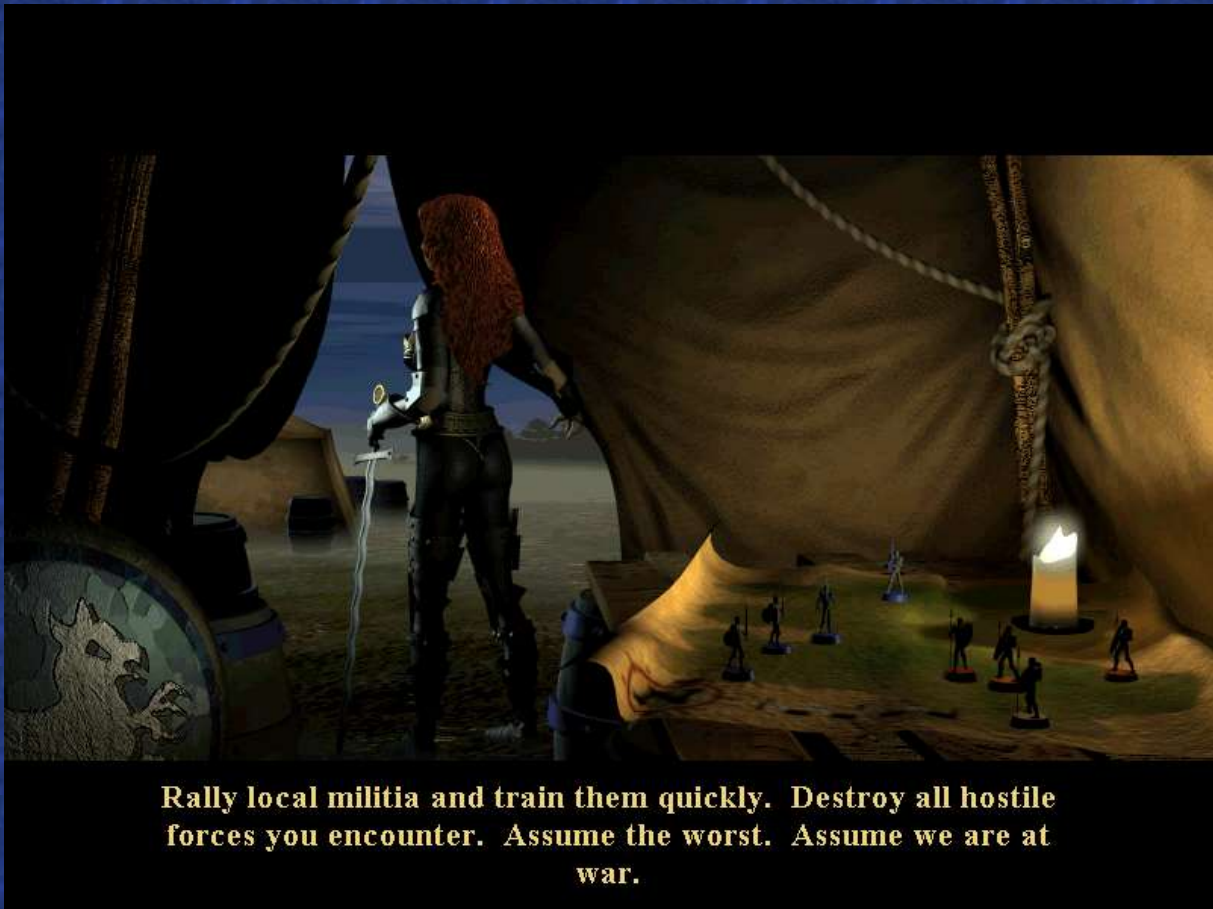
Region Description:

Queen Catherine has departed to elicit military support from King Gavin Magnus of Bracada. Other generals are fanning through the region. Establish a base of operations, rally local militia, determine the extent of the Nighon occupation, and find their invasion route.

Prologue Narrative:

Our initial landing has captured a devastated outpost. Information is scarce and unreliable at best. Neighboring citizens have fled their villages. Remaining survivors tell conflicting stories. Evidence points to a Nighon invasion. Rally local militia and train them quickly. Destroy all hostile forces you encounter. Assume the worst. Assume we are at war.

Prologue Video:



Rally local militia and train them quickly. Destroy all hostile forces you encounter. Assume the worst. Assume we are at war.

Starting Message:

From Catherine Ironfist, Queen of Enroth: “General, our initial landing shows evidence of an invasion by the Dungeon Overlords of Nighon.”

“These people have been under Nighon military rule for the past thirty days. We assume the adjacent towns of Plinth, Mirham, and Trailia are also under Nighon or Eeofol occupation.”

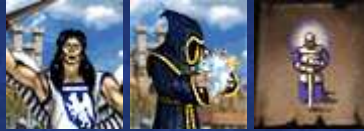
“Other generals are fanning through the region to determine the extent of the territorial violation. For this area, your goal is simple. Establish a base of operations, rally local militia, determine the extent of the Nighon occupation, and find their invasion route.”

“If you can secure their main base of operations, we will be able to quickly eliminate any remaining forces. Good luck.”

Guardian Angels

To win, you must capture all enemy towns and castles and defeat all enemy heroes.
Your Heroes will be limited to 12th level in this scenario, but your 8 strongest Heroes will travel with you to the final scenario of this campaign.

Starting Bonus:



Start with 1 Angel
Start with 3 Zealots
Start with a scroll of Prayer

Difficulty:

Normal

Map Size:

Small

Map:



Region Name:

Angel Gate

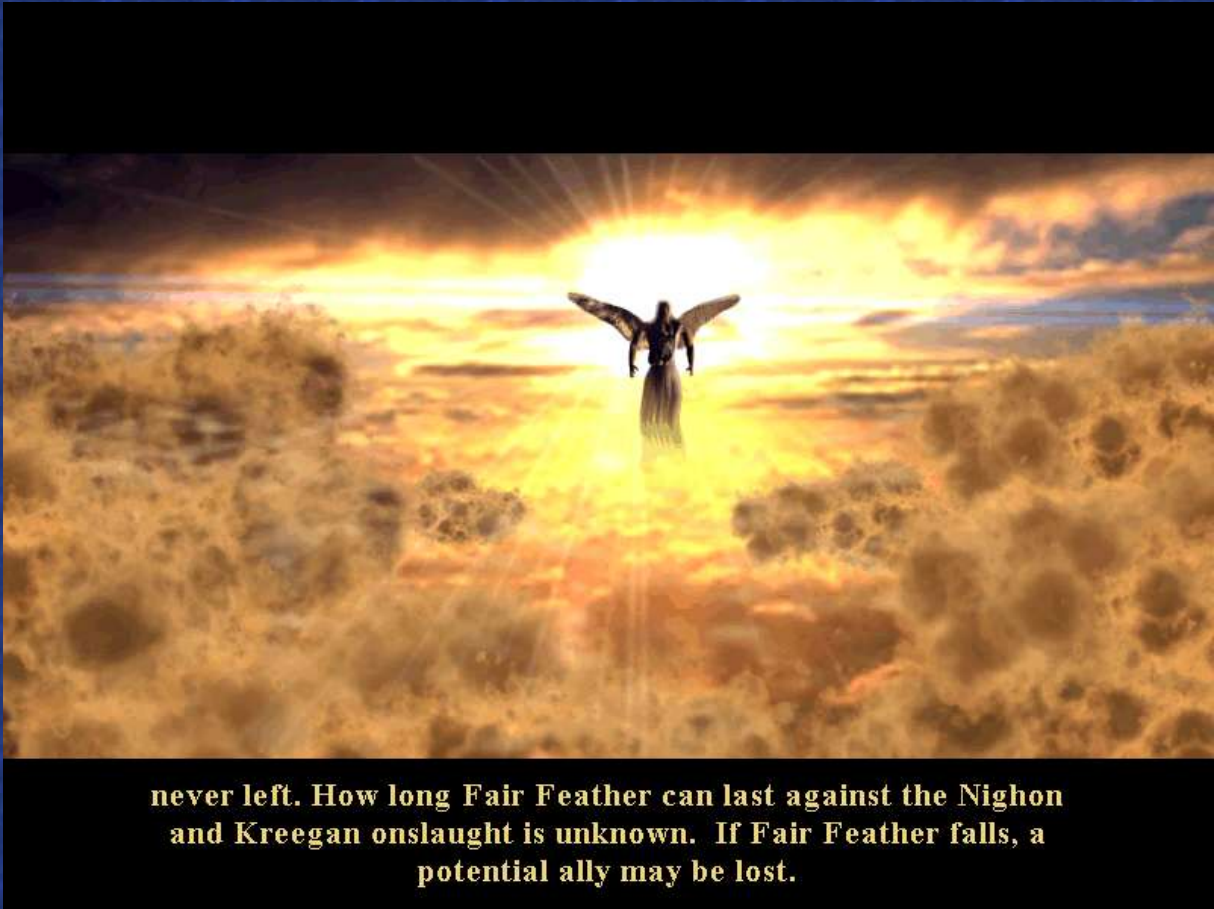
Region Description:

Reports of Angels near the town of Fair Feather deserve our investigation. If the rumors are true, then we must ensure the safety of this town, and perhaps convince the Angels to ally with us.

Prologue Narrative:

Pressing toward Erathia's capitol of Steadwick, we have encountered peasants talking of Fair Feather, a town to the north. Though surrounded, it has withstood the Nighon invasion. Reports are unconfirmed, but these peasants believe 'Angels' watch over the town. Angels have been spotted in Erathia before. During the Kreegan infestation, scattered reports told of winged beings massacring large Kreegan forces. Either the Angels have returned, or they never left. How long Fair Feather can last against the Nighon and Kreegan onslaught is unknown. If Fair Feather falls, a potential ally may be lost.

Prologue Video:



never left. How long Fair Feather can last against the Nighon and Kreegan onslaught is unknown. If Fair Feather falls, a potential ally may be lost.

Starting Message:

We must reach Fair Feather before the Nighon and Eeofol forces. If we can show our support, then we should be able to convince the Angels to help us in reclaiming Erathia. We must secure this area before we can move on to Steadwick.

Griffin Cliff

To win, you must locate and flag all 7 Griffin Towers.

Starting Bonus:



Start with Golden Bow

Start with Lion's Shield of Courage

Start with Endless Sack of Gold

Difficulty:

Normal

Map Size:

Medium

Map:



Region Name:

Gryphon Cliff

Region Description:

The region of Griffin Cliff, the annual breeding grounds from which nearly all of Erathia's Griffin population comes from, is currently under the control of the combined Nighon and Kregan forces. Generations ago, the Griffins were key to building Erathia, and today they are key to reclaiming it.

Prologue Narrative:

Each year, Griffins from around the world migrate to Griffin Cliff. Armies of King Gryphonheart the First tamed the Griffins and trained them for war. With these great beasts, King Gryphonheart unified the divergent human colonies and formed Erathia. King Gryphonheart felt the land's native Griffins were key to any Erathian war. To secure Steadwick, we need the Griffins.

Prologue Video:



formed Erathia. King Gryphonheart felt the land's native griffins were key to any Erathian war. To secure Steadwick, we need the griffins.

Starting Message:

The region of Griffin Cliff, the annual breeding grounds from which nearly all of Erathia's Griffin population comes from, is currently under the control of the combined Nighon and Kreegan forces. Generations ago, the Griffins were key to building Erathia, and today they are key to reclaiming it.

Nighon and Kreegan infestation in this area is significant, but we must free the Griffins who are currently being forced to serve them. We have received reports that the capitol city of Steadwick is under siege. Should it fall, we will need the assistance of the Griffins.

Seek out the Griffin Towers to the north. We must free them all before we can press on toward Steadwick. Good luck.

Dungeons and Devils

Erathian history has never recorded the fall of Steadwick to her enemies. Today we start a glorious campaign to forever change this fact. No longer will we allow Erathia to hamper our religious and economic ways of life. We have the element of surprise. We will soon have victory as well.

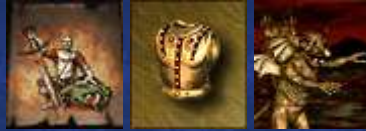
Region Map:



A Devilish Plan

To win, you must find and kill the Gold Dragon Queen. Your Heroes will be limited to 12th level in this scenario, but your 8 strongest Heroes will be available to you in the final scenario of this campaign.

Starting Bonus:



Start with a scroll of Slayer
Start with Armor of Wonder
Start with 100 Imps

Difficulty:

Easy

Map Size:

Medium

Map:



Region Name:

Rionpoint

Region Description:

Before Erathia has a chance to call upon the Elves of AvLee for assistance, we have decided to strike at the heart of AvLee's strength – the Gold Dragon Queen. By eliminating the Elves' strongest ally, they will be unable to lend aid to Erathia.

Prologue Narrative:

A large Elvish population inhabits Erathia's southeastern coast. Green and Gold Dragons, native to the region, augment their military strength. Before we conquer this region, and detour our forces to Steadwick, we must annihilate these Dragons. Our Kreegan allies from Eeofol requested the honor of this mission. The Kreegans are fierce warriors. They will enjoy the slaughter.

Prologue Video:



dragons. Our Kreegan allies from Eeofol requested the honor of this mission. The Kreegans are fierce warriors. They will enjoy the slaughter.

Starting Message:

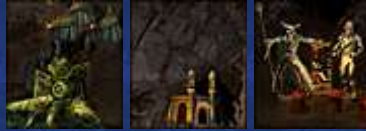
Our underlings have done well. They have managed to raise a volcano and erect a fort in a sparsely populated forest just outside of Erathia's border. While the Dungeon Overlords make their way underground toward the Erathian capitol, you must strike at their allies, the Elves of AvLee.

The Gold Dragon Queen is a powerful ally of AvLee. You must find her lair and see to her demise, as this will greatly weaken the Elves and make them less of a threat to our plans to destroy Erathia. Go now, and make us proud!

Groundbreaking

To win, you must capture all enemy towns and castles and defeat all enemy heroes.
Your Heroes will be limited to 12th level in this scenario, but your 8 strongest Heroes will be available to you in the final scenario of this campaign.

Starting Bonus:



Start with Pillar of Eyes
Start with Mage Guild Level 1
Start with Battle Scholar Academy

Difficulty:

Easy

Map Size:

Medium

Map:



Region Name:

Grainrich

Region Description:

Our forces will cover most of the distance to the Erathian capitol by using underground tunnels. To maintain the element of surprise, you must attack any Erathian settlement you find. Use vast network of caves in this area to accomplish this goal.

Prologue Narrative:

Reports claim a fleet of Enrothian warships have landed on the southern coast of Erathia. We do not know who commands this force, or its size. Through sources in Eeofol, we know Roland Ironfist cannot lead this fleet. Regardless, our plans remain unchanged. We start the last phase of our underground invasion and solidify our position along the southeastern coast. Afterwards, we can transport more reinforcements from Nighon. We have dug the last tunnels to this area. You will have the tactical advantage.

Prologue Video:



southeastern coast. Afterwards, we can transport more reinforcements from Nighon. We have dug the last tunnels to this area. You will have the tactical advantage.

Starting Message:

As we tunneled into the region, we discovered a splinter colony that had long ago been thought lost. If they could be 'persuaded' to join our cause, they could provide us with additional troops needed to secure the surface towns.

We also have an agent who has been spying on the towns in the area from a small, secluded island. Find him, and he will share his knowledge of the area with you.

Steadwick's Fall

To win, you must capture the city of Steadwick within 3 months.

Starting Bonus:



Start with heroes from A Devilish Plan

Start with heroes from Groundbreaking

Difficulty:

Normal

Map Size:

Large

Map:



Region Name:

Battlestead

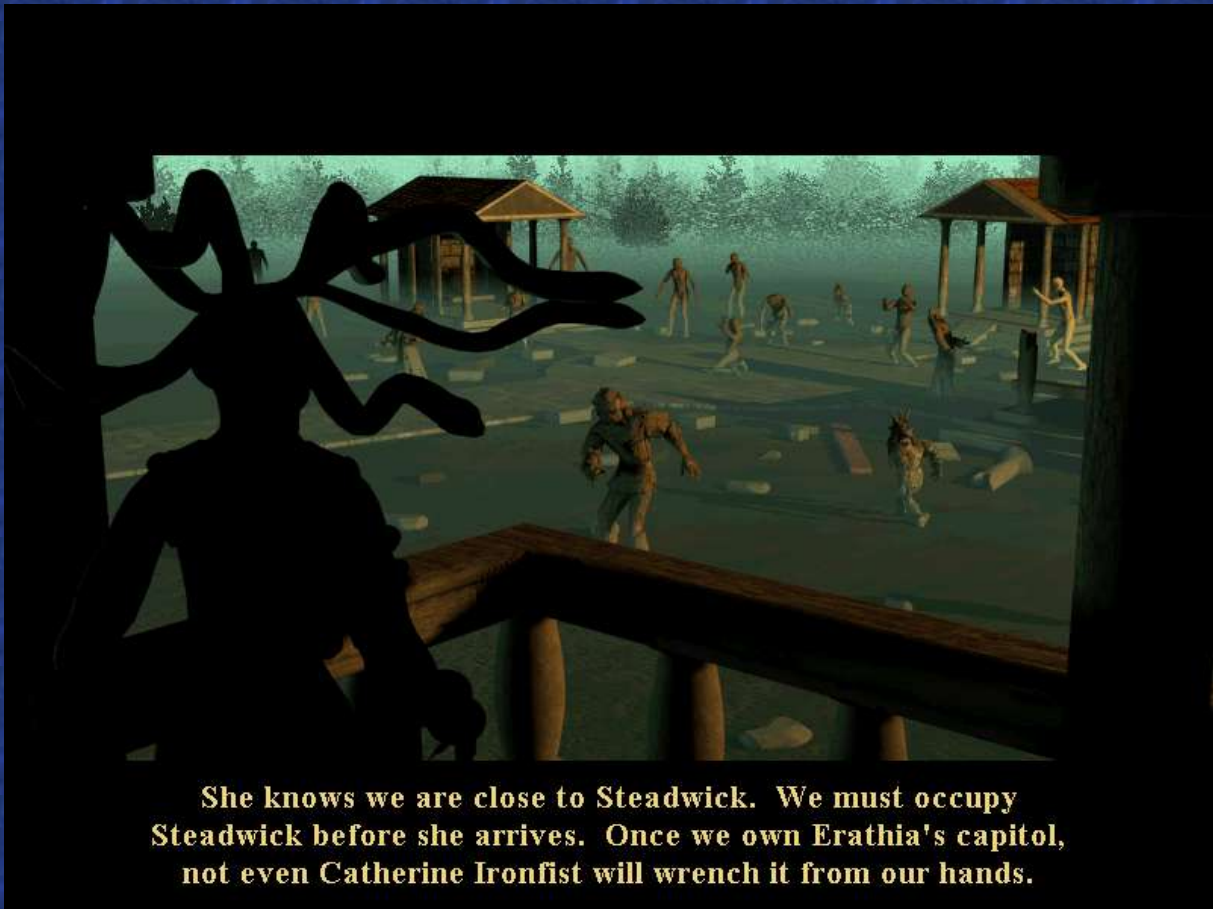
Region Description:

Assault the Erathian capital of Steadwick. This won't be easy, as the capital is easily and well defended. To make matters worse, the force led by Queen Catherine is on the move. We must capture Steadwick before she arrives!

Prologue Narrative:

Catherine Ironfist has enlisted aid from Bracada and AvLee. She knows we are close to Steadwick. We must occupy Steadwick before she arrives. Once we own Erathia's capitol, not even Catherine Ironfist will wrench it from our hands.

Prologue Video:



She knows we are close to Steadwick. We must occupy Steadwick before she arrives. Once we own Erathia's capitol, not even Catherine Ironfist will wrench it from our hands.

Starting Message:

You are to be congratulated on your progress so far. You have laid waste to Eastern Erathia, and are now within striking distance of the Erathian capital of Steadwick. You must capture the capital quickly!

Not only have Bracada and AvLee sent reinforcements, but we have received news that Queen Catherine Ironfist is marching a sizeable army from the south. We must control the capital and its garrisons before she arrives.

Spoils of War

In times of strife, your mercenary ways will earn you great rewards. With Erathia collapsing under the weight of the Nighon onslaught in the east, the opportunity for some land grabbing has presented itself in the west. Erathia's lands are ours for the taking.

Region Map:



Borderlands

To win, you must flag all mines. Your Heroes will be limited to 12th level in this scenario, but your 8 strongest Heroes will be available to you in the final scenario of this campaign.

Starting Bonus:



Start with Korbac
Start with Verdish
Start with a random hero

Difficulty:

Easy

Map Size:

Medium

Map:



Region Name:

Marshland

Region Description:

You are offered a mercenary contract with King Tralossk of Tatalia, who once and for all wishes for his nation to be made up of something more than just swampland. With Erathia distracted, he has decided that now is the time to expand Tatalia's borders.

Prologue Narrative:

As you foresaw milord, King Gryphonheart's death brings many opportunities for your mercenary skills. A messenger from Tatalia, on behalf of King Tralossk, has contacted us. Twenty years ago, following numerous border skirmishes along the western shore of Erathia, Tatalia signed an agreement to cease hostilities. King Gryphonheart is dead. Their agreement has died with him. Aggressive tactics have never been part of Tatalia's military character. Their ranks are vast, and once they possess Erathian land, they will hold it. However, they need generals to guide their heroes to expand their borders and accommodate their growing population.

Prologue Video:



it. However, they need generals to guide their heroes to expand their borders and accommodate their growing population.

Starting Message:

Your first orders from King Tralossk are simple enough: seize all mines in the region so that the armies of Tatalia will have the resources necessary for a larger military campaign against Erathia.

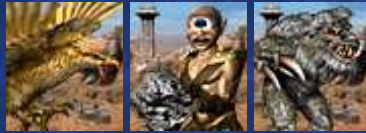
But there is good news and bad news. The good news is that the three Erathian outposts in the area are mostly depleted due to the war in the east. The bad news is that they can summon reinforcements faster than we can, so you must act quickly.

Of course, should you eliminate the opposition in the area, then you will be able to complete your contract at your leisure...

Gold Rush

To win, you must accumulate 200,000 gold. Your Heroes will be limited to 12th level in this scenario, but your 8 strongest Heroes will be available to you in the final scenario of this campaign.

Starting Bonus:



Start with 3 Thunderbirds

Start with 2 Cyclops Kings

Start with 1 Ancient Behemoth

Difficulty:

Easy

Map Size:

Medium

Map:



Region Name:

Minewell

Region Description:

Duke Winston Boragus, leader of Krewlod, has offered you a mercenary contract which will require you to make a series of raids into Erathian territory. The plan is to plunder enough gold to allow the armies of Krewlod to purchase what it would need for... other things.

Prologue Narrative:

Your abilities have been brought to the attention of the barbarian nation of Krewlod. Their skirmishes with the Erathian military on their eastern border are legendary. Many credit them for hardening Erathian soldiers. Recently, a border raid resulted in victory, and uncharacteristically, a large numbers of prisoners. Upon interrogation, their suspicions were confirmed. Without King Gryphonheart, Erathia has lost its soul. Your goal is to quickly plunder the Erathian land within Krewlod's immediate reach. Once they have the resources they need... war will be discussed. Until then, your independent participation is needed. Should you be captured, Krewlod will claim you were an over zealous clan leader, acting outside the interests of the nation.

Prologue Video:



then, your independent participation is needed. Should you be captured, Krewlod will claim you were an over zealous clan leader, acting outside the interests of the nation.

Starting Message:

Long have we skirmished with the Erathian Military on our eastern border. Many credit us for hardening their soldiers into the strong fighters they have become. A recent border raid resulted in victory, but it also resulted in an uncharacteristically large number of prisoners.

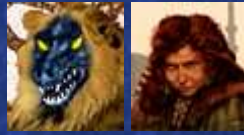
Our interrogations of these prisoners confirmed our suspicions. Without their King, Erathia has no heart. Our goal is not to start a war, but to quickly plunder the land that is easily within our reach. Once we have the resources we need... war can be discussed. Until then, we require your independent participation to raid the Erathian territories to our immediate east. Should you be captured, we will claim you were merely an overzealous clan leader, acting outside the interests of the nation.

You will be paid well, but you will need to work for your money. The Duke has determined that Krewlod will need at least 200,000 gold to properly fund any further ventures. Get going, and good luck.

Greed

To win, you must capture all towns and castles and defeat all enemy heroes. Regardless of which side you choose, the other will forever consider you a traitor.

Starting Bonus:



Start with heroes from Borderlands

Start with heroes from Gold Rush

Difficulty:

Normal

Map Size:

Large

Map:



Region Name:

Hillbridge

Region Description:

Both King Tralossk of Tatalia and Duke Boragus of Krewlod are seeking your services. Both nations are poised to claim the last strip of land between their countries. Ironically, this land has little value. You must decide which nation to serve. The choice is yours alone.

Prologue Narrative:

Representatives from both Tatalia and Krewlod seek your services... again. Both nations claim the last strip of Erathian land between their countries. Few Erathian castles remain in the area. They are nothing more than token resistance. The most ferocious battles will occur between Tatalia and Krewlod. Ironically, this land has little value. This is a border war. Tatalia seeks to further extend its reach from the lowlands to the hills. Krewlod wants to halt Tatalia's march before it reaches their northern border. No matter which side you fight for, the other will perceive you as a traitor. Choose wisely. Choose the winning side. Your life depends upon it.

Prologue Video:



before it reaches their northern border. No matter which side you fight for, the other will perceive you as a traitor. Choose wisely. Choose the winning side. Your life depends upon it.

Starting Message:

If “Start with heroes from Borderlands” starting bonus is chosen:

You receive a message from King Tralossk – “I am pleased that you have chosen to side with us. Your knowledge of how those stupid barbarians fight will give you an advantage, though it is very likely that Duke Boragus has put a price on your head for being a traitor.”

“This will be a fight to the finish. We wish to extend our borders into the Krewlod hills, and they wish to stop us. A token Erathian force will likely get caught in the middle, but there is simply nothing we can, or wish to, do about it.”

“Do well, and you shall be idolized by all of Tatalia. Fail... well, we don’t need to discuss that just yet.” The letter is simply stamped with the scaly insignia of House Tralossk.

If “Start with heroes from Gold Rush” starting bonus is chosen:

You receive orders from one of Duke Boragus’s generals. “I’ve never liked mercenaries myself, but you’ve managed to prove yourself worthy enough to get offered a second contract. I hear that ol’ Tralossk was so mad you turned him down that he ordered your head delivered to him in a basket!”

“Anyway, in case you hadn’t noticed, this is a border war. Ol’ Tralossk has got it into his head that he’d like some of our territory. YOU are here to stop him. Duke Boragus likes you, but your life won’t be worth spit if the Tatalians show up at the doors of the Duke’s Palace.”

“Now, your orders are clear. Stop the Tatalian advance, then beat those sorry Lizards so far back across the border that they’ll never even THINK about dry land again. Oh, and while you’re at it, get rid of those pesky Erathian outposts. Have fun!”

Liberation

We have established a solid foothold in Erathia, but the nation lies in near ruin. We start by freeing the capital city of Steadwick, and we do not stop until every invader has been driven from our lands.

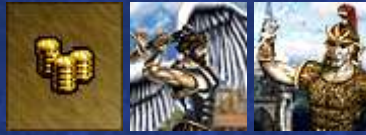
Region Map:



Steadwick's Liberation

To win, you must capture the city of Steadwick. Seek out the Seer – completing the Seer's Quest will allow you to carry the reward to the next scenario.

Starting Bonus:



Start with 10000 Gold
Start with 2 Archangels
Start with 2 Titans

Difficulty:

Normal

Map Size:

Large

Map:



Region Name:

Battlestead

Region Description:

The first step in our fight to free Erathia is to liberate the capital of Steadwick from Nighon occupation. This will not be an easy task, as the Dungeon Overlords have blocked the mountain passes leading into the Steadwick Valley.

Prologue Narrative:

Early intelligence reports forces from Nighon and Eeofol have barricaded themselves inside Steadwick. All land access to the capitol has been blocked. Their reinforcements arrive via underground tunnels. Armies from the west will meet us on the field of battle. There is little else to say. We do not stop until Steadwick is liberated.

Prologue Video:



underground tunnels. Armies from the west will meet us on the field of battle. There is little else to say. We do not stop until Steadwick is liberated.

Starting Message:

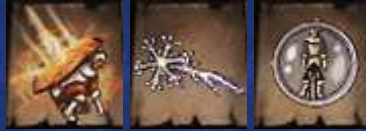
Early intelligence reports indicate that forces from Nighon and Eeofol have barricaded themselves inside the Steadwick Valley. With all land access blocked, they must be receiving supplies through underground tunnels.

You will either need to find the passage they are using to enter the valley or find a way over the mountains. The good news is that we have the assistance of Bracada, and if we can reach them, AvLee as well. There is little else to say. We do not stop until Steadwick is liberated.

Deal with the Devil

To win, you must capture the city of Kleesive. Some Border Guards can only be passed if a Hero carries a Quest Artifact from a previous scenario, but the artifact beyond the Border Guard will travel with you to the next scenario.

Starting Bonus:



Start with a scroll of Protection from Fire

Start with a scroll of Ice Bolt

Start with a scroll of Precision

Difficulty:

Normal

Map Size:

Medium

Map:



Region Name:

Frostland

Region Description:

A letter from Lucifer Kreegan III, Lord High Commander of Eeofol, arrives at the palace for Queen Catherine. In it he claims that he holds a captive, Catherine's husband, Roland Ironfist of Enroth, and that only a one million gold ransom can save him.

Prologue Narrative:

My name is Dorrell, ambassador from AvLee. I bring a message from Queen Catherine. After the liberation of Steadwick, a Kreegan envoy appeared before the royal court. He claims they have captive, King Roland Ironfist of Enroth. They are asking for one million gold ransom. We cannot validate this claim. True or not, Queen Catherine is unwilling to pay. After interrogating the envoy, we learned Roland is held deep inside Eeofol by Clan Kreelah. Locate Clan Kreelah's base of operations and rescue Roland. In addition to your Erathian army, we will support you from AvLee. This mission is of utmost seriousness. You may rescue Roland, or find yourself the victim of a trap.

Prologue Video:



to your Erathian army, we will support you from AvLee. This mission is of utmost seriousness. You may rescue Roland, or find yourself the victim of a trap.

Starting Message:

A letter from a leader in Eeofol states clearly that King Roland Ironfist is a captive of the Devils, and that only a one million gold ransom can keep him alive.

This claim can not be validated, but a thorough interrogation of the messenger has revealed that Clan Kreelah is holding Roland just inside Eeofol's border. True or not, the Queen simply will not surrender.

Clan Kreelah's main fortress, Kleesive, is located just on the other side of the Erathian border. You must capture Kleesive and free King Roland if he is indeed there. It seems unlikely that they would keep a hostage so close to the front lines, so be wary as this may all be an elaborate trap.

Forces from AvLee have come to assist us in this task. Good luck and may the Light of the Heavens protect you.

Neutral Affairs

To win, you must capture all enemy towns and castles and defeat all enemy heroes. Some Border Guards can only be passed if a Hero carries a Quest Artifact from a previous scenario, but the artifact beyond the Border Guard will travel with you to the next scenario.

Starting Bonus:



Start with Expert Logistics
Start with Shield of the Dwarven Lords
Start with Centaur's Axe

Difficulty:

Normal

Map Size:

Medium

Map:



Region Name:

Marshland and Hillbridge

Region Description:

An ambassador from Bracada brings a message from his leader, Gavin Magnus, offering aid in reclaiming Western Erathia from the marauding Tatalian and Krewlish forces. It is time to remind your neighbors of where their borders belong.

Prologue Narrative:

My name is Winstan Langer, ambassador from Bracada, ruled by Grand Vizier Gavin Magnus. Forces from Tatalia and Krewlod are fighting in west Erathia. After months of conflict, the battle still rages. Though weary of yet another war, my king sends reinforcements to aid your efforts. Brilliant tactics will not win this battle. Body count will determine the victor. Good luck.

Prologue Video:



**war, my king sends reinforcements to aid your efforts.
Brilliant tactics will not win this battle. Body count will
determine the victor. Good luck.**

Starting Message:

For months, Tatalia and Krewlod have fought with Erathia and with each other in a series of border disputes. Normally, the Wizards of Bracada would be content to remain out of any fighting, but with all that Erathia has been through recently, have chosen to assist us.

The Wizards have set up a modest outpost on the shared Erathian/Tatalian/Krewlod border. Forces from our own military have been sent to the area to join them. Between us, we should be able to not only stop the fighting between Tatalia and Krewlod, but to re-establish the Erathian border as well.

Strike quickly, and eliminate all opposition in the area. We must teach our neighbors that it was unwise for them to think they could take advantage of a weakened Erathia.

Tunnels and Troglodytes

To win, you must capture all enemy towns and castles and defeat all enemy heroes. Some Border Guards can only be passed if a Hero carries a Quest Artifact from a previous scenario, but the reward is great indeed.

Starting Bonus:



Start with Expert Navigation
Start with Mage Guild Level 1
Start with Mage Guild Level 3

Difficulty:

Hard

Map Size:

Large

Map:



Region Name:

Grainrich and Firecoat

Region Description:

We now know how Erathia fell to Nighon and Eeofol. They literally tunneled their way under the Nighon Straits, breaking into the Dwarven Tunnels along Erathia's coast. We must now force them to use the tunnels again – this time as an escape route as we drive them from Erathia's lands forever!

Prologue Narrative:

We know how Erathia fell to Nighon and Eeofol. Through an extensive network of underground tunnels dug by the Overlord's armies, they struck simultaneously in many areas with overwhelming numbers. Credit the military for holding the invasion to half the country. We have discovered the main artery for transporting forces from Nighon to Erathia: it is under the ocean, connecting the Nighon underworld to the Erathian mainland. Bracada and AvLee have sent armies to join the fight. First we must eliminate the remaining Kreegans and Nighon forces from the mainland, then pursue them underground and drive them back to the shores of Nighon.

Prologue Video:



Kreegans and Nighon forces from the mainland, then pursue them underground, and drive them back to the shores of Nighon.

Starting Message:

The Dungeon Overlords are clever. While the Devils of Eeofol attacked Erathia's borders, the forces of Nighon tunneled nearly the entire distance to Steadwick, launching surprise attacks almost simultaneously across the nation.

We should credit the Royal Erathian Military Command for holding the invasion to just the eastern half Erathia. Regardless, we now have the Dungeon Overlords on the run. Your job is to pursue them back under the Nighon Straits and establish a foothold in THEIR home.

Forces from AvLee and Bracada will assist us in this final push. No Nighon or Eeofol outposts can be permitted to survive in the tunnels. We must teach the Dungeon Overlords a lesson they will never forget. Good luck.

Long Live the King

The war in Erathia is the greatest thing that could have happened for the nation of Deyja. A war of this scale is an endless harvest for our undead armies. Today we shall feast, and tomorrow we shall conquer Erathia for ourselves.

Region Map:



A Gryphon's Heart

To win, you must bring the Spirit of Oppression to the city of Stonecastle within 3 months. Seek out the Seer – completing the Seer's Quest will allow you to carry the reward to the next scenario.

Starting Bonus:



Start with a scroll of Death Ripple

Start with 1 Black Knight

Start with Skeleton Transformer

Difficulty:

Normal

Map Size:

Small

Map:



Region Name:

Marble Garden

Region Description:

King Gryphonheart, the man who banished us from Erathia, is dead. The Nighon and Eeofol invasion has given us the gift of death. At least we can build our armies and invade Erathia ourselves. First, however, we need a tactician. You must find the tomb of King Gryphonheart.

Prologue Narrative:

Our nation's goal was to kill the man who banished us from Erathia. However, Nighon and Eeofol's subsequent invasion has done us an unexpected favor. Erathia is strewn with the dead. For the Necromancers, this is a season of harvest. This is a season for war. Queen Catherine is a formidable foe. To defeat Erathia's remaining military, we need a tactician greater than her. We have a plan... an ironic plan. While Catherine organizes the last stages of her war with Nighon and Eeofol, you will sneak into Erathia and locate King Gryphonheart's grave. Be wary. The region is occupied by scattered Erathian. When the gravesite is found, we will resurrect the dead king and make him our pawn. With King Gryphonheart commanding our armies, his former home will become our land of the dead.

Prologue Video:



resurrect the dead king and make him our pawn. With King Gryphonheart commanding our armies, his former home will become our land of the dead.

Starting Message:

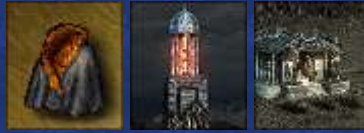
Our spies tell us that the tomb of King Gryphonheart is located in the town of Stonecastle, near Erathia's northern border, in a place that was clear of the war with Nighon and Eeofol. Seek this place out and capture it so that we may animate the body of the King.

You must also seek out the Spirit of Oppression and bring it to Stonecastle, as it is one of the items we need for the ritual to animate the King's body. But you must act quickly – the body will be of no use to us if its spirit departs.

Season of Harvest

To win, you must have a total of 2500 Skeletons in all your armies within 3 months. Some Border Guards can only be passed if a Hero carries a Quest Artifact from a previous scenario, but the artifact beyond the Border Guard will travel with you to the next scenario.

Starting Bonus:



Start with Vampire's Cowl

Start with Necromancy Amplifier

Start with Uneearthed Graves

Difficulty:

Normal

Map Size:

Medium

Map:



Region Name:

Emerald Hills

Region Description:

We have found a perfect area along Erathia's border from which we can harvest enough creatures for our armies without attracting much notice from the Erathian Military.

Build an army, but be quick – we need those troops immediately.

Prologue Narrative:

Before we begin our large scale invasion of Erathia, we must fill our ranks. Erathia's populous will provide the recruits we need. Invade the local region and resurrect the needed troops.

Prologue Video:



Before we begin our large scale invasion of Erathia, we must fill our ranks. Erathia's populous will provide the recruits we need. Invade the local region and resurrect the needed troops.

Starting Message:

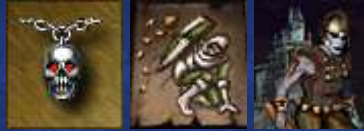
To truly catch Erathia by surprise, we must attack within three months. However, our forces are not nearly strong enough for a full scale attack. We need you to harvest the creatures along the Erathian border, raising enough undead to allow us launch our campaign.

As before, you must move quickly. We must have the element of surprise when we attack Erathia, so we can not delay more than three months. In that time you must provide us with at least 2500 Skeletons. If you fail, we will have no chance against Erathia. Do not fail.

Corporeal Punishment

To win, you must defeat the Death Knight, Mot. Some Border Guards can only be passed if a Hero carries a Quest Artifact from a previous scenario, but the artifact beyond the Border Guard will travel with you to the next scenario.

Starting Bonus:



Start with Pendant of Death

Start with a scroll of Protection from Earth

Start with 25 Zombies

Difficulty:

Normal

Map Size:

Medium

Map:



Region Name:

Strongwillow and Woodgrove

Region Description:

A rogue Death Knight does not wish to take part in the glory that will be our invasion of Erathia. He believes that by remaining out of the fighting, his lands will be spared from any counterattack by the Erathians. It is time we taught him a small lesson regarding obedience.

Prologue Narrative:

A Death Knight named Mot, refuses to obey King Gryphonheart's orders. An example must be made so others will not contemplate such traitorous action. Mot has insulated himself with his armies. Infiltrate his troops, kill him, and take his command. When he is dead, resurrect his corpse and employ him in your ranks.

Prologue Video:



insulated himself with his armies. Infiltrate his troops, kill him, and take his command. When he is dead, resurrect his corpse and employ him in your ranks.

Starting Message:

You receive a letter from the Lich King Gryphonheart. “Commander: It would seem as though one of my generals, a Death Knight by the name of Mot, does not wish to follow my orders, and believes that we should not attack Erathia. This is fine, as we do not need him for our plans.”

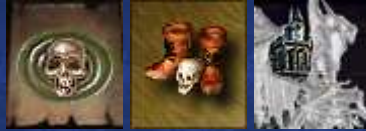
“We do, however, need his armies, and I can not allow his disobedience to go unpunished. Your task is to find Mot and slay him. He will then be raised and made to serve as a minion in your own army. Succeed in this task and you shall replace him as my new general.”

Even gazing at the signature of the undead King sends a cold chill through you. You quickly pen a response, stating simply, “It shall be done.” You must not let Mot defeat you.

From Day to Night

To win, you must capture all enemy towns and castles and defeat all enemy heroes. Some Border Guards can only be passed if a Hero carries a Quest Artifact from a previous scenario, but the reward is great indeed.

Starting Bonus:



Start with a scroll of Death Ripple

Start with Dead Man's Boots

Start with 3 Ghost Dragons

Difficulty:

Hard

Map Size:

Large

Map:



Region Name:

F.don, F.bury and Forestlow

Region Description:

The time has come. The Lich King Gryphonheart has chosen this at the moment of attack. Forces from across Deyja will pour into Erathia and overwhelm them. The point of your attack was chosen by King Gryphonheart himself. You have vowed not to fail.

Prologue Narrative:

Erathia's military lies before us. It is time to make a bold strike. King Gryphonheart has trained their generals and knows their tactics. Morale will decide this battle. Morale is not a factor for the undead. Once we fill our ranks with their dead, our horde will grow and their morale will falter. Then we will swarm over them. Soon King Gryphonheart will rule Erathia once again.

Prologue Video:



dead, our horde will grow and their morale will falter. Then we will swarm over them. Soon King Gryphonheart will rule Erathia once again.

Starting Message:

You received your orders personally from King Gryphonheart. You will launch your attack from three fortresses along the Erathian border. Resistance should be light at first, but you must secure the area quickly before their reinforcements arrive.

It is clear that King Gryphonheart wishes to return to the Throne of Erathia, but this time he wishes to do it as a conqueror. You can smell the scent of lives waiting to be harvested even from here. Go now, the time has come.

Song for the Father

The final step in the Restoration of Erathia is to drive the Necromancers of Deyja back in to their barren homeland. With the resurrected body of King Gryphonheart leading them, this will prove to be a formidable task.

Region Map:



Safe Passage

To win, the Necromancer, Nimbus, must reach the town of Highcastle with the Statesman's Medal. At the end of this scenario, Nimbus and your 7 strongest Heroes will travel with you to the next scenario of this campaign.

Starting Bonus:



Start with Boots of Speed

Start with Basic Logistics

Start with 2500 Gold

Difficulty:

Hard

Map Size:

Small

Map:



Region Name:

Forestlow

Region Description:

A Necromancer is attempting to reach an Erathian outpost with proof of who killed King Gryphonheart. He is currently safe, but his way is blocked by undead loyal to their new King. You must escort him on the last leg of the journey.

Prologue Narrative:

Upon liberating Steadwick, my fears were confirmed. My father did not die of natural causes. He was poisoned. Investigations conducted by General Morgan Kendal prior to the war yielded no suspects. Now I learn the Necromancers, seeking a military tactician equal to myself, have resurrected my father, King Gryphonheart. After killing King Vilmar, he took command of their military and their throne. Now they come to us. They cannot stop the monster they have created. As a gesture of good faith, they send a messenger to speak only to me. He will tell me who killed my father. Find this hero and deliver him to me safely.

Prologue Video:



As a gesture of good faith, they send a messenger to speak only to me. He will tell me who killed my father. Find this hero and deliver him to me safely.

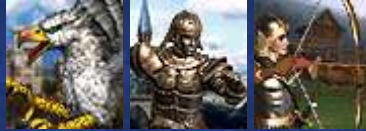
Starting Message:

The Necromancer, Nimbus, bears proof of who killed King Gryphonheart. He must reach our outpost safely or we may never know the truth. Clear the road for him and get him to our castle!

United Front

To win, you must capture all enemy towns and castles and defeat all enemy heroes. At the end of this scenario, your 6 strongest Heroes will travel with you to the final scenario of this campaign, where they will be met by Lord Haart and Queen Catherine.

Starting Bonus:



Start with 35 Royal Griffins

Start with 35 Iron Golems

Start with 35 Grand Elves

Difficulty:

Hard

Map Size:

Large

Map:



Region Name:

Emerald Hills, Strongwillow, Woodgrove and F.bury

Region Description:

You command the combined armies of Erathia, AvLee, and Bracada, plus the Necromancers that have chosen to fight with you against King Gryphonheart. The undead presence is strong, but you must prevail!

Prologue Narrative:

I grow weary of this war. So do the Necromancers. We have agreed to co-operate in the destruction of King Gryphonheart. I never thought I would fight alongside the Necromancers, but today we forge weapons for both our armies. With their help, along with the forces from Bracada and AvLee, we should be able to repel all undead from Erathia.

Prologue Video:



armies. With their help, along with the forces from Bracada and AvLee, we should be able to repel all undead from Erathia.

Starting Message:

Never before has Erathia seen four nations fighting under a single banner. Today, we march against the armies of undead, with undead fighting by our sides. As strange as it may seem, it is the only way to ensure victory against Deyja. To be victorious, you must completely control this area. Good luck, we're counting on you.

For King and Country

To win, you must capture all enemy towns and castles and defeat all enemy heroes, without losing either Queen Catherine or Lord Haart. This is the final battle... good luck!

Starting Bonus:



Start with Helm of Heavenly Enlightenment

Start with Tome of Earth Magic

Start with Spellbinder's Hat

Difficulty:

Medium

Map Size:

Expert

Map:



Region Name:

Marble Garden

Region Description:

This is the final battle. Our presence has already begun to restore life to the land, but we must destroy this last fortress of death that King Gryphonheart has retreated to. It is time to return the dead to their graves.

Prologue Narrative:

What remains of my father's undead army is the Necropolis where he resides. His last legions of undead are significant. I will join this difficult battle, but you will command the field. There is one more order you must follow without question. Lord Haart must not die. He is our traitor. We have confirmed the information the Necromancers gave to us. Lord Haart was part of King Vilmar's Necromantic cult. With Lord Haart's access to Steadwick, poisoning King Gryphonheart's food was a simple task. Acting on orders from King Vilmar, he sought to avenge the banishment of the Necromancers from Erathia. I have special plans for Lord Haart.

Prologue Video:



food was a simple task. Acting on orders from King Vilmar, he sought to avenge the banishment of the necromancers from Erathia. I have special plans for Lord Haart.

Starting Message:

The city containing the tomb of King Gryphonheart, along with the city where the King currently has his throne, are the targets of this attack. Both cities must fall, or we shall never be able to unseat the King from his throne.

Epilogue Narrative:

Throughout my life, my father emphasized my duty to the kingdom and my duty to justice. Today, I did both, by delivering to my father, Lord Haart, the traitor who poisoned him and imprisoned his soul in an undead corpse. When I came to Erathia, it was to mourn a great King and a loving father. Your enemies have waged war to prevent me from seeing you one last time. I have driven them from the land. They will not disturb your eternal slumber ever again. Great victories and great tragedies have marched the Gryphonheart history. Your death brings an end to the Restoration War and the Gryphonheart lineage. I will miss you dearly, father, and think of you after. Rest in peace.

Epilogue Video:

HEROES III

OF MIGHT AND MAGIC

Complete



HEROES III

OF MIGHT AND MAGIC

Complete



HEROES III

OF MIGHT AND MAGIC III

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HEROES III

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Seeds of Discontent

With the invaders finally driven out of the Contested Lands, the time has come to rebuild. But one man, Faruk Welnin, has chosen to free the Contested Lands from Erathia and AvLee forever.

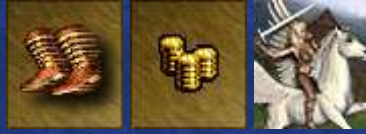
Region Map:



The Grail

To win, you must find the Grail within 2 months.

Starting Bonus:



Start with Boots of Speed

Start with 5000 Gold

Start with 4 Pegasi

Difficulty:

Normal

Map Size:

Medium

Map:



Region Name:

Cloverfield

Region Description:

Before we can declare our independence we will need a symbol. That symbol is the Grail, which was lost in this area centuries ago. We must find it, or our plan will dissolve even before we can set it in motion. You have but three months to locate the Grail.

Prologue Narrative:

For the first time in the history of the Contested Lands, Humans and Elves have fought alongside one another to defend the region from invaders. When the celebration is over, old hatreds will return and we will be citizens of a land in conflict. We must think about the future of the Contested Lands. It is time to shape its future. If our fight for independence is to succeed, we need something greater than our armies to motivate the populous. We need a symbolic cornerstone. Seek out the Grail in the enchanted lands where the Unicorns converse with the trees.

Prologue Video:



our armies to motivate the populous. We need a symbolic cornerstone. Seek out the Grail in the enchanted lands where the Unicorns converse with the trees.

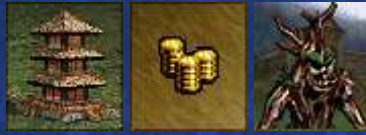
Starting Message:

Even as you gather your forces to find the Grail, word reaches you that Erathian and AvLee forces are mobilizing to crush your bid for independence. Already, local militia from both Erathia and AvLee stand in your path. Fortunately, they lack leadership. Some of the locals are declaring for you. Most people are not taking sides. You **MUST** find the Grail to convince the majority that your cause is just. With the Grail, the majority will join you. Without it, troops from AvLee and Erathia will defeat your forces and hang you from the nearest tree.

The Road Home

To win, the Ranger, Ryland, must reach the town of Welnin with the Grail, and build it a permanent home.

Starting Bonus:



Start with Mage Guild Level 3

Start with 5000 Gold

Start with 3 Dendroid Soldiers

Difficulty:

Normal

Map Size:

Medium

Map:



Region Name:

Forestdale

Region Description:

The journey to Welnin has not been easy, but it is the last leg of the journey that will be the most difficult. The Ranger, Ryland, has the Grail, and must elude the forces loyal to Erathia and AvLee to reach Welnin. Once there, he must order the construction of a permanent home for the Grail.

Prologue Narrative:

Our cause is public. Ironically, many Humans have joined the Elfin population in our vision of an independent state. Already, factions loyal to Erathia and AvLee organize to stop us. We cannot continue without a strong base of operations. Faruk Welnin, mayor of the town of Welnin, has sent a messenger. He offers his protection and support. Our way for independence begins now. We must fight our way to Welnin and establish the Grail. When we have accomplished this, Welnin will become our foundation.

Prologue Video:



**independence begins now. We must fight our way to Welnin
and establish the Grail. When we have accomplished this,
Welnin will become our foundation.**

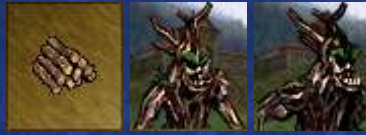
Starting Message:

The town of Welnin awaits the arrival of the Grail. It is up to the Ranger, Ryland, to get it there. Do not stop to fight – that will come later. Good luck.

Independence

To win, you must build a Capitol in the town of Welnin. Only then will the Contested Lands be free!

Starting Bonus:



Start with 12 Wood

Start with 3 Dendroid Soldiers

Start with 6 Dendroid Guards

Difficulty:

Normal

Map Size:

Medium

Map:



Region Name:

Mosswood

Region Description:

The Grail has reached Welnin, but now we must build this city into a capital. Armies from Erathia and AvLee shall attack us from all directions. Soon we shall prove that the Contested Lands are theirs no more!

Prologue Narrative:

We have come far very quickly. Armies from Erathia and AvLee have arrived to 'restore order.' This jeopardizes our quest for independence, and such hostile elements could ignite a larger war. It is our duty to establish Welnin as the capitol of the Contested Lands and the drive rule of Erathia and AvLee from this territory. If we do not, we will lose all we have fought for and two great nations may once again re-enact the carnage of the Timber Wars. Today we declare our independence from the nations of Erathia and AvLee.

Prologue Video:



have fought for and two great nations may once again re-enact the carnage of the Timber Wars. Today we declare our independence from the nations of Erathia and AvLee.

Starting Message:

We must build Welnin, but the sawmills in the area have been sabotaged, and 'timber poachers' have started to appear.

<-20 Wood>



**ARMAGEDDON'S
BLADE**

SELECT A CAMPAIGN



BACK

Armageddon's Blade

Queen Catherine, her husband King Roland, and Gelu, a warrior in Erathia's elite Forestguard, must work together to defeat the insane King Lucifer of Eeofol who will create Armageddon's Blade. With it he plans to set the world on fire.

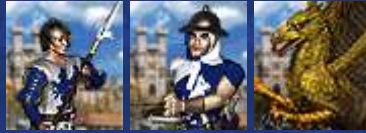
Region Map:



Catherine's Charge

Catherine must defeat all of her enemies or they will flood Erathia with their evil. If Queen Catherine dies then all hope is lost and the Devils of Eeofol will easily win. Catherine will be allowed to advance to 18th level and carry over her experience, skills, and spells into her next scenario.

Starting Bonus:



Start with 30 Pikemen

Start with 20 Archers

Start with 8 Griffins

Difficulty:

Hard

Map Size:

Medium

Map:



Region Description:

Eeofol troops have pushed to Erathia's border. Queen Catherine herself has chosen to stay the tide of these invaders by controlling the border and digging in until reinforcements can arrive. Catherine must not fail.

Prologue Narrative:

I have underestimated my opponent's strength and resolve. During the Restoration Wars, the Kreegans were of minor concern. Now they fight with an urgency neither I nor Roland have encountered. I have pulled the bulk of my forces back behind Erathia's border. Between us and the Kreegans lies Moss Valley. It is one of Erathia's more beautiful landscapes. Tactically, it is ideal. If I can hold this valley, I can close the border. Then I can determine how to destroy the Demon King Lucifer and his quest to set the world on fire with Armageddon's Blade.

Prologue Video:



**border. Then I can determine how to destroy the demon king
Lucifer and his quest to set the world on fire with
Armageddon's Blade.**

Starting Message:

Following the initial invasion of Eeofol, you ran into the elite force of Kreegans known as the First of Unholy Might. These battle-hardened regiments pushed you back clear across the border and now threaten to push deeper into Erathia. It is here, in the Contested Lands that lie betwixt Erathia and Eeofol, where you plan to make your stand. Digging in until reinforcements can arrive is your plan and quite possibly Erathia's only hope.

Should you fail or be defeated, Erathia will forever know emptiness, despair, and shall suffer an eternity of darkness. May the blessings of the Temple of Light be upon you and those who serve under your command.

Shadows of the Forest

Gelu must defeat all enemies in this area using guerilla tactics. He is the only one with the skills to lead this raid, for without him all is lost. Gelu will be allowed to advance to 12th level and carry over his skills, experience, and spells to the next scenario.

Starting Bonus:



Start with 20 Marksmen
Start with 15 Grand Elves
Start with 10 Sharpshooters

Difficulty:

Hard

Map Size:

Medium

Map:



Region Description:

Gelu, the half-Vori Elf leader of Erathia's elite unit known as the Forestguard, has been ordered to wage a shadow war along the AvLee-Eeofol border. This area is rife with small garrisons and outposts. It is from these levies that Gelu shall draw his guerilla force.

Prologue Narrative:

Messengers inform me Queen Catherine and Roland Ironfist are retreating to the Erathian border. AvLee has chosen to turn a blind eye toward the war, but have purposely left local heroes to their own will. Under the Queen's orders we are to wage a 'hit-and-run' war along the AvLee border. Our only support will be local militia hostile toward the Kregans. Should we be captured, Erathia and AvLee will disavow any knowledge of our actions. Otherwise... this task is no different than before.

Prologue Video:



Should we be captured, Erathia and AvLee will disavow any knowledge of our actions. Otherwise... this task is no different than before.

Starting Message:

Gelu, early this morning you received word your special skills are needed for a daring plan. While Catherine and the Erathian forces keep the Eeofol army locked in conflict on the western border, you have been ordered to slip in through AvLee with a small guerilla force to harry the enemy there.

You have also been instructed to recruit allies from the local populace. To that end, you have set up your base camp in the city of Diasamere along the AvLee-Eeofol border.

The Elves there have offered shelter and aid in the coming fight. The region is dotted with small garrisons and outposts. A large number of mercenaries, some of whom fought in the recent wars, call this area home. Many are loyal to AvLee, but there are those who prefer to remain neutral and will fight for that choice.

Movement, stealth, and cunning tactics will win this Shadow War, not brute force, for the enemy is indeed powerful. Good luck!

Seeking Armageddon

Xeron must gather the Sword of Hellfire, Breastplate of Brimstone, and Shield of the Damned. If he dies, Eeofol's hopes die with him. He will be able to advance to 12th Level, all of his experience, skills, and spells shall transfer with him to the next scenario.

Starting Bonus:



Start with Speculum

Start with Equestrian's Gloves

Start with Necklace of Swiftness

Difficulty:

Hard

Map Size:

Medium

Map:



Region Description:

The greatest hero in all Eeofol is Xeron the Terrible. He has been attempting to fulfill King Lucifer's vision for some time now, but every time he has gotten close to one of the objects needed to build Armageddon's Blade, a hero from the Elemental Conflux has arrived to take it. Now he has them cornered in AvLee and they are ripe for the picking.

Prologue Narrative:

My quest is sacred, given to me by the king himself. I have searched the continent for the relics he desires. When I have come close, a mysterious hero has spirited my prize away. I have pursued these heroes for months. Now, I have them cornered. They will either surrender the relics, their lives... or both.

Prologue Video:



have pursued these heroes for months. Now, I have them cornered. They will either surrender the relics, their lives... or both.

Starting Message:

“You, my faithful Xeron, have been given the glorious task of locating the artifacts needed to construct Armageddon’s Blade. Your past failures aside, you are the one best suited to this task. My visions have told me such,” the visage of Lucifer speaks in gentle but powerful tones.

“The three Elemental heroes who bested you in the past have been located and seem contained for the moment. Though they have taunted you by gathering that which you seek prior to your arrival, you must concentrate on your quest. Do not let petty things like pride get in your way. Xenofex was a fool and allowed himself to be arrogant and prideful. It was these things that lead to his demise at the hands of those heroes from Erathia.”

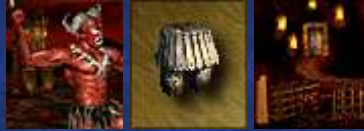
“You have been given the Shackles of War as a method of ensuring that these heroes will not get away. Corner them, locate the artifacts you need, and punish them for their transgression. How dare they stand in your way”

“You were chosen for your loyalty and tenacity. Do not fail me. I will be watching your progress.” With that, the image fades and you are left to your own devices and planning. This time, you vow by all that is dark and unholy, failure is no longer acceptable. To fail is to die; to succeed, your only purpose in life.

Maker of Sorrows

Xeron must seek out Grand Forgesmith Khazandar and force him to make Armageddon's Blade. If Xeron falls, all is lost. Xeron is only allowed to advance to 24th Level.

Starting Bonus:



Start with 5 Pit Lords
Start with Loins of Legion
Start with Upg. Kennels

Difficulty:

Expert

Map Size:

Large

Map:



Region Description:

Xeron must seek out the Grand Forgesmith, Khazandar. He is the only man with the knowledge and skill to build Armageddon's Blade and it is vital that he "convince" him to do this. There shall be interference from the accursed Conflux towns. He must complete this quest and then return to the capitol.

Prologue Narrative:

My king seeks to build Armageddon's Blade. With this fabled weapon he will set the world on fire. I have the elements to build the blade, but only the grand forgesmith Khazandar can fashion it from the relics I carry. Again, a collection of mysterious heroes gather to end my quest. Ironically, they have surrounded Khazandar, but have not killed him as I would. This proves they are soft. They will not stand in my way.

Prologue Video:



have surrounded Khazandar, but have not killed him as I would. This proves they are soft. They will not stand in my way.

Starting Message:

“Sleen has provided us with the name of the man whom you will seek out. Grand Forgesmith Khazandar, an alchemist and weaponsmith of great repute is the sole man in all Antagarich who has the knowledge and skill to build Armageddon’s Blade. Find him Xeron. Find him and force him to construct the Blade, for if he does not consent, make him suffer until he does. My vision will become reality and you will carry it out for me. According to Sleen, he is being held somewhere in this area of the Contested Lands, protected by those accursed Confluxes. Destroy them. Make them suffer for daring to stand in the way of destiny. You are too close to achieving my victory to be held off by this rabble. Succeed and the rewards will be glorious. I shall wear your skin as a cloak and your eyes shall adorn my rings should you fail me.”

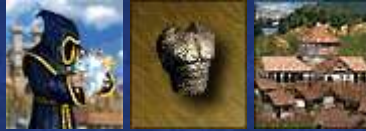
As the vision fades from the red crystal shard, you stand and summon Sleen to your side. Xex, your faithful servant, “bamfs” away and returns shortly with the slimy human.

“So Sleen, here is my task for you. Find me the location of that smith. Failure is not an option.”

Return of the King

Roland must defeat the demonic armies camped on the other side of the Great Lake. Without Roland, the men will go their separate ways. Roland will be allowed to attain 24th Level. All of his experience, skills, and spells will carry over to his next scenario.

Starting Bonus:



Start with 5 Zealots

Start with Torso of Legion

Start with Upg. Monastery

Difficulty:

Expert

Map Size:

Medium

Map:



Region Description:

King Roland and General Morgan Kendal are on the western shores of the Great Lake and must take a mixed Erathian-Conflux army deep into Kreegan territory. They must cross the lake and go through the mountains and prepare to make a push towards Catherine's army in the north, thus trapping the Devils between the two forces.

Prologue Narrative:

Heroes from the Confluxes tell us the Elemental Gods have sent them to us, so together, we might destroy Lucifer Kreegan and his quest to set the world on fire. Catherine trusts these new allies. I am not as giving. However, we do not have a choice as support for the war wanes and our forces dwindle. If these Elemental heroes are to be our allies, they will prove themselves in this forthcoming battle... under my command.

Prologue Video:



dwindle. If these elemental heroes are to be our allies, they will prove themselves in this forthcoming battle... under my command.

Starting Message:

Standing on the edge of the Great Lake, you, the King of Enroth, contemplate the situation. Your army stands on the western shores looking out over the smoldering fields of the Eeofol controlled regions to the east. Yours and General Kendal's forces have arrived recently on a mission of great import.

Here you have met with your new allies from the Elemental Conflux to cut off the Kreegan supply routes and push the Eeofol army back from the Erathia/Eeofol border right into Catherine and Gelu's troops. If successful, the Kreegans of Eeofol will be forced to wage a defensive war.

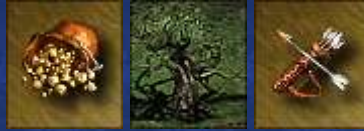
You must keep this alliance together, for Erathian support is growing increasingly difficult to maintain. Even Catherine herself is facing increasing pressure to end the conflict quickly. It is obvious those fools truly have no idea of the gravity of consequences of failure. Should you be ineffective in stopping King Lucifer in his mad campaign of terror and destruction, not just Erathia will suffer his wrath, but all of Antagarich. Perhaps even your beloved Enroth may fall under the flames of this accursed Demon King.

Shuddering at that dark thought, you compose yourself, straighten your tunic, and stride back to your officers. Mounting your powerful Erathian-bred stallion, you shout the order to move out. There is a war to be waged and a world to be won.

A Blade in the Back

Gelu must defeat all of the Eeofol armies in this region and cut off any escape route. Without him, this quest shall fail. Gelu will be allowed to advance to 24th Level and all of his skills, spells, and experience will be carried over to his next scenario.

Starting Bonus:



Start with Endless Sack of Gold
Start with Upg. Dendroid Arches
Start with Angel Feather Arrows

Difficulty:

Expert

Map Size:

Medium

Map:



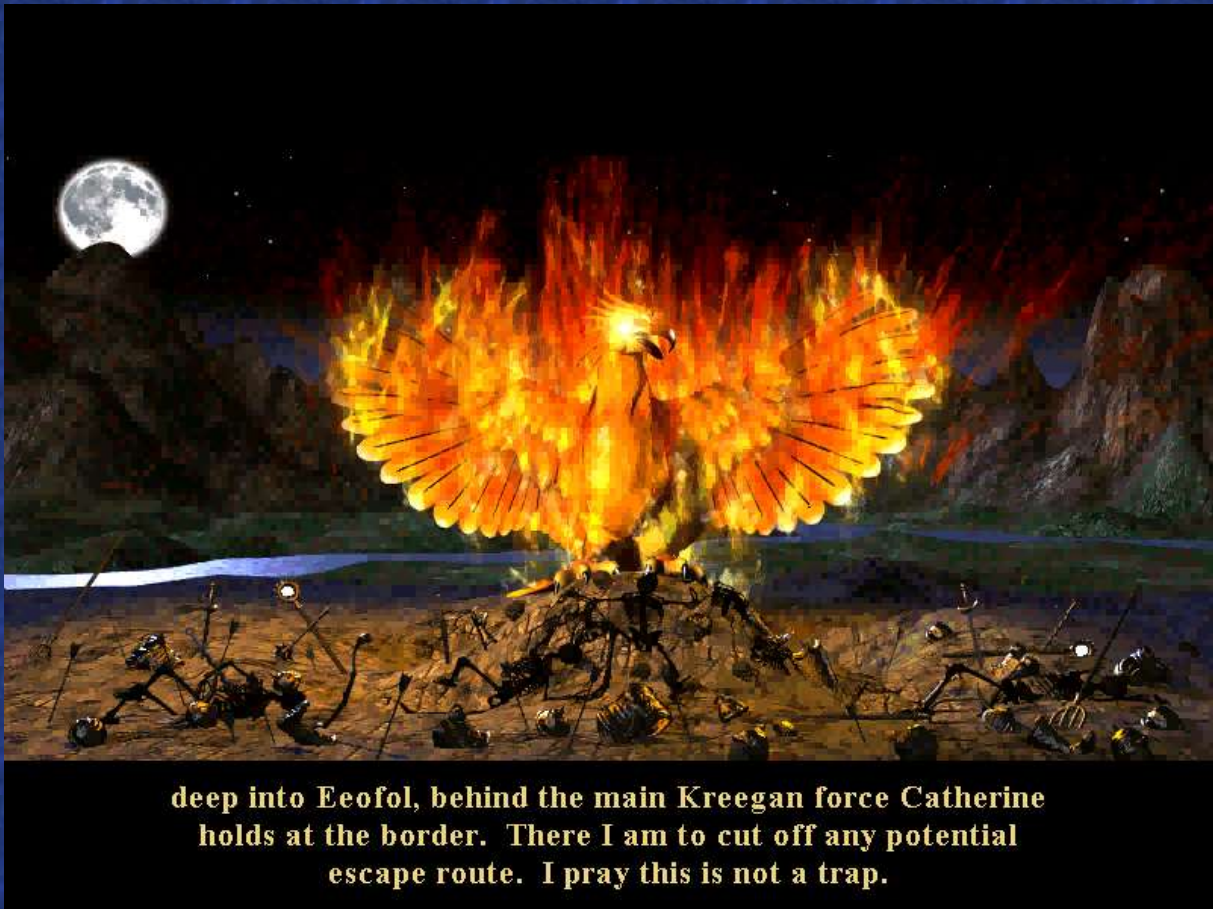
Region Description:

Gelu must take his army to cut off any escape routes the Eeofol army might be able to use. King Roland and general Kendal are moving against the Kreegans and pushing them towards him, along with Queen Catherine's forces. To ensure King Lucifer is defeated, the Kreegans must not be allowed to escape.

Prologue Narrative:

In my operations, information is always scarce, and never given full trust. Now I am told the Elemental Confluxes we have encountered, have allied with Queen Catherine in her war to destroy King Lucifer Kreegan. I have orders to move deep into Eeofol, behind the main Kreegan force Catherine holds at the border. There I am to cut off any potential escape route. I pray this is not a trap.

Prologue Video:



deep into Eeofol, behind the main Kreegan force Catherine holds at the border. There I am to cut off any potential escape route. I pray this is not a trap.

Starting Message:

The message sent last night told you the following:

“Gelu, you have been doing well thus far in your guerilla attacks, but the time has come to make our push towards the Eeofol capital city of Kreelah and end this once and for all. While my husband and I march from the south, you are to invade through AvLee and cut off any escape route the Kreegans may have. I do not wish to be traversing the Eeofol countryside looking for this King Lucifer. We cannot allow him to use Armageddon’s Blade. Not now, not ever! Do not fail me, my loyal Gelu. Too much is at stake.”

To Kill a Hero

Catherine, Gelu and Roland must defeat the Demoniatic hero Xeron. If any one of them falls, all is lost. Catherine, Roland and Gelu will be allowed to reach 36th Level and carry over all spells, skills, and experience to the next scenario.

Starting Bonus:



Start with 5 Firebirds

Start with Town Portal

Start with Sword of Judgement

Difficulty:

Expert

Map Size:

Medium

Map:



Region Description:

Catherine has lost support in Erathia. They are tired of war and do not wish to pursue this any further. To ensure victory, Catherine has stepped down as Queen and joined Roland with the Conflux army, pushing deeper into Eeofol. General Kendal has been left to see to the task of picking Erathia's next ruler. In secret, he has dispatched Gelu and his Forestguard to help his former Queen and good friend in this most serious of endeavors.

Prologue Narrative:

With the majority of the Kreegan forces destroyed, Erathia's lords have grown weary of this war and have withdrawn their support. They do not understand. This is a critical moment. To continue this war, I have stepped down as Erathia's Queen. Myself, Roland, and the Conflux forces will continue to press to the capitol of Eeofol. However, between us and the Demon King stands the hero Xeron. We are told he wields Armageddon's Blade. We must succeed for the safety of Erathia, and the world.

Prologue Video:



the demon king stands the hero Xeron. We are told he wields Armageddon's Blade. We must succeed for the safety of Erathia, and the world.

Starting Message:

Support has greatly waned amongst the Erathian nobility, for this war in the past few months. It has been costly in both gold and lives, precious commodities all to be certain. However, this endeavor is of utmost import if what the soothsayer said is true. Should they really have Armageddon's Blade, King Lucifer must not be allowed to continue in his mad quest. The line must be drawn here and now.

Seeing as how the Erathian people see this war as being over, they have refused to fund your war any longer. Disheartened, as you were, you decreed General Morgan Kendal would act as Regent in your stead, his primary task to find a new leader for the kingdom your father made so great. You chose to abdicate the Erathian throne and ally yourself with the Elemental Confluxes in an effort to destroy this mad king and his demonic hordes once and for all.

Teary eyed, yet stoic, you transferred control of the kingdom of your birth to General Kendal and rode off towards your destiny. When all was said and done, you and Roland were going to return to Enroth and your son Nicolai at last. Erathia was free to rule itself, without interference from Enroth. Its destiny was now it's own. You had a war to win, a world to save, and could not be burdened by grief over the terrible choices you were forced to make.

The days ahead will be filled with rough terrain and sleepless nights. Roland and your forces marched across the fire-ravaged plains of Eeofol en route to Kreealah, the capital city. Word soon spread of your approach and you were met with great resistance. Though the fighting was brutal, your tactical prowess and Roland's tenacity proved to be the better of the enemy and you forced them back nearly to the capitol itself. Now, you have a firm hold on the majority of Eeofol, Conflux fortresses sprouting up

everywhere.

The problem came when word was sent that Xeron, Eeofol's brilliant warlord, had arrived with the near totality of his Sons of Erebus, Eeofol's elite royal guard. Worse still, spies report he bears a great sword of immense power. It appears in fact that your worst fears have been realized; Armageddon's Blade is not only real, but here on the field of battle as well.

Xeron must fall and the Blade recovered if this assault is to succeed. Once he has been defeated, the rest will be mere practice.

Oblivion's Edge

You have 60 days for Gelu to take Armageddon's Blade to the Eeofol capitol of Kreelah before the forces of the Dungeon Overlords arrive to reinforce King Lucifer. If Gelu, Roland, or Catherine is lost, your war ends here.

Starting Bonus:



Start with 10 Phoenixes

Start with 75 Sharpshooters

Start with 25 Magic Elementals

Difficulty:

Impossible

Map Size:

Medium

Map:



Region Description:

The Kreegan race borders on extinction, yet remains defiant. King Lucifer has sent for aid from the Overlords of Nighon. It is estimated that it shall take no more than 60 days for an army to arrive and reinforce the Kreegan king. The tide has turned as Catherine's army now has the Blade and the irony of Lucifer's downfall under the Blade he created to destroy the world has not escaped Catherine. She intends to bring the Blade to Hell itself if need be.

Prologue Narrative:

Armageddon's Blade is no longer a threat. However, King Lucifer Kreegan still sits upon the throne of Eeofol. What few clans remain have rallied to defend their king and his lost cause. Erathian spies tell us the Demon King has requested support from the Dungeon Overlords of Nighon. We cannot confirm this. If it is true, we cannot allow Lucifer to receive this aid. We must dethrone the Demon King. Time is short, but now we wield Armageddon's Blade. It is time we take Armageddon into the heart of Hell itself.

Prologue Video:



this aid. We must dethrone the demon king. Time is short, but now we wield Armageddon's Blade. It is time we take armageddon into the heart of hell itself.

Starting Message:

Xeron has been defeated, but managed to teleport away before he could be finished off. Still, we now possess the Blade and it is time to end this. The last remnants of the Kreegan clans have chosen their capital city of Kreelah to make their stand. We outnumber them, however they are still powerful and may yet take the day, with some help.

Our spies have learned that King Lucifer, in desperation, has sent an emissary to the Overlords and Warlocks of Nighon to beseech them for aid. We have no way of knowing if they said yes or not, therefore we must fear the worst. At the earliest, it would take an army from Nighon some 60 days to reach this valley. We must hurry. King Lucifer must be slain before that time.

All that stands in our way is the remaining members of the Sons of Erebus and supposedly Xeron has chosen to stand by his king to the very last. They will be dug in quite heavily, so gathering powerful forces is imperative. May the Light shine down upon and bless this undertaking. All of Antagarich is depending on our success. Good luck to us all.

Epilogue Narrative:

Lucifer Kreegan is dead. The few remaining Kreegan clans have gone into hiding. All but a few of the Elemental Confluxes have disappeared. I am sure we will see them again... if needed. As for myself and Roland, we will soon depart for Enroth and I will see my son again. As for Gelu, I left Armageddon's Blade in his hands. Following our victory, he and his guerilla army vanished into the Erathian forests. I do not know if he intends to destroy the weapon... or keep it for himself. In time, I am sure we will all know.

Epilogue Video:



he and his guerilla army vanished into the Erathian forests. I do not know if he intends to destroy the weapon... or keep it for himself. In time, I am sure we will all know.

Dragon's Blood

Overlord Mutare, an ambitious Nighon Lady, wishes to take her rightful place among the ranks of powerful Nighon Lords. In Nighon, you don't inherit your lands – you take them from those too weak to hold them. Only the strong are fit to rule, and the bones of the weak litter the tunnels of Nighon.

Region Map:



Culling the Weak

Crush your enemies, but be careful not to lose Mutare. Mutare will be limited to level ten, but will transfer to the next scenario. Gain the Charm of Mana from the Seer's Hut and carry it into the next scenario to access a bonus area.

Starting Bonus:



Start with Pillar of Eyes

Start with Quiet Eye of the Dragon

Start with 12 Harpy Hags

Difficulty:

Hard

Map Size:

Medium

Map:



Region Description:

Ordwald, your near neighbor, is the oldest lord in Nighon. Age has started to effect the old Warlock, but he is still able to beat off the other young lords. Unlike the others, you have patiently waited for Ordwald to stumble before you move. Last week, Ordwald slipped. Time to take him down.

Prologue Narrative:

Ordwald. I find the name distasteful. This old man has held rich Nighon lands given to him by a much greater father. He has squandered his time and done little to earn this stature. I have stood in his shadow and by his borders too long. His lands will be mine.

Prologue Video:



**has squandered his time and done little to earn his stature. I
have stood in his shadow and by his borders too long. His
lands will be mine.**

Starting Message:

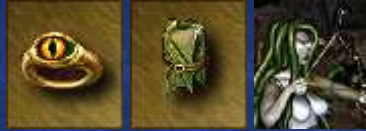
My spies have brought news; two young and hungry lords have launched near simultaneous attacks on Ordwald. Surprisingly, they are doing well. A year ago he would have easily beat off the young lords' attacks. Ordwald must have lost his edge for them to do so well.

The time is ripe to kick out the young upstart lords and seize the old Warlock's lands. Ordwald's banner is blue, while the young lords are flying green and tan. The time has come to advance my red banner. The time has come to cull the weak.

Savaging the Scavengers

Obliterate your opponents, but once again do not lose the hero Mutare. To do so would mean instant destruction. Mutare will be limited to eighteenth level, but will carry over the Dragon Scale Shield to use in the next scenario.

Starting Bonus:



Start with Quiet Eye of the Dragon

Start with Dragon Wing Tabard

Start with 4 Medusas

Difficulty:

Hard

Map Size:

Large

Map:



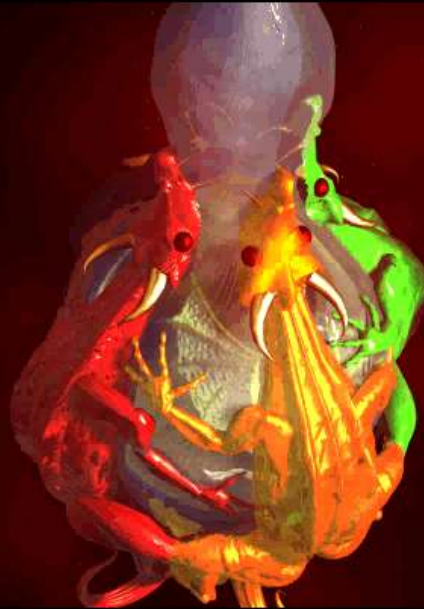
Region Description:

Interrogation reveals Ordwald didn't personally defend his lands because he is seeking the fabled Vial of Dragon Blood. Unfortunately, Caomham and Preuet have also heard about the Vial. They will certainly follow you into the Deep Caverns after Ordwald if they can. You need to dispose of them first.

Prologue Narrative:

Ordwald is absent. No wonder his lands were so easy to take. It seems he has spent his life and his father's fortune in pursuit of the fabled Vial of Dragon Blood. It is said to hold blood taken from the Dragon Father. It is believed drinking it will transform the user into a Sentient Dragon. Ordwald isn't as stupid as I believed. Still, he is old. I will find him and the vial, but first, I must dispose of the young lords who have heard the news and nip at my heels.

Prologue Video:



stupid as I believed. Still, he is old. I will find him and the vial, but first, I must dispose of the young lords who have heard the news and nip at my heels.

Starting Message:

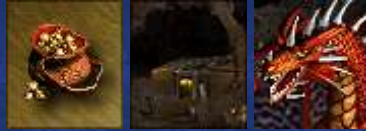
The Vial of Dragon Blood will give me the edge I need to force my way into the ranks of powerful Nighon lords. To get the Vial I need to defeat the Vial's guardians or Ordwald or both. I also have to prevent Lords Caomham and Preuet from following me and attacking from behind when I seize the Vial. Finally, I am loath to yield anything of mine. Having any of my lands taken while pursuing the Vial would be... annoying. My current armies should be sufficient to hold Rauric and Ordwald's old lands, especially if I leave all my magic items, except the Charm of Mana, with my generals.

General Miah will mop up the last resistance in Ordwald's old lands and then rebuild the castle defenses and local garrisons. General Sengana will assume command of my home guard, castles, and garrisons. When the word gets out about the Vial of Dragon Blood, the borderlands are going to be crawling with Nighon Lords looking for it. While Miah and Sengana slow down the other Nighon Lords, I will take a small force, establish a base camp near the access to the Deep Caverns and drive Caomham and Preuet from the area so they can't follow me. Meanwhile my scouts will locate Ordwald. Once Caomham and Preuet are defeated, I'll follow Ordwald to the Vial and take it for myself.

Blood of the Dragon Father

Find the Vial of Dragon Blood before Ordwald or lose the race. Also, losing the hero Mutare means instant destruction. Mutare and two of her best heroes will be transferred to the next scenario, without level limitations.

Starting Bonus:



Start with Endless Purse of Gold

Start with Labyrinth

Start with 1 Red Dragon

Difficulty:

Hard

Map Size:

Large

Map:



Region Description:

Whoever gains the Vial of Dragon Blood and drinks the Blood of the Dragon Father will transform into a Sentient Dragon. You MUST beat Ordwald to the Vial and defeat its guardians. Nothing else matters. Nothing!

Prologue Narrative:

I have found Ordwald. He is close to the vial, but his conservative actions and slow thinking leaves the way open for me to surpass him. As much as I must worry about Ordwald, I must consider the vial. Once I have passed him, there is the vial, and no doubt, it will have guardians... Dragon guardians.

Prologue Video:



Ordwald, I must consider the vial. Once I have passed him, there is the vial, and no doubt, it will have guardians... dragon guardians.

Starting Message:

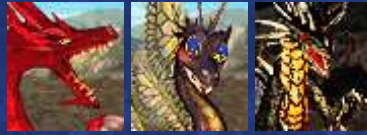
I always thought I would be a powerful noble one day. Taking Rauric's Lands was only the first step. But I thought it wouldn't be possible 'til I was old, like 26 or 27. The Vial changes all my calculations. Whoever transforms into the Dragon will be able to muscle into the highest ranks of Nighon nobility.

General Miah will take command of the troops in my old staging area (and new castles) near the access to the Deep Caverns. He should be able to make things tough on any Lords trying to follow me, by raiding them, killing their scouts, laying false trails and stomping any overly bold Lords. Meanwhile I'll take a small force and setup a camp in the Deep Caverns near where my scouts saw some of Ordwald's troops. A small force should be able to slip in without being noticed by anyone.

Blood Thirsty

Once again you must crush your enemies before they crush you. If Mutare dies then all is lost. With your two best aides this will still be a difficult battle.

Starting Bonus:



Start with 2 Crystal Dragons

Start with 3 Faerie Dragons

Start with 6 Black Dragons

Difficulty:

Expert

Map Size:

Large

Map:



Region Description:

Ordwald lied to three powerful Nighon Lords. He told them, if they were to drink your blood they would also transform into Dragons. Now your old opponent Ordwald and three powerful lords block your access to the upper tunnels. They want to kill you and drink your blood. You plan to drink theirs.

Prologue Narrative:

I am successful. Now Ordwald and his lackeys seek to slay me and drink my blood. They believe it will transform them as the vial transformed me. They will never drink my blood. I will be the one to drink their blood.

Prologue Video:



and drink my blood. They believe it will transform them as the vial transformed me. They will never drink my blood. I will be the one to drink their blood.

Starting Message:

Defeating the Lords blocking your access to the surface tunnels and the Nighon borderlands will prove my power to the rest of the Nighon Lords. You find yourself laughing with glee at the thought of the battles to come. You pause to admire your beautiful new claws, and then roar for messengers to summon your best two Heroes from the prior campaign. It's time to show the doubters I'm worthy to join the ranks of Nighon's powerful nobles. So they want to drink my blood, do they? I'll drink theirs!

Epilogue Narrative:

Ordwald is dead. His lackeys are dead. Their lands and riches belong to me. Soon, all of Nighon will belong to me.

Epilogue Video:



Ordwald is dead. His lackeys are dead. Their lands and riches belong to me. Soon, all of Nighon will belong to me.

Dragon Slayer

To prove himself a Dragon Slayer Dracon must first defeat the Crystal Golem Dragon. From there he will seek out the Azure Dragon, with plans of defeating the greatest Dragon to ever live. In his quest for perfection he will find, and destroy the Purple and Rust Dragons.

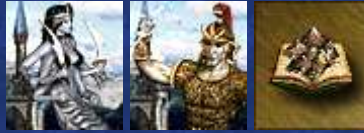
Region Map:



Crystal Dragons

To pass the test you must kill the Crystal Dragon. Fail to kill the Dragon within two months and you will not become a Dragon Slayer. Dracon, his skills, spells, experience and remaining troops will transfer to the next scenario along with the Diplomat's Ring. Dracon will be limited to level eight.

Starting Bonus:



Start with 5 Nagas

Start with 3 Titans

Start with Tome of Earth Magic

Difficulty:

Hard

Map Size:

Medium

Map:



Region Description:

You face the last challenge in becoming a Dragon Slayer. You must complete the test course in six months or fail the test. The Crystal Dragons will be well guarded, the paths watched by other creations. Golems, Gargoyles and Elementals will try and stop you before you can kill the Crystal Dragon.

Prologue Narrative:

My mother has finished preparations for my final test. The finest crystal, stealthly taken from the caverns of Krewlod, has been used to create a great Dragon Golem. This creature's construction is a feat of magical prowess. To destroy it... is an even greater feat. Yet, I have heard the greatest feat a Dragon Slayer can accomplish is to kill the rare a mighty Azure Dragon.

Prologue Video:



destroy it... is an even greater feat. Yet, I have heard the greatest feat a dragon slayer can accomplish is to kill the rare a mighty Azure Dragon.

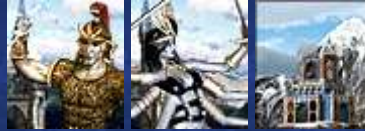
Starting Message:

Your mother has been training Dragon Slayers for as long as she can remember. It is now time that she train her only son. Your mother knows how smart you are and therefore she can't give you any ordinary task. Approximately 30 or so years ago your mother went to the Festival of Life. The events of the festival inspired her. She took red crystal and, with the idea of a Golem in her head, created Crystal Dragons. She then set them loose in this little valley. The only thing going for you is your ability to train Priests and Mages into Enchanters. You have control of a small village. Your task is to kill the Crystal Dragons with the troops given to you so you can prove to your mother and to everyone else you are ready to be a Dragon Slayer. The task is great so be careful.

Rust Dragons

Rust Dragons have invaded the area, halting mine production. Flag all of the mines within six months, but do not lose the Dragon Slayer or your cause will be lost. Dracon, his skills, spells and experience up to level 24 will carry over to the next scenario.

Starting Bonus:



Start with 1 Titan

Start with 4 Naga Queens

Start with Altar of Wishes

Difficulty:

Expert

Map Size:

Large

Map:



Region Description:

Now in search of the mighty Azure you hear of disturbances to the North. Burned villages and destroyed mines are causing the region to suffer. Without the mines in full production the region will not have the resources to defend themselves against Krewlod invasions or eat. Knowing you are the destined Dragon Slayer, it is time to follow the road north in search of ways to hone your skills.

Prologue Narrative:

Rust Dragons have taken to feeding from the mines near the town of Ochre. These uncommon beasts have chased off the peasantry and now their livelihoods are in jeopardy. As a hero, I should do this for the town's people. Yet, I do this to hone my skills. Where Rust Dragons abound, the Azure may be nearby.

Prologue Video:



hero, I should do this for the town's people. Yet, I do this to hone my skills. Where rust dragons abound, the Azure may be nearby.

Starting Message:

The people of Bracada have kept the Krewlodians at bay by controlling the mines. Now Rust Dragons have taken control and all of its lands resources will be gone in six months. The people are in need of help and your skills could use some sharpening.

Faerie Dragons

You have six months to find and defeat the Faerie Dragons to cleanse this territory. If Dracon dies, the quest is over. Dracon, his skills, spells and experience up to level 24 will carry over to the next scenario.

Starting Bonus:



Start with Mage Guild Level 4

Start with Altar of Wishes

Start with Orb of Firmament

Difficulty:

Expert

Map Size:

Large

Map:



Region Description:

Now seeking the famed and elusive Azure Dragons you hear of sightings to the west. Following the leads you find only a mischievous Faerie Dragon playing tricks on the locals. Disappointed at first, but soon you discover there are several such Dragons and they are relocating towns, maidens and generally mucking about. This should prove challenging enough for you.

Prologue Narrative:

I have never seen a Faerie Dragon. Little is known about these notorious troublemakers. What is known is found more in storybooks than magical tomes. Some say they are invisible. Some say they can cast spells. Some say they are only three feet high. Some say they are the henchmen of the Azure Dragons. I do not know what to expect or how my skills will be tested. Nevertheless, the more I know, the better I will be prepared for the Azure Dragons.

Prologue Video:



Azure Dragons. I do not know what to expect or how my skills will be tested. Nevertheless, the more I know, the better I will be prepared for the Azure Dragons.

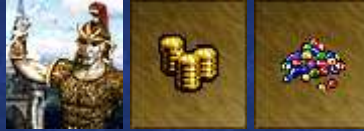
Starting Message:

It has come to your attention there are Faerie Dragons lurking about somewhere on the Western Border. Feeling you could use the practice before taking on the Azure Dragons you have decided to help the people of Bracada rid themselves of the threat. If the Faerie Dragons aren't disposed of within six months then they will destroy every village along the coast.

Azure Dragons

Defeat the great Azure Dragons within six months for eternal fame. Once you have slain this ancient beast you will have proven yourself to be a Dragon Slayer extraordinaire. Failure means death of Dracon and eternal branding as a foolish child.

Starting Bonus:



Start with 2 Titans

Start with 10000 Gold

Start with 10 Gems

Difficulty:

Impossible

Map Size:

Large

Map:



Region Description:

Finally, you have tracked down the Azure Dragons. Now it is time to face the great Dragon in their home territory. The locals are willing to join your cause, but the paths are guarded by Dragons. Clear these paths and you can gain support. The Azure Dragons are both mighty and elusive. Track them down and kill them before they moves on to new territory. You estimate in six months they will move again. Once you have gained their support you can then seek your prize. Beware the other Dragons who guard the Azure, keeping out the fainthearted and unworthy of such a challenge.

Prologue Narrative:

I have found a nest of mighty Azure Dragons. I have also found my destiny. Azure Dragons do not nest for long and commands an entourage of Dragons of all colors. The task is great, but I am determined.

Prologue Video:



found my destiny. Azure Dragons do not nest for long and commands an entourage of dragons of all colors. The task is great, but I am determined.

Starting Message:

“It is now time,” you tell yourself as you prepare for the long journey. You have been waiting for this moment for a long time. Gathering all of the courage you can muster, you set out to face the last challenge that will make you the best Dragon Slayer of them all... the Azure Dragon.

Epilogue Narrative:

My victory is hollow. I do not understand why. I have accomplished what only the elite dream. In my private moments, I have felt this beast would be the key to unlock a long sought personal contentment. I was wrong. My dissatisfaction stirs and I wonder, what is next.

Epilogue Video:



moments, I have felt this beast would be the key to unlock a long sought personal contentment. I was wrong. My dissatisfaction stirs and I wonder, what is next.

Festival of Life

Every thirty years the youth of Krewlod are given the opportunity to replace the clan leaders and vie for the throne. Defeat the Ancient Behemoth Razor Claw, clear an area of beasts left wild for thirty years, defeat the other rivals for the throne and finally challenge the king himself!

Region Map:



Razor Claw

The task of killing Razor Claw has been given to you. Prove yourself and defeat the Ancient Behemoth in three months or lose your chance at becoming King. If Kilgor is lost then his chance to become king ends also. Kilgor is limited to twelfth level.

Starting Bonus:



Start with 5 Cyclopes

Start with 1 Behemoth

Start with 4 Rocs

Difficulty:

Normal

Map Size:

Medium

Map:



Region Description:

The time has come for you to challenge the elders for leadership. Like other young prospects of the tribe you must pass through three tests. The first test is simple, kill an Ancient Behemoth. For three generations the Ancient Behemoth Razor Claw has resisted attempts to kill him off, now it is your time to make the attempt. Complete this simple task to continue with the festival of life.

Prologue Narrative:

Alongside my father I have killed Behemoth before, but never an Ancient Behemoth. To contest the throne, I must slay one of these fearsome beasts. I relish the encounter. After I have slain this one, I will know how to subdue them. Then I will employ them in my bloody ascension to kingship.

Prologue Video:



of these fearsome beasts. I relish the encounter. After I have slain this one, I will know how to subdue them. Then I will employ them in my bloody ascension to kingship.

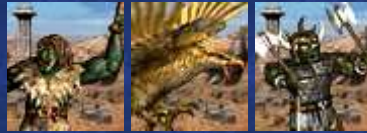
Starting Message:

The first test begins. Razor Claw has been terrorizing this territory for generations; his reign is about to come to an end. It will be a challenge just reaching him before time runs out and you are eliminated from the Festival of Life, but you are confident of victory over the beast.

Taming of the Wild

To prove you can keep land safe for the citizens you must defeat all of the creatures inhabiting this area inside of four months. If Kilgor or any of his lieutenants are killed, you lose. Levels will be limited to twenty.

Starting Bonus:



Start with 8 Ogres

Start with 6 Thunderbirds

Start with 30 Orc Chieftains

Difficulty:

Normal

Map Size:

Medium

Map:



Region Description:

This area is kept wild and is only culled every thirty years during the Festival of Life. Each prospective is given a small section to clear and three allies to command in order to prove your capabilities as a leader. In order to prove you are truly capable you must eliminate all creatures in this region, once this is completed you will have passed this test.

Prologue Narrative:

I have tamed a great beast. Now I must tame the monsters of the land. As the carnage grows, so does my power and bloodlust. I will sit upon the throne of Krewlod. Neither man or beast will stand in my way.

Prologue Video:



the land. As the carnage grows, so does my power and bloodlust. I will sit upon the throne of Krewlod. Neither man or beast will stand in my way.

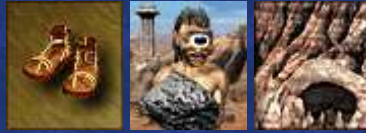
Starting Message:

To prove your leadership three lieutenants are given for your command. Use them wisely for they are the key to clearing this area. You have been given four months to complete the task so do not waste any time! Good hunting and good luck!

Clan War

Three other clans also fight for the right to have their nominee be the king. Defeat them all without losing Kilgor and his three starting allies or lose the game. Only Kilgor and his three starting companions will be carried over into the next and last mission. Levels are limited to thirty.

Starting Bonus:



Start with Sandals of the Saint

Start with 5 Cyclopes

Start with Cyclops Cave

Difficulty:

Hard

Map Size:

Large

Map:



Region Description:

Excellent work young one! Now you and three others must compete for the chance to challenge the king. Defeat them and their lieutenants in order to claim victory. The three allies that helped you in the second mission will assist you in this one, good luck.

Prologue Narrative:

In the Festival of Life, those who fail, either die at the hands of their enemies, or by their own hand after capture. I will be merciful toward my opponents. I will take no prisoners.

Prologue Video:



In the Festival of Life, those who fail, either die at the hands of their enemies, or by their own hand after capture. I will be merciful toward my opponents. I will take no prisoners.

Starting Message:

The third test begins. The three opponents arrayed against you and each other are battle tested and strong, having been through similar tests. If you overcome them you will have proven your mettle enough to challenge the king himself!

For the Throne

You have three months to depose the king while keeping Kilgor alive. This is for the throne of Krewlod so do not fail.

Starting Bonus:



Start with Lion's Shield of Courage

Start with Upg. Ogre Fort

Start with 3 Thunderbirds

Difficulty:

Expert

Map Size:

Medium

Map:



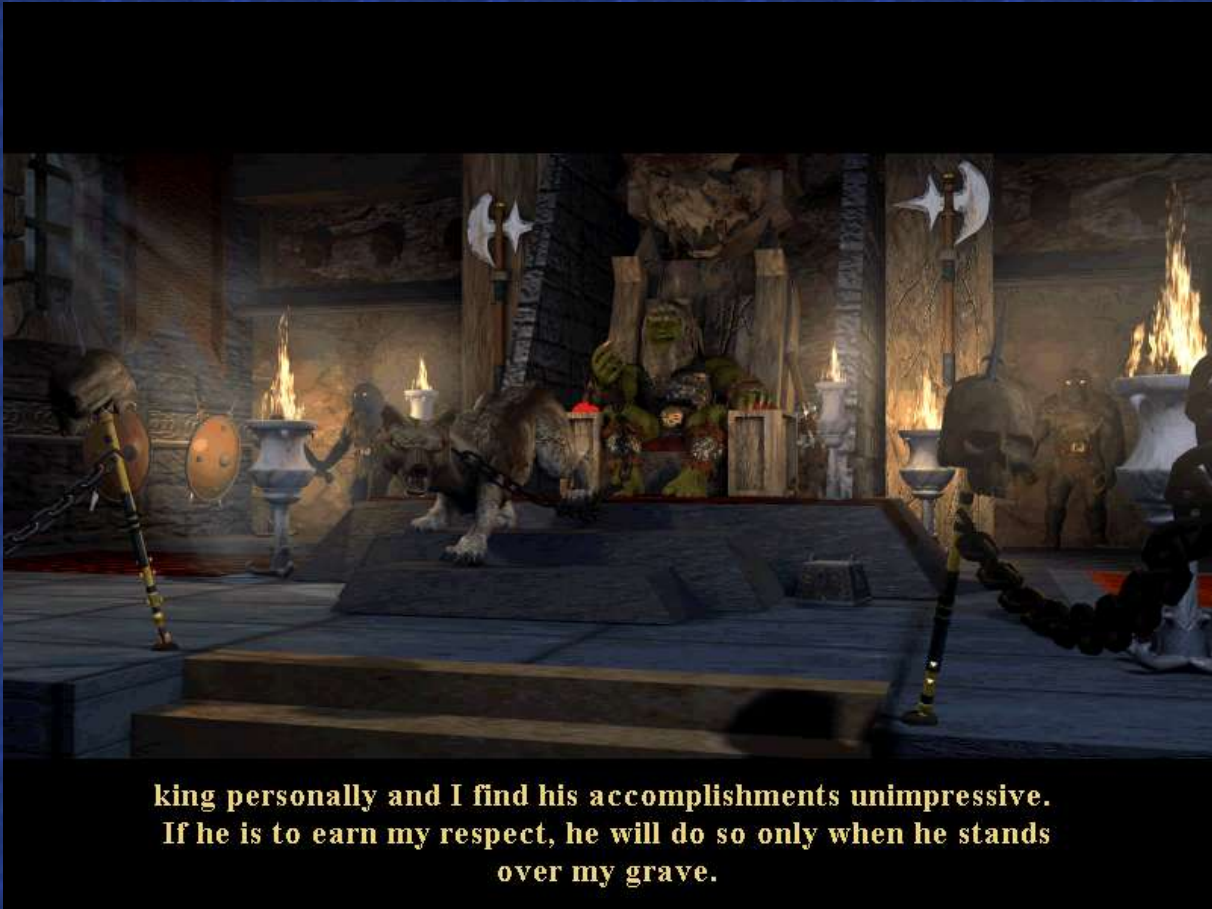
Region Description:

You have risen through the ranks quickly, proving your worth and capabilities as a warrior and leader. Now you challenge King Boragus for the Throne of Krewlod itself. If you can defeat the powerful Boragus it will prove your battle skills and determination are unrivaled in all of Krewlod. This one is to the death. The winner rules.

Prologue Narrative:

Many respect King Boragus. Many feel he is one of the greatest rulers Krewlod has ever known. I do not know this king personally and I find his accomplishments unimpressive. If he is to earn my respect, he will do so only when he stands over my grave.

Prologue Video:



Starting Message:

All your opponents except Duke Boragus lie at your feet. The final test in the Festival of Life begins for the throne of Krewlod. This is it, the defeat of Duke Boragus will signal the rise of Kilgor the Mighty, King by his own sword. Failure is not an option.

You only have 3 months to defeat the Duke or he wins by default (He is the leader of Krewlod you know). Hurry, for time is also the enemy!

Epilogue Narrative:

I have bathed in the blood of my enemies and sit upon the throne of Krewlod. My reign begins now. I am king.

Epilogue Video:



I have bathed in the blood of my enemies and sit upon the throne of Krewlod. My reign begins now. I am king.

Playing with Fire

Adrienne the Fire Witch discovers a Death Knight is turning the local population into a harvesting ground for Undead. Restore to the land and hunt down this evil. Utter extermination of the undead plague is your ultimate goal.

Region Map:



Farming Towns

Establish a home base and then liberate the other towns on either side of the border.
Destroy all of the undead in the area and defeat the Necromancers who are doing this.
Adrienne and three of your best heroes are restricted to twelfth level, but will transfer to the next scenario.

Starting Bonus:



Start with Still Eye of the Dragon
Start with Talisman of Mana
Start with Quiet Eye of the Dragon

Difficulty:

Normal

Map Size:

Medium

Map:



Region Description:

The peasantry has been slaughtered to make an undead army. It is as if someone is farming the people to grow a mammoth crop of mindless soldiers. The purpose of this army is still unknown, but someone must restore order on the Erathian-Tatalian border. That someone is you.

Prologue Narrative:

Travelling from Erathia to my homeland of Tatalia, I have passed through several towns. I have yet to encounter a living soul. There is only the lingering stench of the undead. I fear a Necromancer in the area is raising an army. 'Who...' is unknown. 'Why...' is unknown.

Prologue Video:



living soul. There is only the lingering stench of the undead. I fear a necromancer in the area is raising an army. 'Who...' is unknown. 'Why...' is unknown.

Starting Message:

You enter into this region, not too far from the Tatalian border, glad to be almost home. The time spent in Steadwick studying with the Clerics was useful and productive, but it was too long away from the swamps you love and call home. The Fire Witch, as you are called, cannot bear to be away from her lands, but is not readily welcome there either. For the people of Tatalia fear Fire Magic and shun all who use it. Knowing the power it holds, and wanting to wield it you gave up a life of acceptance for your power.

March of the Undead

To win this scenario flag all creature generators within seven months. Beware, each are heavily guarded by hordes of undead. If you lose Adrienne then all is lost. Heroes will be limited to level 32, but six of your heroes will be carried over to the next scenario.

Starting Bonus:



Start with 20 Gnoll Marauders

Start with 10 Lizard Warriors

Start with 5 Dragon Flies

Difficulty:

Hard

Map Size:

Large

Map:



Region Description:

It has been confirmed. Lord Haart was raised from the dead and is now sweeping through Tatalia creating an undead army of mammoth proportions. Behind the Undead Knight lies a trail of death and destruction. To track him down is the easy thing. Restoring the land he has destroyed is another matter all together. Free the inhabitants from their undead captors and they will join your cause.

Prologue Narrative:

With the conclusion of the Restoration War, Lord Haart's Necromantic cult disbanded and went into hiding. It appears they have resurfaced and resurrected their leader. Now Lord Haart walks the Tatalian lands a Death Knight. If I am to continue my hunt for the dead warrior, I will need help. I hope my countrymen will be wise and not shun a hero who embraces Fire Magic.

Prologue Video:



continue my hunt for the dead warrior, I will need help. I hope my countrymen will be wise and not shun a hero who embraces fire magic.

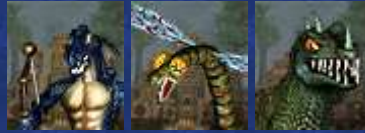
Starting Message:

Freeing the Erathian-Tatalian border from the grasp of undead you push further into Tatalia, fearing what you see. This Death Knight has a good lead on you and your troops. And he has not squandered that lead. Smoldering ruins were here not too long ago. Now the land is recuperating, but it will be a while before the lush swamps heal the land. For the time being plants and trees are starting to quickly grow back in certain areas, but others are still a little bare. The First Lieutenant asks why you are smiling to yourself. "It is difficult to burn these swamps, there is much water to extinguish the fires. These fires burned large sections of the forests and mountains, but the land is healing faster than they might have expected. Only outsiders do not understand how quickly our swamplands recover." Your smile turns to a grimace at the sight of decaying bodies.

Burning of Tatalia

Defeat Lord Haart and all of his followers, freeing Tatalia from the bony grasp of deadly evil. If Adrienne dies, you will lose your war against this horrific evil. Seek the Seer's Huts to find the Tomes of Fire and Earth Magic in order to help destroy Lord Haart.

Starting Bonus:



Start with 30 Lizardmen
Start with 10 Serpent Flies
Start with 5 Basilisks

Difficulty:

Expert

Map Size:

Extra Large

Map:



Region Description:

It is time to confront the Death Knight Lord Haart. Take your armies and defeat the traitorous fiend. His loyal followers assist this force of death as he mows a path through Tatalia several miles wide all the way to the ocean.

Prologue Narrative:

I do not know what the dead remember from their time among the living. If Lord Haart had memory of Tatalia, it has failed him. Scouts report the Death Knight has turned northwest and set up along the coast. Now I have him trapped. However, army morale is low. My people do not like following a Fire Witch, yet they dislike becoming undead even more.

Prologue Video:



trapped. However, army morale is low. My people do not like following a fire witch, yet they dislike becoming undead even more.

Starting Message:

For days you have traveled, following the thick plume of smoke. Finally, after days of fires burning out of control the smoke thins and you come across the destruction. Here Lord Haart burned a path through Tatalia, creating an undead army of those killed in the fires.

Epilogue Narrative:

Tomorrow, I will wake and this nightmare will end for both myself, Tatalia, and its people. I do not know if I have buried a hero... or a villain. In my travels I have heard many stories of Lord Haart's bravery and ultimate downfall. When I lay to rest, I wonder if the stories my countrymen tell will speak of me as a Fire Witch in a land of Earth and Water... or as a hero.

Epilogue Video:

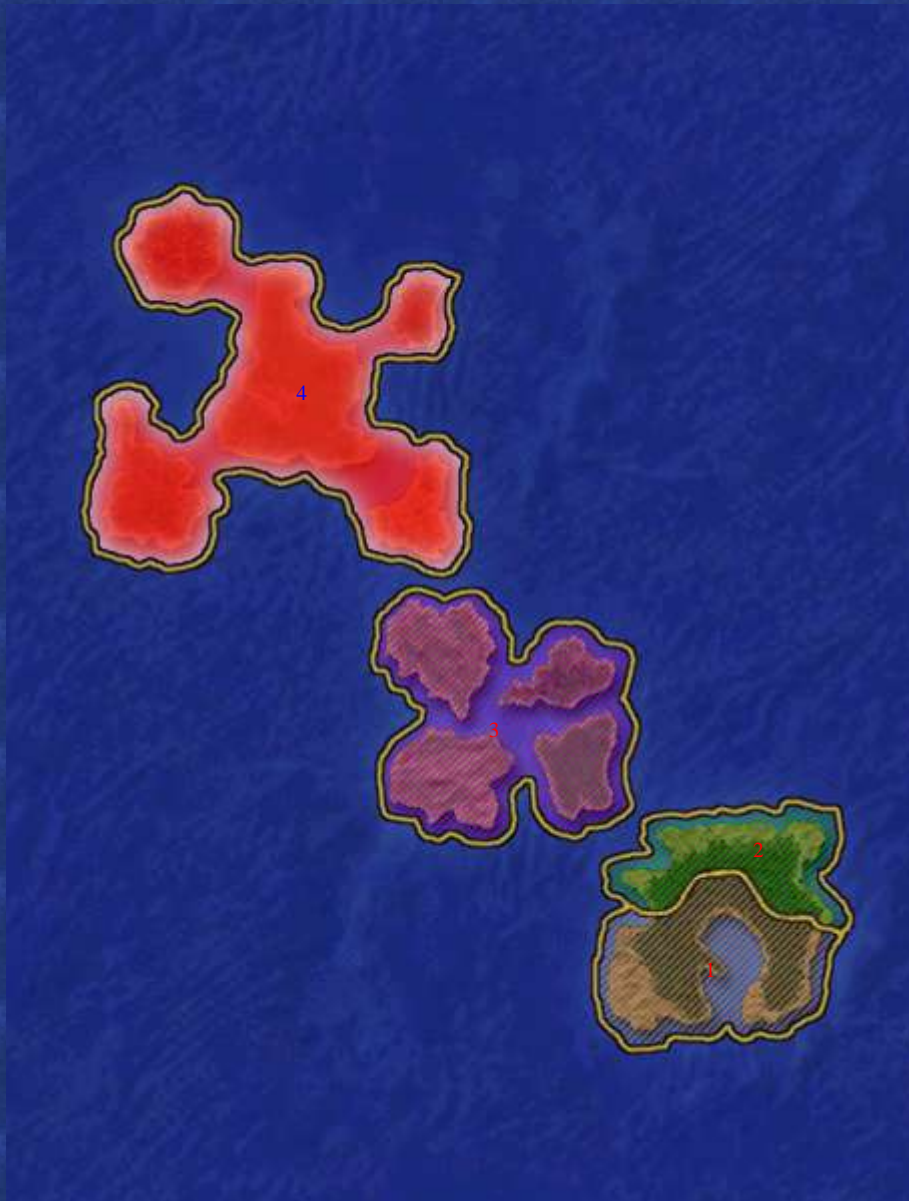


of Lord Haart's bravery and ultimate downfall. When I lay to rest, I wonder if the stories my countrymen tell will speak of me as a fire witch in a land of earth and water... or as hero.

Foolhardy Waywardness

Follow Sir Christian, an aspiring Fragrance Alchemist, as he begins a three-hour tour, and finds himself constantly bargaining for his very life.

Region Map:



Lost at Sea

Sir Christian must build the town on the southeastern peninsula of the island up to a capitol. He is limited to level 8. If he completes his quest, he will carry over his experience, primary skills, secondary skills and a spell book with him to the next scenario. If defeated, his quest is over.

Starting Bonus:



Start with 6 Orcs

Start with +3 Attack Skill

Start with Basic Wisdom

Difficulty:

Hard

Map Size:

Medium

Map:



Region Description:

While on a three-hour sight seeing tour Sir Christian's ship was blown off course by a sudden summer storm. When the storm cleared the captain and crew had no idea what their position might be. For nearly a week they sailed under an overcast sky, completely unable to determine their heading. Finally, a small rocky island was spotted. While landing their ship a large rock found its way into the hull making the craft irreparable. The curious natives seemed friendly in meeting with Sir Christian. They agreed to help him get off the island if he built them a capitol.

Prologue Narrative:

All I wanted was a simple vacation. One hurricane later and I am here on this island with these foul smelling natives. Perhaps my father was right when I told him about my dream to become a fragrance alchemist. Maybe my military training can help me get off this forsaken sand prison.

Prologue Video:



Perhaps my father was right when I told him about my dream to become a fragrance alchemist. Maybe my military training can help me get off this forsaken sand prison.

Starting Message:

While on a three-hour sight seeing tour, the mighty Sir Christian's ship was blown off course by a sudden summer storm. When the storm cleared, the captain and crew had no idea what their position might be. For nearly a week they sailed under an overcast sky, completely unable to determine their heading. Finally, a small rocky island was spotted. During the attempts at beaching the craft, a large rock slammed its way into the hull of the boat. Fortunately no one was injured and they were able to get to the shore safely. The curious natives seemed friendly. In meeting with the humble Sir Christian they agreed to help him get off the island if he built them a capitol.

Their End of the Bargain

To win, Sir Christian must defeat all the enemies. He now has an allied town, which lies, in the northwestern region. He is limited to level 16 in this scenario, but he will carry over his skills, spells, secondary skills and experience to the next scenario.

Starting Bonus:



Start with 8 Archers

Start with +2 Spell Power

Start with a Scroll of Bless

Difficulty:

Hard

Map Size:

Medium

Map:



Region Description:

The natives were so happy at Sir Christian's success, they completely forgot about the agreement to help him in return. The days and days of celebration turned into weeks of endless parties leaving Sir Christian very angry. While the natives were celebrating he traveled to the tavern and met with the former leaders of the towns he'd just beaten. The leaders come to the conclusion Sir Christian was too dangerous to have around. The bargain was struck and Sir Christian would gain their lands and they would gladly help him to leave.

Prologue Narrative:

I swear... these natives only know two things: how to start a war and how to throw a party. Apparently, the natives I just defeated want me off the island as much as I want off. One condition, I must reclaim the lands I just took from them. Ugh. The stench.

Prologue Video:



defeated want me off the island as much as I want off. One condition, I must reclaim the lands I just took from them. Ugh. The stench.

Starting Message:

The natives were so happy at Sir Christian's success that they completely forgot about the agreement to help him in return. The days and nights of celebration turned into weeks of endless parties. When Sir Christian reminded them of their end of the bargain they laughed and suggested that he kiss the south end of a northbound donkey. Leaving the celebrating natives behind, Sir Christian traveled to a tavern to drink his homesickness into oblivion. As he sat at the bar staring at the dregs of his New World Lager Lite, he suddenly felt a knife at his throat. "Turn around, slowly." He turned and looked into the face of the defeated leader of the northern towns. Sir Christian thought as quickly as he could in his inebriated state. "Can we talk?" he asked. The leader and his troops sat with Sir Christian as he explained the situation. They were suspicious, but they all agreed that Sir Christian was too dangerous to have on the island. After a long and heated discussion and a lot of drinking a bargain was struck. If Sir Christian agreed to accept a mission to kill off those pesky natives down south, they would gladly help him in getting back home. To protect himself from another possible betrayal, Sir Christian staggered to his feet and demanded a treaty signed in blood by the leaders and himself.

Here There Be Pirates

Great challenges lie before Sir Christian. To win, he must capture all enemy towns and castles and defeat all enemy heroes. He will be limited to experience level 24. If he wins, he will carry over his experience, primary skills, secondary skills, and his spell book. If he fails, his quest is over.

Starting Bonus:



Start with 9 Rocs

Start with +1 Attack Skill and +1 Defense Skill

Start with 5421 Gold

Difficulty:

Expert

Map Size:

Large

Map:



Region Description:

Sir Christian was on his way home when one of his crewmembers discovered that the boat had no navigational equipment. Instead of getting a sailing ship, they got a dinghy for short distance traveling. After many days and nights at sea, they found their salvation and discovered another small island... full of pirates.

Prologue Narrative:

I do not know if it is poetic justice, a bad joke, or plain rudeness, but I was informed my native friends 'forgot' the rather important navigational equipment. After many days and nights, we found our salvation and discovered another small island... full of pirates. Apparently they too do not understand the art of the fragrance alchemist.

Prologue Video:



and nights, we found our salvation and discovered another small island... full of pirates. Apparently they too do not understand the art of the fragrance alchemist.

Starting Message:

It looks as if Sir Christian would be on his way home when one of his crewmembers discovered that the boat had no navigational equipment. Instead of getting a sailing ship, they got a dinghy for short distance traveling. The crewmembers began to wonder what kind of bet Sir Christian had lost. On the clear nights he used the stars to navigate his craft. But still had no idea where they were heading. After several days, scurvy, horrendous body odor, and severe sunburn one of the crewmembers spotted a small island flying a purple flag. The weak vessel held up well for most of the journey but was really beginning to take a beating from the rough ocean waters. Sir Christian decided to land his galley before it sank right from under his feet. Once ashore he met with the leader of the village to learn they were the world famous Regnan Pirates in charge of smuggling stolen loot to between Erathia and Enroth. Sir Christian explained his situation to the leader of the village who then agreed to help him in one condition: Sir Christian would have to swear undying loyalty to the pirates and complete secrecy to their operation. The alternative was to get the comfy chair. After a moment of thought and consideration, Sir Christian came to a conclusion that he had no choice and joined the pirates. From the sound of it he didn't want to know what the comfy chair is. The pirates would help Sir Christian after he completed a small quest. Reluctantly, Sir Christian agrees but begins to sow the ocean with messages sealed in bottles hoping that one might reach Enroth and a rescue ship will be sent.

Hurry Up and Wait

Sir Christian must do one thing to win this scenario. Stay alive for four months. He is literally surrounded by the enemy. He must keep the evil Regnan Pirates from overthrowing Queen Catherine's military base. If Sir Christian is defeated, his campaign is over.

Starting Bonus:



Start with a scroll of Prayer

Start with 2 Angels

Start with Loins of Legion

Difficulty:

Impossible

Map Size:

Large

Map:



Region Description:

After finding out he was being used as a tool against his own land and queen, Sir Christian finished his quest and fled the island, stole a real sailing ship and went to Queen Catherine's military island to protect it. The four surrounding islands that once protected the main island are now infested with Regnan Pirates. Queen Catherine may pay a visit to this island in four months.

Prologue Narrative:

If you were to ask me where my loyalties lie, in all honesty, I would answer, "To whomever could get me home." So, when I learned of the nearby Erathian outpost, I knew I had found my escape. So, I left those filthy pirates in the middle of the night and arrived at the Erathian outpost the following morning. Little did I know the outpost was the next target of my former pirate allies.

Prologue Video:



night and arrived at the Erathian outpost the following morning. Little did I know the outpost was the next target of my former pirate allies.

Starting Message:

If someone were to ask you where your loyalties lie, at this point, you would answer, "To whomever could get me home." When you learned of the nearby Erathian outpost, you knew you had found an escape. After completing your quest you left those filthy pirates in the middle of the night and arrived at the Erathian outpost the following morning. Little did you know the outpost was the next target of your former pirate allies. The four islands surrounding Queen Catherine's outpost protected it quite well. The Regnan Pirates have taken over all of the surrounding islands and now their moving in on the small isle. Catherine may pay a visit to the island while on the way to Erathia in four months. Keep the Regnan Pirates from taking over the whole island until Queen Catherine can reinforce you in four months.

Epilogue Narrative:

What luck. I have managed to catch a ride aboard Queen Catherine's ship, enroute to Erathia to attend her father's funeral. I am told the Erathian countryside is quite beautiful. At last I can leave all this combat behind. I think it should make a fitting vacation spot. I can't wait.

Epilogue Video:



**funeral. I am told the Erathian countryside is quite beautiful.
At last I can leave all this combat behind. I think it should
make a fitting vacation spot. I can't wait.**



SELECT A CAMPAIGN



 **BACK**

New Beginning

Gem arrives from Enroth fresh from the Succession Wars. She first helps the Clovergreen Militia and then aids a Wizard's apprentice against the Necromancers of Deyja.

Region Map:



Clearing the Border

Defeat all your enemies to win the scenario. However, if Gem is defeated in combat, the scenario is lost. Gem is limited to level 10 but will carry her experience, skills and spells on to the next scenario.

Starting Bonus:



Start with 10 Wood and Ore

Start with 8 Crystal

Start with Mage Guild Level 1

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

You have agreed to take command of the town of Clovergreen's militia and clear this area of the border of undead raiders.

Prologue Narrative:

It is hard to believe a year has passed since Archibald and his Necromancer allies were defeated, ending the Succession Wars. In that time I have been living a nightmare, for I see the Ghosts of the fallen all throughout Enroth. I hope my former teacher, Amanda, is right. I hope moving to a new land, to Antagarich, will still the Ghosts of the war.

Prologue Video:



the ghosts of the fallen all throughout Enroth. I hope my former teacher, Amanda, is right. I hope moving to a new land, to Antagarich, will still the ghosts of the war.

Starting Message:

Eight months ago my mentor, Amanda, told me of a device invented in Antagarich that might end the nightmares that have plagued me. This invention, which she called a First Aid Tent, is capable of healing all manner of wounds. I traveled from Enroth across the ocean to Antagarich and searched until I came to the town of Clovergreen, where I was able to purchase this wonder.

First Aid Tents, I soon learned, were in great demand here. Clovergreen lies in the Contested Lands between Erathia, AvLee and Deyja. Currently these lands are Erathian territory, but the Deyjan Necromancers were raiding over its border. Since the Erathian military has been slow to respond to this threat, Clovergreen's Mayor Delino was raising militia troops but lacking an experienced commander to lead them.

When Delino learned I had been a general in the Enroth's Succession Wars, he summoned me to Clovergreen's Town Hall to discuss his plight. He won my sympathy, and I agreed to command Delino's militia in a campaign to destroy the Necromancers. I do not relish going to war again, but the Necromancers must be stopped before they devastate Erathia as they did Enroth.

After the Amulet

Acquire the Amulet of the Undertaker to win the scenario. However, if Gem or Clancy are defeated in combat, the scenario is lost. Your heroes are limited to level 15, but Gem and Clancy will carry their experience, skills and spells on to the next scenario.

Starting Bonus:



Start with Blacksmith

Start with 15 Wood

Start with +1 Spell Power

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

You have agreed to help a Wizard's apprentice named Sandro. Sandro's master, Ethric, needs an Amulet of the Undertaker to perform anti-Necromancy research, but Ethric is an academician and Sandro is too inexperienced to go after the Amulet himself.

Prologue Narrative:

I have met a Wizard named Sandro who is conducting research to combat Necromancy. He is creating a magical amulet, which will ward off the undead and wants to pay me a large sum of gold to find the pieces he needs to construct it. He seems to think me quite the mercenary.

Prologue Video:



amulet, which will ward off the undead and wants to pay me a large sum of gold to find the pieces he needs to construct it. He seems to think me quite the mercenary.

Starting Message:

I told Clancy of my agreement to help a Wizard's apprentice, Sandro, find an Amulet of the Undertaker for his master, Ethric. Clancy stroked his beard approvingly when I said the Amulet was to be used for anti-Necromancy research, and he surprised me by offering to help me with the quest.

I replied I would be glad to have his company again as long as he understood this was my quest, not his. He assured me he understood that quite well and then complimented me on my Clovergreen Militia campaign, making me laugh. Flatterer! Of course, what else would you expect from a man who can sweet talk Unicorns?

Retrieving the Cowl

Bring the Vampire's Cowl to the town of Leafhall to win the scenario. However, if Gem or Clancy are defeated in combat or you lose the Cowl, the scenario is lost. Your heroes are limited to level 20, but Gem and Clancy will carry their experience, skills and spells on to the next scenario.

Starting Bonus:



Start with Town Hall
Start with 15 Wood
Start with +1 Defense Skill

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

Terek, Sandro's agent, managed to steal a Vampire's Cowl. Unfortunately, on his way across the Border Lands bandits captured him. You must ransom Terek and obtain the Cowl.

Prologue Narrative:

When I delivered the Amulet of the Undertaker to Sandro, he told me he had also hired a Barbarian named Tarek to locate another artifact, The Vampire's Cowl. However, Tarek is long overdue and Sandro fears for his life. From what I can see, bandits have captured Tarek and are holding him for ransom in an underground prison near the Deyja border.

Prologue Video:



long overdue and Sandro fears for his life. From what I can see, bandits have captured Terek and are holding him for ransom in an underground prison near the Deyja border.

Starting Message:

A Barbarian named Terek has located the Vampire's Cowl for Sandro. Unfortunately, Bandits in the Contested Lands captured Terek on his way back from Deyja. Terek convinced the bandits that his friends would pay handsomely for his return with his possessions intact.

My scrying has shown he is being held in an underground prison near the Deyjan border.

I also received some good news today. Clancy obtained permission from his Lord to help me find the other two artifacts. Lord Fayette said it was all right with him as long as we didn't invade AvLee. I believe the last part was a joke.

Driving for the Boots

Take the Dead Man's Boots to Gem's starting town to win the campaign. However, if Gem or Clancy are defeated in battle or you lose the boots, the scenario is lost. Your heroes will be limited to level 25, but Gem will carry her experience, skills and spells on to her next campaign.

Starting Bonus:



Start with 4000 Gold

Start with 15 Wood

Start with 7 Crystal

Difficulty:

Selectable by Player

Map Size:

Large

Map:



Region Description:

The last item Gem needs to acquire for Sandro's master is very close to the Deyja border, maybe even inside the border. The Deyjan Border Lords are not going to be happy with Gem's presence.

Prologue Narrative:

I begin my quest for the last item Sandro needs – the Dead Man's Boots. Unlike the other artifacts, these may actually be inside Deyja, for the borders are in dispute. One thing is certain: there will be several Deyjan Border Lords in the area, and they will not like me being there. This is going to be a tough fight, but will be worth it. Important things are never free.

Prologue Video:



area, and they will not like me being there. This is going to be a tough fight, but it will be worth it. Important things are never free.

Starting Message:

Getting the Dead Man's Boots is not going to be easy. From what my Elven scouts tell me, there are at least two Deyjan Border Lords in this area. They are likely to react strongly to my presence this close to Deyja.

I need to avoid being distracted by the Border Lords and keep driving for the Boots. Of course, it would be perfect if I can destroy some Deyjan troops and get the Boots at the same time.

Epilogue Narrative:

Sandro has tricked me! But to what purpose? Why would he run off with the Dead Man's Boots without paying me? Did he keep the money for himself? Did he give Ethric the other artifacts? He certainly couldn't have been an agent for Deyja – the undead troops I destroyed to get the artifacts were worth more than the artifacts themselves. None of this makes sense! I will have to write to Ethric in Bracada and tell Lord Fayette about this immediately.

Epilogue Video:



worth more than the artifacts themselves. None of this makes sense! I will have to write to Ethric in Bracada and tell Lord Fayette about this immediately.

Elixir of Life

Gelu has spent many months training to become a member of Erathia's elite Forest Guard. For his final test, he is tasked to assemble an artifact known as the Elixir of Life. He must find the artifact's four components to keep it out of the hands of the Necromancers.

Region Map:



Graduation Exercise

Defeat all Gelu's enemies win the scenario. However, if Gelu is defeated in combat, the scenario is lost. Your heroes are limited to level 10, but Gelu and two other heroes will carry their experience, skills and spells on to the next scenario.

Starting Bonus:



Start with Spyglass

Start with 15 Grand Elves

Start with 10 Sharpshooters

Difficulty:

Selectable by Player

Map Size:

Small

Map:



Region Description:

This area is a special training area and is the site for your final exam. Many have failed this test, while more have passed it. Good luck.

Prologue Narrative:

The Forest Guard is Erathia's eyes and ears. We go where we are needed most and that is usually places difficult for traditional fighting forces to reach. We are shadows of the forest that see all and bring silent death with a single, unseen bowshot. You have done well in your training, Gelu, but now has come the time to take the final test. A small valley near Gaia's Crest will be the site of this trial. Clear the region of all the enemies to earn your place among the ranks of the Forest Guard. Good luck.

Prologue Video:



Gaia's Crest will be the site of this trial. Clear the region of all the enemies to earn your place among the ranks of the Forest Guard. Good luck.

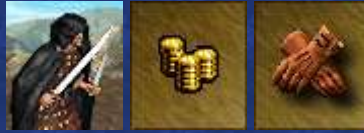
Starting Message:

Congratulations, cadet. You have but one test left to complete your training and join the illustrious ranks of the Forest Guard. You are to conquer this region of the valley near Gaia's Crest. This region is filled with monsters, several towns and a few Forest Guard members posing as potential enemies. This is a well-traveled land, so navigation should be quite easy. To pass this trial, you must defeat everyone in the land by whatever means necessary. Good luck, cadet. May the Light shine down upon you.

Cutthroats

Stop a group of rogue AvLee lords from selling the Ring of Vitality to a Death Knight lord in Deyja to win the scenario. However, if Gelu is defeated in combat, the scenario is lost. Gelu is limited to level 15 but will carry his experience, skills and spells on to the next scenario.

Starting Bonus:



Start with 10 Rogues

Start with 2000 Gold

Start with Equestrian's Gloves

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

Bandits infest this region. Wherever possible, enlist the aid of Thieves' Guild, as they can be very informative.

Prologue Narrative:

Rumor has it that the Ring of Health, one of the essential components of the Elixir of Life, is located in the Shantanna region of southern AvLee. Time is of the essence, for a Death Knight has been spotted talking to bandits who have long been terrorizing the area, and we believe that he has hired them to find the Ring first.

Prologue Video:



Knight has been spotted talking to bandits who have long been terrorizing the area, and we believe that he has hired them to find the Ring first.

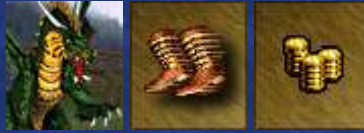
Starting Message:

The Forest Guard has been assigned to recover several artifacts needed to concoct the Elixir of Life. Were this powerful potion to fall into the hands of the Necromancers of Deyja, they would pervert its beneficent magic to their own twisted purposes. You, Gelu, have been selected to lead a raid into a region controlled by vicious thugs. It is believed they have the Ring of Vitality, or at least know where it is, and are planning to sell it to the Necromancers. You must stop them and attain the ring for yourself. Do not fail us, for lives other than your own are on the line. Good luck.

Valley of the Dragon Lords

This valley is land of the Dragon Lords. They must be defeated and the Ring of Life located to win the scenario. However, if Gelu is defeated in combat, the scenario is lost. Gelu is limited to level 20 but will carry his experience, skills and spells on to the next scenario.

Starting Bonus:



Start with 1 Green Dragon

Start with Boots of Speed

Start with 3000 Gold

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

The Dragon Lords are not known for being all that reasonable, but perhaps you persuade them to part with the Ring without any bloodshed.

Prologue Narrative:

The Ring of Life, the second component of the Elixir of Life, is hidden in the valley of Dagron. There lives a group of powerful Elven nobility who are the caretakers of several warrens of Gold and Green Dragons. These Dragon Lords have always been loyal to AvLee, but we fear that one of these lords has been corrupted by the Necromancers. If this treacherous Dragon Lord gets the Ring before you, he will become an enemy too powerful for the forces of AvLee to withstand.

Prologue Video:



treacherous Dragon Lord gets the Ring before you, he will become an enemy too powerful for the forces of AvLee to withstand.

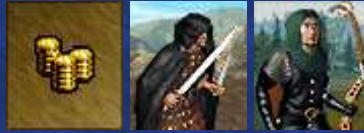
Starting Message:

Somewhere in the Valley of Dagrond is the Ring of Life, the second component needed for the Elixir of Life. The Ring is located in a valley where the Dragon Lords live. The Dragon Lords care for the Green and Gold Dragons living throughout AvLee. However, the one Dragon Lord in this region is corrupt and now conspiring against AvLee. We believe he is in league with Deyja, working with the Necromancers. He has discovered that the Ring is here and intends to claim it for himself. You need to make certain that he does not do so. Obtain the Ring for us so that we can create the Elixir of Life before the Necromancers get their clutches on this powerful artifact.

A Thief in the Night

Steal the Vial of Lifeblood from the Vampire Lord Vokial to create the Elixir of Life and win the campaign. However, if Gelu is defeated in combat, the scenario is lost. Gelu is limited to level 25 but will carry his experience, skills and spells on to his next campaign.

Starting Bonus:



Start with 3000 Gold

Start with 20 Rogues

Start with 10 Sharpshooters

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

The Vampire Lord Vokial has been using the Vial of Lifeblood to supplement his feedings. Take it, and he will be forced to suffer the indignation of feeding the old fashioned way. Stealing it from him will cause him great harm and embarrassment.

Prologue Narrative:

The final artifact needed to construct the Elixir of Life is in the undead hands of the Vampire Lord Vokial. It is said the Vial of Lifeblood allows him to sustain himself without having to resort to more distasteful means of bloodletting. Although this artifact can be said to be preventing some evil where it is, our need for the Vial is even more desperate. You must find a way to steal the Vial from this Vampire. But keep in mind that not every task need be accomplished by direct means. Use your training wisely and stay sharp.

Prologue Video:



way to steal the Vial from this Vampire. But keep in mind that not every task need be accomplished by direct means. Use your training wisely and stay sharp.

Starting Message:

Now the time has come to obtain the Elixir of Life's final component, the Vial of Lifeblood. For a long time the Vial has been in the clutches of the Vampire Lord Vokial. He uses the Vial to supplement his need to feed on human blood. It is said he finds the old fashioned way of feeding to be distasteful, boorish, and beneath one such as he. Stealing this artifact from him will accomplish two things: complete the Elixir and cause him great embarrassment and discomfort. It might even kill him, but I doubt we will be so lucky.

Epilogue Narrative:

I have completed construction of the Elixir of Life and saved AvLee from the threat of the Necromancers of Deyja, earning myself an honorable position within the Forest Guard. I look forward to my service faithfully protecting this beautiful land I love so much.

Epilogue Video:



myself an honorable position within the Forest Guard. I look forward to my service faithfully protecting this beautiful land I love so much.

Hack and Slash

Crag Hack, newly arrived in Erathia and looking for adventure, meets a young wizard named Sandro, who hires him to find the four pieces of the Armor of the Damned so he can destroy the cursed thing. Great rewards are offered for this service.

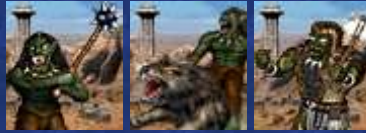
Region Map:



Bashing Skulls

Crag Hack must seize the first artifact Sandro requires, the Skull Helmet, from Barshon the Barbarian to win the scenario. However, if Crag Hack is defeated in combat, the scenario is lost. Crag Hack is limited to level 10 but will carry his experience, skills and spells on to the next scenario.

Starting Bonus:



Start with 40 Goblins

Start with 20 Wolf Riders

Start with 15 Orcs

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

This relatively rocky part of Avauntnell has been home to many a Barbarian group over the centuries (probably due to it being close to Krewlod). Numerous attempts at Erathian settlement in this area have mostly failed due to the harsh environment and the barbarian raids, but one or two towns might still be found.

Prologue Narrative:

After watching me clobber a pack of Goblins in a bar fight, a Wizard named Sandro asked me to come to his table. He wants to pay me to find him something called a Skull Helmet. I'll probably have to bash someone's head in to get it. Sounds like it's going to be fun!

Prologue Video:



wants to pay me to find him something called a Skull Helmet. I'll probably have to bash someone's head in to get it. Sounds like it's going to be fun!

Starting Message:

"You appear to be the right man for a series of tasks I need performed, Mister Hack," says Sandro, a slick-haired, beady-eyed man sitting across from you in the back of the Wingtail Tavern. He nods in approval at your muscular frame, massive even by Barbarian standards.

"It's CRAG Hack," you snarl. Wizards! They think they're so smart. Can't even get a first name right!

"I seek four items taken by some very evil men. Individually, the items are worthless, mere tokens. But together, they can be assembled into a great weapon, a weapon that I desperately require."

You spit a chicken leg at the puny magic user. "Why should I help you?"

Sandro's eyes narrow. "Not only will I give you five hundred thousand gold pieces and a small land grant when you bring me these four items, but once they are assembled I will be able to destroy The Armor of the Damned, a magic artifact of unspeakable power and evil. NOW are you interested?"

You scratch your head in a rare contemplative moment. Destroying anything - especially an evil magical item - appeals to your Barbarian code of ethics. "Do you know where these four items are?"

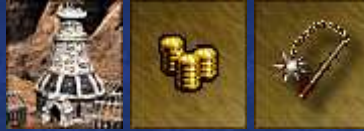
"Yes, I do. Here." Sandro hands you a small map. "This is the land where Barshon the Barbarian lives. He is a very evil man who has unearthed the first item I seek. It is called the Skull Helmet. Now, I warn you, do not listen to anything he tells you. Although, like you, he is a Barbarian, he has no honor and lies like a snake. Also, there are other rogue barbarians in the vicinity who will try to stop you. This is very dangerous business, to be sure, but will you accept my offer?"

You suddenly jump up, grab your battle-axe, and bury it into the table, inches from Sandro's clasped hands. "I'll do it! But if you cheat me, Wizard, I'll skin you alive." As you enter the region of Avautnell, you decide to first establish a Stronghold of your own. The quickest way to do this is by seizing one of the area's rogue Barbarian towns. After that, it's just a matter of finding this Barshon and taking the Helmet from him.

Black Sheep

Seize the Blackshard of the Dead Knight from Marzeth to win the scenario. However, if Crag Hack is defeated in combat, the scenario is lost. Crag Hack is limited to level 15 but will carry his experience, skills and spells on to the next scenario.

Starting Bonus:



Start with Upg. Orc Tower

Start with 5000 Gold

Start with Greater Gnoll's Flail

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

This part of Avauntnell was once home to wandering tribes of barbarians, but of late the lush grassland and forests (with only a few swamps) have attracted settlers. These settlers, needing to fend off the occasional barbarian raid and bandit strike, have started their own offshoot of the Erathian militia. Any non-Erathian who enters this region should beware.

Prologue Narrative:

I went back to the Tavern to give Sandro this ugly Helmet he wanted. Now he wants me to get some kind of sword from a Death Knight. That tin plated corpse is hiding out in a swamp, so I have to trudge through miles of muck before I get a chance to hack the sword out of his cold dead hands!

Prologue Video:



Death Knight. That tin plated corpse is hiding out in a swamp, so I have to trudge through miles of muck before I get a chance to hack the sword out of his cold dead hands!

Starting Message:

"Ah, you've brought me the Skull Helmet, Mister Hack," Sandro exclaims back in the Wingtail Tavern.

"It's CRAG Hack, I told you. And do you know what Barthon told me? Said this Helmet was his, that it belonged to him and his family."

"See, didn't I warn you he would lie to protect a mere possession? And he dared to call himself a Barbarian! The coward had no honor. I hope his death was a most painful one."

Never before have you heard a Wizard talk so brutally. You frown as Sandro continues. "The second item I require is the Blackshard of the Dead Knight. It was stolen from the tomb of a great hero by a Death Knight named Marzeth. I pray that you will not find it too difficult to reach him. Marzeth lives in a marshy region, very different from the rocky hills you Barbarians favor. To make matters worse, Marzeth has allies in the area who will try to protect him."

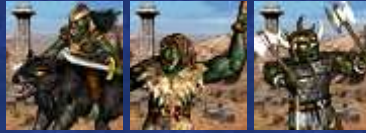
You stand up and grasp your battle-axe. "Fear not! I would cut down a host of Lizardmen through leagues of muck to avenge a warrior whose grave has been so desecrated." "One more thing before you leave. I have also allies in this region. I know the leader of one of the region's Barbarian towns. He has agreed to let you use it as your Stronghold."

For the first time you look at Sandro with some measure of respect. This Wizard has earned the trust of a Barbarian, the leader of a Stronghold, no less! "Then I'll not waste time, Sandro. I'm off to find a Sword to go with your Helmet," you say as you head out the door.

A Cage in the Hand

Crag Hack must acquire the Rib Cage of Power from one of the Liches haunting the swamp of Ferris to win the scenario. However, if Crag Hack is defeated in combat, the scenario is lost. Crag Hack is limited to level 20 but will carry his experience, skills and spells on to the next scenario.

Starting Bonus:



Start with 40 Wolf Raiders

Start with 30 Orc Chieftains

Start with 5 Ogres

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

A small group of Necromancers called "The Ebon Hand" live in this part of Avauntnell. Erathia hasn't really dealt with them, for this is an out of the way swampy area, and it really isn't worth the time and expense to mount a campaign against them. It is said they worship one of the undead races as gods and keep them under lock and key to be worshiped day and night.

Prologue Narrative:

I got Sandro his cursed sword, and now he wants me to fight more moldy Necromancers to get some kind of armor made out of bones. Hah! It'll be their bones I smash!

Prologue Video:



I got Sandro his cursed sword, and now he wants me to fight more moldy Necromancers to get some kind of armor made out of bones. Hah! It'll be their bones I smash!

Starting Message:

"Splendid! I see you have been successful once again, Mister Hack!" Sandro says back at the Wingtail tavern.

"CRAG Hack," you grunt. "That stinking Death Knight Marzeth is now a dead Knight."

"Now, the third item I require is the Rib Cage of Power, which is being held by a group of Necromancers somewhere in the small swamp called Ferris." He hands you a small map. "It was being kept safe for me in a Sanctuary, but the Necromancers, knowing its importance to my research, burned the Sanctuary to the ground and stole the Rib Cage. They will do everything in their power to stop you from obtaining it."

"Undead people to fight? I don't like their smell. They stink." You frown as you look at the map.

Sandro takes out a sack and opens it partially, revealing gold and gems. "Think of the rewards I promised and the evil you will have eliminated from Enroth once you have gotten me all four items."

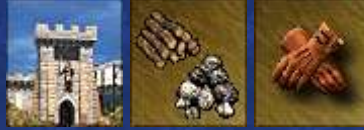
You think a bit and then, slowly, you nod in agreement. After all, these Necromancers did burn down the one place where a hero ought to be safe. They should be made to pay for the evil they have done. However, doing battle for this wizard is turning out not to be as much fun as you had hoped. Sandro makes you think too much.

As you enter region marked on Sandro's map, your first thought is to set up a Stronghold. The wizard apparently doesn't have any Barbarian friends in this land willing to lend you their home, but luckily your scouts report an occupied Stronghold nearby...

Grave Robber

Seize the Yawning Shield of the Dead from the "Hand of Death" Necromancer cult to win the campaign. However, if Crag Hack is defeated in combat, the scenario is lost. Crag Hack is limited to level 25 but will carry his experience, skills and spells on to his next campaign.

Starting Bonus:



Start with Barracks
Start with 10 Wood and Ore
Start with Equestrian's Gloves

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

Another group of Necromancers live in this region of Avauntnell along with a small group of former Erathian Militia who have been bribed by the Necromancers to leave them alone. The Necromancers, called the "Hand of Death," have been relatively quiet, and Erathia hasn't realized yet that some of their militia has been bribed, so they have been left alone over the past few decades.

Prologue Narrative:

Now that I gave him the Death Knight's Sword, Sandro wants me to fight some more Necromancers for a shield. More stinking Undead to fight! This is not as much fun as I thought. Grrrr! At least this is the last thing I have to find for that puny Wizard to get my reward.

Prologue Video:



stinking Undead to fight! This is not as much fun as I thought. Grrrr! At least this is the last thing I have to find for that puny Wizard to get my reward.

Starting Message:

"You have the Rib Cage! Excellent work, Mister Hack" Sandro says back in the Wingtail tavern.

"CRAG Hack," you correct the wizard wearily.

"Now for the final item I require." Sandro pulls out a map and points to a region. "For this last task I have enlisted some former Erathian militia, now mercenaries, to assist you. They have a Castle that will be your base of operation. You are going to need their help, for the last item, The Shield of Yawning Dead, is in the hands of a Necromancer cult called the Hand of Death. They took the shield from a vampire slayer who had finally met his match when he challenged these Liches."

"Not more undead!" you groan.

"Just think your rewards at the end of this task and bring me back the Shield. Not only will you become a rich man but once again you will be doing Erathia a great service," Sandro reminds you. "And one last thing. Like the others you have battled, the Necromancers will lie to you. Do not listen to them."

As you leave the tavern you think about all the lies you have encountered on Sandro's tasks. Maybe you should collect your rewards BEFORE handing over the last artifact. As you approach the castle Sandro indicated on your map, its captain rides out to greet you. "Hello! Sandro has told us of your coming and we will give you our full cooperation."

"Good. Tell me what you know of our mission. We ride soon, and I want to know what lies ahead."

The mercenary captain nods and tells you about the Necromancers to the South. "The Hand of Death," as the cult is named, kept quietly to themselves until recently.

However, soon after Sandro hired the captain, the Necromancers became more restless and started sending undead north.

Epilogue Narrative:

I've been tricked! The thieving Wizard took off with the artifacts and didn't give me my gold! When I find Sandro I'm going to rip his arms off and shove them down his lying throat! Argggggggggggggh!

Epilogue Video:



**artifacts and didn't give me my gold! When I find Sandro I'm
going to rip his arms off and shove them down his lying
throat! Argggggggggggggh!**

Birth of a Barbarian

Campaign description

Region Map:



On the Run

Escape from Bracada and capture the Krewlodian town of Groa to win the scenario. However, if Yog is defeated in combat or fails to capture Groa in 5 months, the scenario is lost. Yog is limited to level 9 but will carry his experience and skills on to the next scenario.

Starting Bonus:



Start with Spirit of Oppression
Start with Pendant of Negativity
Start with 3 Nagas

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

You have never really been that good at magic. Not even your Genie blood helped you much. But still, life was fine up until a few months ago when the love of your life, Vidomina, became overconfident. Her magic corrupted her and turned her into a Necromancer. Since then, you have grown to despise magic. Now you have made a decision to leave the life of a Wizard and become what you have always dreamed of... a Barbarian.

Prologue Narrative:

All my life I have been studying magic under the Wizards of Bracada to please my mother, a Genie. But it is the blood of my Barbarian father that runs through my veins, and I feel that my hands were meant to carry a sword rather than a staff. Fate seems to agree, for I have received an invitation from Duke Winston Boragus of Krewlod to join his army. The time has come for me to leave this place, but I know that my teachers will not permit that without a fight.

Prologue Video:



from Duke Winston Boragus of Krewlod to join his army. The time has come for me to leave this place, but I know that my teachers will not permit that without a fight.

Starting Message:

Born the son of a Barbarian chieftain and a Genie enchantress, you have always found your mind to be at odds with your heart. Your mother enrolled you in the magic academy at a young age, but as much as you tried to fulfill her wish for you to grow up to become Wizard, you found academy life to be excruciatingly boring. In many ways you were more like your father, spending your time engaged in swordplay rather than studying your magic textbooks. To your teacher's dismay, your studies suffered as your fighting skills grew. However, the more the academy attempted to discipline you, the more you came to hate magic and yearn for a more adventurous life.

Such a life always seemed out of your grasp until last week, when you received an invitation from Winston Boragus, the Duke of Krewlod, to join his armed forces. Your reputation as a swordsman had reached the neighboring country of Krewlod, and the Duke, who desperately needed to supplement his armed forces, was aggressively seeking foreign recruits. You saw this opportunity as a sign that now was the time for you to give up your life of magic.

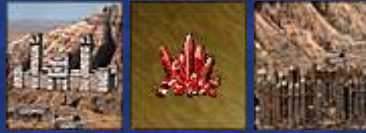
Knowing how zealously the academy guards its secrets, you are certain they will close the borders and give you chase. Undaunted, you send one of your sparring partners out to find a town where you could build up troops to help you fight your way to Krewlod.

Last night your friend sent word of a town not far from Calarnen. All you have to do is follow the road south, and you would get to safety in a few days.

The Meeting

Get Yog to Ulgak, the capital of Krewlod, to offer his services to Duke Winston Boragus and win the scenario. However, if Yog is defeated in combat, the scenario is lost. Yog is limited to level 15 but will carry his experience and skills on to the next scenario.

Starting Bonus:



Start with Citadel
Start with 10 Crystal
Start with Ogre Fort

Difficulty:

Selectable by Player

Map Size:

Small

Map:



Region Description:

Not long after you conquered the town of Groa a messenger arrived from Ulgak, the capital city of Krewlod. To your surprise, it was from the Duke himself. As you read through the letter you found out that the Barbarians of Krewlod are quite interested in your skills.

Prologue Narrative:

Since escaping from Bracada, I have been attacked by a number of Krewlod's armies. I do not understand why this would be, for I was invited here by the Duke himself! I must travel to the capital to find out why Winston Boragus and all of his forces have turned against me.

Prologue Video:



would be, for I was invited here by the Duke himself! I must travel to the capital to find out why Winston Boragus and all of his forces have turned against me.

Starting Message:

Aine gave up pursuit even sooner than you hoped. Not wanting to start a war between Bracada and Krewlod, she retreated shortly after you crossed the border. To be on the safe side, you still decided to lay low for a couple of weeks before beginning your trek to Ulgak, Krewlod's capital city, to offer your services to Duke Winston Boragus.

A Tough Start

Take the Sandals of the Saint and the Armor of Wonder to Alendora to win the scenario. However, if Yog is defeated in combat or you lose either component of the Angelic Alliance, the scenario is lost. Yog is limited to level 18 but will carry his experience and skills on to the next scenario.

Starting Bonus:



Start with 10 Wood

Start with Ring of the Wayfarer

Start with 3500 Gold

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

You left the meeting with Boragus in a very happy mood. Wanting to prove yourself, you hurry off to Tatalia to deliver the first two pieces of the Armor of the Angelic. At first you thought this would be an easy task: you would walk into town and give the first two pieces of the Angelic Alliance to Alendora. After a few days ride from the border, you discover that Tatalians aren't going to make it that easy for you.

Prologue Narrative:

When I confronted Winston Boragus, he admitted to setting Krewlod's armies against me to test my worthiness to join them. At first I was angry at this deception until the Duke pointed out that it was I who wanted to be a fighter. The Barbarian within me saw his point. But Boragus has a test designed to see whether I am truly ready to part with the Wizards of Bracada. I must take the magical Angelic Alliance sword, break it apart and distribute the pieces throughout Tatalia, Erathia and Bracada.

Prologue Video:



Wizards of Bracada. I must take the magical Angelic Alliance sword, break it apart and distribute the pieces throughout Tatalia, Erathia and Bracada.

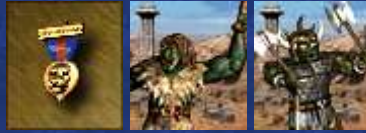
Starting Message:

After a few days travel into Tatalia, you discovered the Tatalians really don't want you in their territory. Since it will probably take some time to find Alendora, you are fortifying your army inside a little valley before beginning the search.

Falor and Terwen

Yog must deliver the Celestial Necklace of Bliss and Lion's Shield of Courage to Falor and Terwen to win the scenario. However, if Yog is defeated in combat or loses either artifact, the scenario is lost. Yog is limited to level 21 but will carry his experience and skills on to the next scenario.

Starting Bonus:



Start with Badge of Courage

Start with 3 Ogres

Start with 8 Orc Chieftains

Difficulty:

Selectable by Player

Map Size:

Small

Map:



Region Description:

The time spent in Tatalia wasn't very long, and you were quickly on your way to Erathia in search of Falor and Terwen. With any luck, the Erathians will be less hostile than the Tatalians were.

Prologue Narrative:

I gave up the first piece of the Sword, although I had to resist all of my wizardly training to do so. Now I am to find the hut of a seer named Falor and give him two more pieces: the Celestial Necklace of Bliss and the Lion's Shield of Courage. This will be no simple errand, for the Erathians don't take kindly to large armies traipsing across their country.

Prologue Video:



**Celestial Necklace of Bliss and the Lion's Shield of Courage.
This will be no simple errand, for the Erathians don't take
kindly to large armies traipsing across their country.**

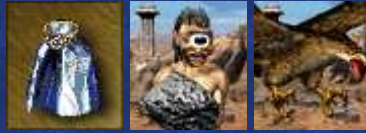
Starting Message:

Before leaving Tatalia you sent a messenger off to deliver the Pendant of Courage to Winston Boragus so that he would know you have successfully completed the first part of your quest. After dismissing the messenger, you marched off to Erathia to complete the second part. You now been in Erathia for several days, but you have been unable to locate Falor and Terwen. The best clue you have to their whereabouts is a hazy recollection from a peasant that they live somewhere underground.

Returning to Bracada

Yog must deliver the Heavenly Helm of Enlightenment and Sword of Judgment to Beleg and Orruk to win the campaign. However, if Yog is defeated in combat or loses any artifact, the scenario is lost. Yog is limited to level 25 but will carry his experience, skills and spells on to his next campaign.

Starting Bonus:



Start with Everflowing Crystal Cloak

Start with 2 Cyclopes

Start with 4 Rocs

Difficulty:

Selectable by Player

Map Size:

Small

Map:



Region Description:

The last leg of your journey has taken you back to Bracada. You realize that Aine will probably be waiting for you. Despite this, you decide you don't really have a choice, so you break camp and set out to search for Beleg and Orruk.

Prologue Narrative:

The last of Winston Boragus' tests will take me back to Bracada, my forsaken homeland. I am to find a couple named Beleg and Orruk and give them the two most powerful pieces of the Angelic Alliance: the Sword of Judgment and the Helm of Heavenly Enlightenment. That will be the easy part, now that I am certain I am ready to give up the ways of magic. The hard part will be fighting my way past Bracada's armies, for they will not be as willing to give me up.

Prologue Video:



**that I am certain I am ready to give up the ways of magic.
The hard part will be fighting my way past Bracada's armies,
for they will not be as willing to give me up.**

Starting Message:

You dispatched a messenger immediately to Winston Boragus, informing him that you found Falor and Terwen and gave them the Celestial Necklace of Bliss and the Lion's Shield of Courage. The messenger soon returned with very specific instructions from the Duke: enter Bracada and bring the Helm of Heavenly Enlightenment to Beleg and the Sword of Judgment to Orruk, then sending proof of each delivery back to the capital. You realize that Aine will probably be waiting to capture you when you return to Bracada, so you will have to be very careful.

Epilogue Narrative:

I have passed all the Duke's tests, proving I have given up magic forever, and he has accepted me into his Barbarian horde! My mother would no doubt be disappointed in me, but now my new Krewlod family welcomes me with raised tankards and promises of many adventures to come!

Epilogue Video:



**horde! My mother would no doubt be disappointed in me, but
now my new Krewlod family welcomes me with raised
tankards and promises of many adventures to come!**

Rise of the Necromancer

Sandro must fight his way past his old master and several other lords who want the artifacts he carries. Once in Deyja he will make allies and soon rise to the top of the Deyja hierarchy.

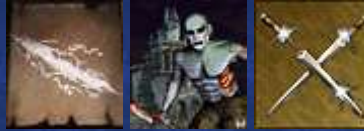
Region Map:



Target

Defeat all of Sandro's enemies to win the scenario. However, if Sandro is defeated in combat, the scenario is lost. Sandro is limited to level 5 but will carry his experience, skills and spells on to the next scenario.

Starting Bonus:



Start with a scroll of Lightning Bolt

Start with 8 Walking Dead

Start with +2 Attack Skill

Difficulty:

Selectable by Player

Map Size:

Small

Map:



Region Description:

Ethric is a sly old Warlock. He has spread word of Sandro and the artifacts he carries to the lords of this region. Some of the lords want these artifacts for their own use; others want to destroy them. Sandro must defeat all these lords and get into Deyja.

Prologue Narrative:

It seems Ethric, my old master, has finally tracked me down. He hasn't been too happy about me becoming a Necromancer and wants to remove the blight from his career.

Ethric is no fool. He spread word of my location to those who would stop me. It does not matter. I will defeat these fools, soundly beat my master and continue on to Deyja, where they will appreciate my talents.

Prologue Video:



me. It does not matter. I will defeat these fools, soundly beat my master and continue on to Deyja, where they will appreciate my talents.

Starting Message:

At last! You have the Cloak of the Undead King and the Armor of the Damned! Your plans to take over Deyja can now commence! Ethric, your old master, became furious when he received word you became a Necromancer. When he learns about your plans with these two artifacts, he will be absolutely livid!

You have also learned Ethric has spread word of your whereabouts to those who lost these two precious artifacts and to others who have their own reasons for despising Necromancers. Your journey to Deyja might have a difficult start, so you send a party of scouts ahead to search for any signs of an ambush.

Master

Defeat Ethric and all of his allies to win the scenario. However, if Sandro is defeated in combat, the scenario is lost. Sandro is limited to level 10 but will carry his experience, skills and spells on to the next scenario.

Starting Bonus:



Start with 3000 Gold

Start with +2 Knowledge

Start with 3 Liches

Difficulty:

Selectable by Player

Map Size:

Small

Map:



Region Description:

Sandro now faces Ethric and one of his allies. He must defeat the old Warlock before moving on to Deyja.

Prologue Narrative:

Ethric just doesn't give up, but I have found an ally. Vidomina is a young wizard with aspirations of being a Necromancer. For the time being she will be useful, but we will part ways once we get past Ethric and into Deyja proper.

Prologue Video:



Vidomina is a young wizard with aspirations of being a Necromancer. For the time being she will be useful, but we will part ways once we get past Ethric and into Deyja proper.

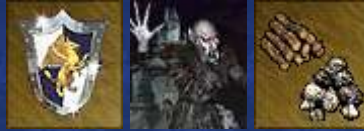
Starting Message:

During your journey to Deyja, you meet a young Wizard named Vidomina who wishes to become a Necromancer. You agree to take the grim young woman on as your apprentice after she demonstrates a natural talent for necromancy by killing and temporarily resurrecting small animals. Her training goes well, and you soon take her into your confidence. You explain to her your quest, the powerful artifacts you possess, and why Ethric wants your head. She grasps the situation quickly and begins making suggestions for attacking Ethric. Defeating him will be difficult, but with this bright new apprentice your odds have improved considerably.

Finneas Vilmar

Defeat all of Sandro and Finneas' enemies to win the scenario. However, if Sandro or Finneas is defeated in combat, the scenario is lost. Sandro and Finneas are limited to level 20 but will carry their experience, skills and spells on to the next scenario.

Starting Bonus:



Start with +2 Defense Skill

Start with 8 Vampires

Start with 15 Wood and Ore

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



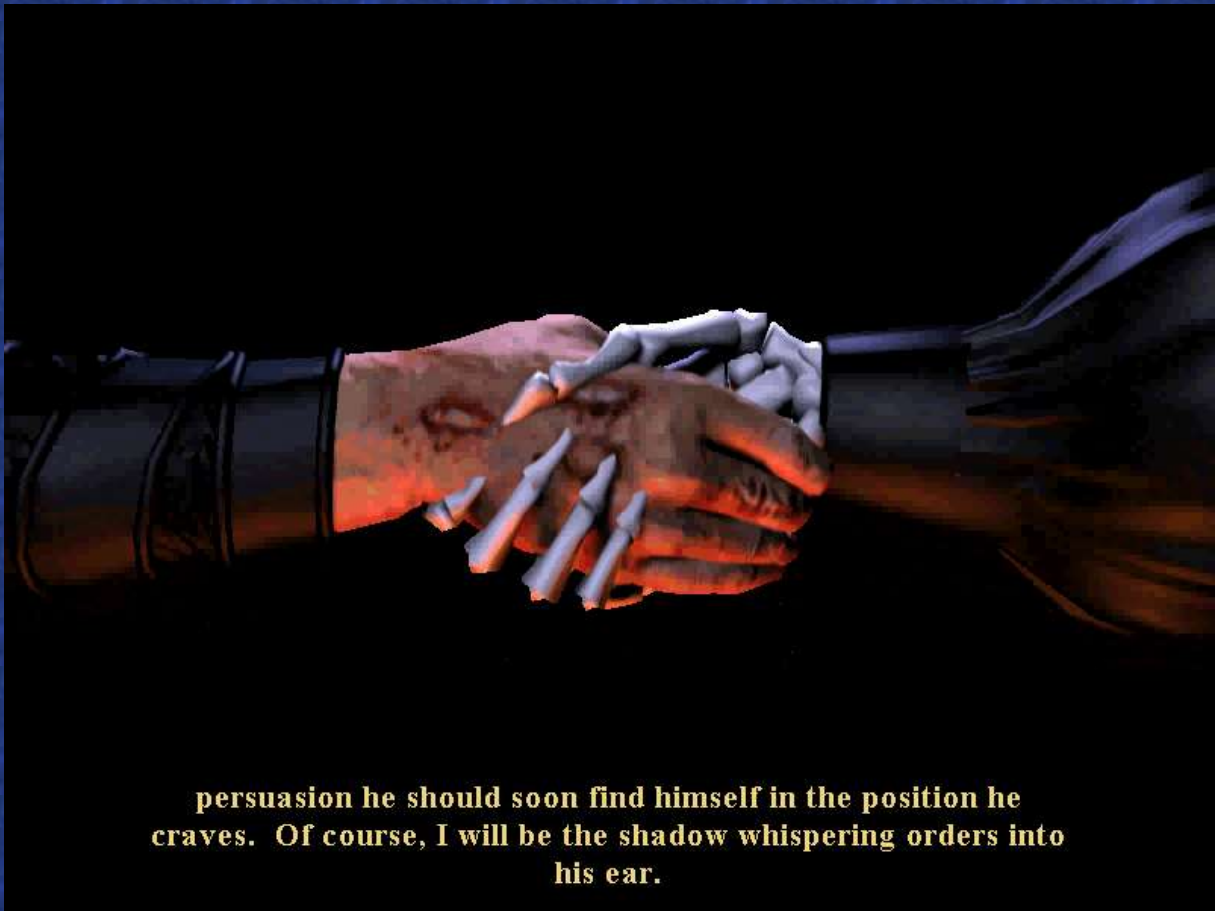
Region Description:

Sandro and Finneas Vilmar are going to wipe out Lord Alarice before he can tell the others of Finneas' transgressions against the old King of Deyja. Once they have completed this trivial task, they will be able to work on removing other bothersome lords from the Deyja court.

Prologue Narrative:

Traveling to Deyja, I met Finneas Vilmar, an ambitious but slightly foolish Necromancer. He has some holdings here and is trying to increase his realm of power. With my skills of persuasion he should soon find himself in the position he craves. Of course, I will be the shadow whispering orders into his ear.

Prologue Video:



Starting Message:

Finneas Vilmar is a young lord who desires power. With such a greedy appetite but a poor head for tactics and political manipulations, he has quickly taken to your direction. He is a prime candidate for becoming a puppet; he just doesn't know it yet. You decide to make him very dependent upon you and get him promoted through the ranks.

Duke Alarice

Defeat Duke Alarice and all his allies to win the campaign. However, if Sandro or Finneas are defeated in combat, the scenario is lost. Sandro and Finneas are limited to level 25 but will carry their experience, skills and spells on to their next campaign.

Starting Bonus:



Start with 5 Vampires

Start with Citadel

Start with 10 Sulfur, Mercury, Crystal, and Gems

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



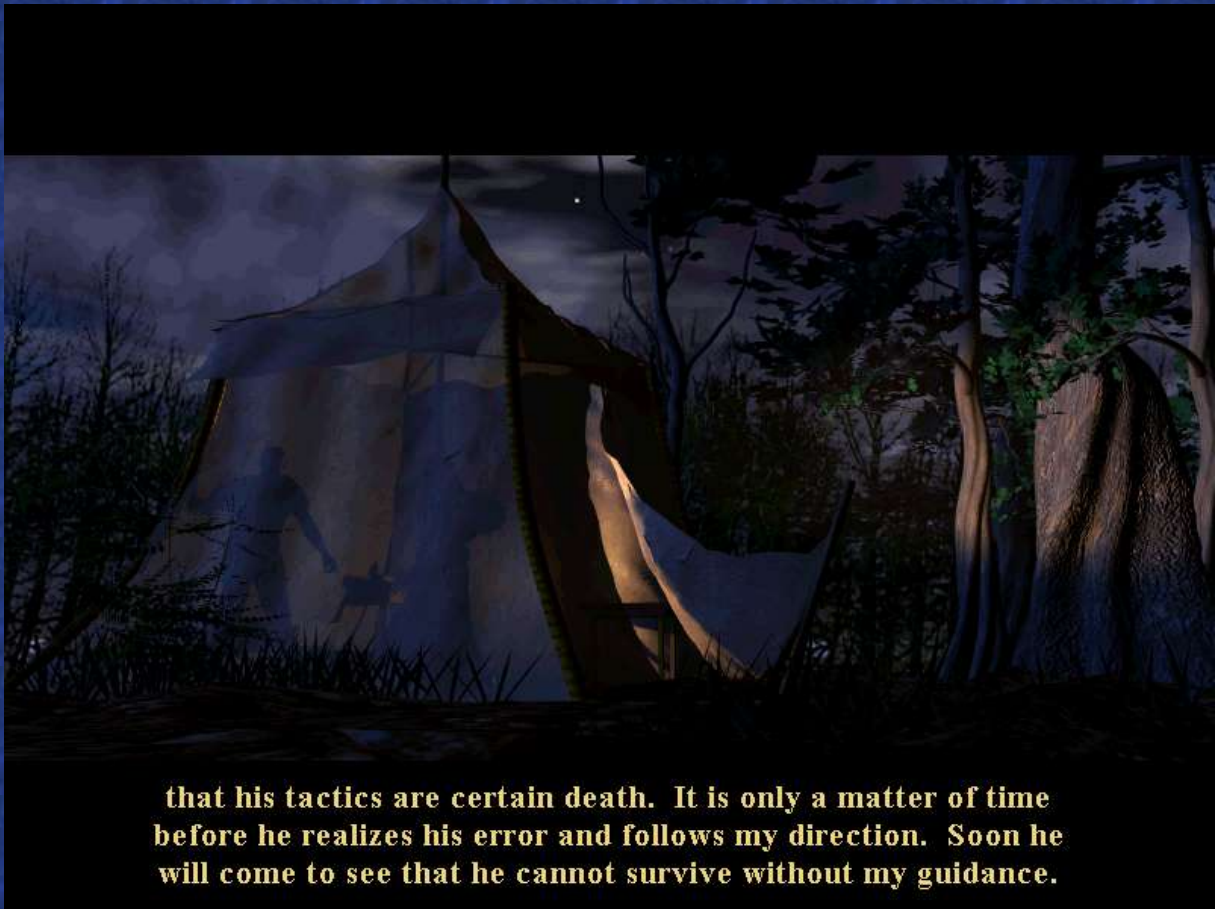
Region Description:

All Finneas or Sandro must do is remove the Duke of this area. Once he is gone, they will be literally a step away from the throne. The new king is still not settled into his throne and will be easily replaced. With any luck, he will suffer an accident in the future.

Prologue Narrative:

Soon Duke Alarice will find himself permanently among the dead. Right now our plans go well as we prepare to launch an assault. Finneas does not agree with my tactics, but I know that his tactics are certain death. It is only a matter of time before he realizes his error and follows my direction. Soon he will come to see that he cannot survive without my guidance.

Prologue Video:



Starting Message:

Soon the Duke Alarice will find himself among the dead. Your plans are going well as you prepare to launch an assault. Finneas does not agree with your tactics, but you know his are certain death. He suffers from the delusion that he is a tactical genius. Soon he will come to see that he cannot survive without your guidance.

Epilogue Narrative:

Our plan has been a great success! We are quickly on the rise. The King is impressed with Finneas' stunning show of force and ability. Soon the King will understand the full view of my vision. Then it will be too late for him.

Epilogue Video:



rise. The King is impressed with Finneas' stunning show of force and ability. Soon the King will understand the full view of my vision. Then it will be too late for him.

Unholy Alliance

Four heroes must uncover the plot brewing on the AvLee-Deyjan border and the Erathian-Deyjan border. From there they must find the Angelic Alliance, invade Deyja and stop Sandro, the powerful lich who plans to conquer the world.

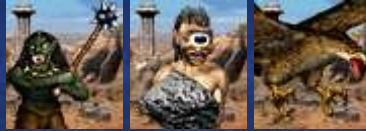
Region Map:



Harvest

Yog must defeat the Necromancers creating havoc in this part of Erathia to win the scenario. However, if Yog is defeated in combat, the scenario is lost. Yog is limited to level 30 but will carry his experience and skills on to his next scenario.

Starting Bonus:



Start with 40 Goblins

Start with 2 Cyclopes

Start with 4 Rocs

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

Like fields of wheat, the peasants of this area are harvested to swell the ranks of the undead. There's no need to ask yourself why the undead would do such a thing. Why pretend to know the ways of evil? However, you can't shake the suspicion that something far more sinister is at work.

Prologue Narrative:

A Necromancer is at work here. Peasants all throughout this land are turning up as walking corpses. But no noble or lord has come forward to put a stop to this. I will take it upon myself to destroy this menace!

Prologue Video:



land are turning up as walking corpses. But no noble or lord has come forward to put a stop to this. I will take it upon myself to destroy this menace!

Starting Message:

A few days ago you heard a rumor about the Necromancers invading Erathia. Since you aren't doing anything more interesting, you are going to check out the rumors. Apparently the Necromancers of Deyja have moved a great deal of their forces into Erathia. Having a strong dislike of undead and the Necromancer's black magic, you are going to lend your leadership abilities and drive them out of Erathia.

Gathering the Legion

Crag Hack must find all the pieces of Legion and return them to the town of Hartferd to win the scenario. However, if Crag Hack is defeated in combat, the scenario is lost.

Crag Hack is limited to level 30 but will carry his experience, skills and spells on to his next scenario.

Starting Bonus:



Start with 3000 Gold

Start with Mage Guild Level 2

Start with Equestrian's Gloves

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

The town of Hartferd has remained independent because the two lords of this region have been too busy fighting each other to turn their greedy eyes on new territories. Recent rumors place the Legion artifact in the vicinity, so life in Hartferd is likely to get a bit more complicated.

Prologue Narrative:

On my way to visit some relatives in Erathia, I came across a village that had its sacred artifact, The Head of Legion, stolen. The mayor wants the head back as well as the other pieces of Legion, if I can find them. This is just what I need to lift my spirits, some fun!

Prologue Video:



stolen. The mayor wants the head back as well as the other pieces of Legion, if I can find them. This is just what I need to lift my spirits, some fun!

Starting Message:

The days and weeks searching for Sandro after his betrayal have proven fruitless. No one seems to have seen the wizard you describe. Some recognize the name from somewhere but just shrug when asked who and where he might be. Giving up for now, you decide to visit relatives who have moved from Krewlod into Erathia.

While you pass through a town called Hartferd, its mayor, a portly balding man called Timis, accosts you at the inn you're staying in.

"Please help us, sir... Crag Hack, if I may call you that. A matter of grave import has befallen us. A knight named Tyranell has stolen our town artifact, the Head of Legion, from us. The only reason Hartferd is on the map is because of this artifact, so it's important we get it back. Also, it's rumored that the other pieces of the Legion artifact are around; perhaps you could find those for us too? Once the full artifact is assembled, Hartferd would truly become a fabulous city. We can't offer you much reward, but you would be celebrated as a true hero and always welcome here."

As Timis is speaking you can't help but think of once again having to find artifacts for someone. Perhaps Sandro has his hand in this somehow. You probably would have helped him anyway, but now they couldn't hold you back with two dozen horses.

Search for a Killer

Defeat all the Necromancers in the area to win the scenario. However, if Gelu is defeated in combat, the scenario is lost. Gelu is limited to level 30 but will carry his experience, skills and spells on to his next scenario.

Starting Bonus:



Start with Pendant of Life
Start with 2000 Gold
Start with 1 Green Dragon

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

Gelu has been summoned to investigate the death of Lord Falorel. Many believe poison is the cause. But Gelu quickly discovers that Falorel was never among the living. He was a vampire masquerading as an AvLee lord!

Prologue Narrative:

This morning I learned Lord Falorel was dead, apparently from poison. What was learned soon afterwards has sent shockwaves throughout all of AvLee. He was actually a Vampire disguised as an Elvish warlord. I must find out who poisoned him and how he came to such a high position within AvLee.

Prologue Video:



Vampire disguised as an Elvish warlord. I must find out who poisoned him and how he came to such a high position within AvLee.

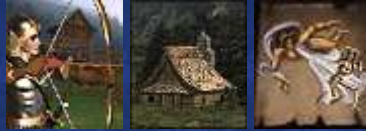
Starting Message:

Upon arriving at Willowglen this morning, you discover that Lord Falorel has been murdered by poison. However, an inspection of the body revealed that Lord Falorel was not an Elf after all! It seems he was merely posing as an Elf when, in reality, he was a Vampire! Something very odd is going on, and you must find out what! Regardless of the deception being played out here, you must locate and deal with the murderer for the sake of AvLee.

Final Peace

You must kill Lord Fayette to win the scenario. However, if Gem is defeated in combat, the scenario is lost. Gem is limited to level 30 but will carry her experience, skills and spells on to her next scenario.

Starting Bonus:



Start with 30 Grand Elves

Start with Homestead

Start with a scroll of Destroy Undead

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

Gem's employer, the AvLee border lord Fayette, has been killed by the Necromancers while on a secret mission. Never able to leave an enemy defeated, the Necromancers have further humiliated Fayette by raising him as a Death Knight. Gem can't accept this insult. Lord Fayette's undead body must be destroyed to grant him final peace.

Prologue Narrative:

When I went to tell Lord Fayette about Sandro tricking me, I learned he left on a mission into Deyja while I was searching for the boots and had not yet returned. So I scryed for Lord Fayette and discovered his mission had gone horribly wrong. He had been killed by the Necromancers and... and... resurrected as a Death Knight! Curse all Necromancers! There is one last service I can do for my lord. I will grant his soul final peace by destroying the undead body chaining it to this world. I owe him that much.

Prologue Video:



There is one last service I can do for my lord. I will grant his soul final peace by destroying the undead body chaining it to this world. I owe him that much.

Starting Message:

Lord Fayette has been turned into a Death Knight while on a secret mission into Deyja. Apparently he was to meet secretly with one of the Deyjan Border Lords, but something went wrong. I am determined to grant his soul final peace by destroying his undead body. Clancy volunteered to help me. We have slipped over the border into a no man's land between AvLee and Deyja. From here we will build our forces and push into Deyja itself.

Secrets Revealed

Yog and Crag Hack must defeat the Necromancers to win the scenario. However, if either hero is defeated in combat, the scenario is lost. Yog and Crag Hack are limited to level 33 but will carry their experience, skills and spells on to their next scenario.

Starting Bonus:



Start with 6000 Gold

Start with 15 Crystal

Start with Boots of Polarity

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

The presence of the Necromancers in Erathia is much stronger than you first anticipated. It's apparent you can't win this battle alone, so you seek help. Your choice of an ally was obvious, but Crag Hack wasn't easy to find. It took even longer to convince him that these "spell casters" had to be stopped. In the end, it was Crag Hack's unquenchable desire to smash undead that convinced him.

Prologue Narrative:

We two Barbarians were glad to have found each other in this land of strangers. Both of us are following the trail of the Necromancers, but I am shocked that their actions seem to have gone unnoticed by Erathian leaders. Crag was not interested in investigating my concern further until I mentioned his glorious battle. That always works with Barbarians like him.

Prologue Video:



Starting Message:

It took me a little while to find Crag Hack and convince him to join up with me. Now he is very enthusiastic about kicking some serious necromancer butt. While we camped, he told me the story about how a Wizard named Sandro tricked him into giving up four artifacts without getting paid. I have never heard of this Wizard but will keep an eye for anyone fitting his description.

Agents of Vengeance

You must capture Castle Crypthome to win the scenario. However, if Gem or Gelu is defeated in combat, the scenario is lost. The heroes are limited to level 33 but will carry their experience, skills and spells on to their next scenario.

Starting Bonus:



Start with 15 Wood Elves
Start with 20 Silver Pegasi

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

Gelu and Gem have been ordered by the Council of Elders to avenge the murders of Lord Fayette and the numerous other victims of the Necromancers. Their goal lies through Deyja toward the Erathian border and the Necromancer's Castle, where information about Lord Fayette's death is sure to be found.

Prologue Narrative:

Several days ago the AvLee Council of Elders commanded Gem and myself to avenge the deaths of Lords Falorel, Lord Fayette, the Dragon Lords and all the other victims of the Necromancer's raids. At the border we encountered this... this horrific scene. The Deyjan lords must be destroyed before all of AvLee is harvested for their undead armies.

Prologue Video:



**Necromancer's raids. At the border we encountered this...
this horrific scene. The Deyjan lords must be destroyed
before all of AvLee is harvested for their undead armies.**

Starting Message:

Gelu: After learning that Sandro was behind the plot to kill Lord Falorel, I did some more investigating and discovered the Dragon Lords I destroyed were not bandits. They were real AvLee Border Lords. I felt I had to explain personally to the AvLee Council of Elders and accept their judgment for my mistake. The Council was skeptical, but after consulting with their Oracle, they said I could best make amends by participating in a punitive campaign against Deyja. I feel honor bound to accept their judgment, and I have taken a leave of absence from the Forest Guard.

Gem: The doll got to me. It looked just like the one my sister had right before she died. I remember thinking she was the luckiest girl in the world to have a doll like that. Then the horde of skeletons killed everyone in my village. I was the only survivor. I'm GLAD the Council of Elders choose me as one of the pair to punish Deyja.

Wrath of Sandro

Wipe out all invading forces to win the scenario. However, if Sandro is defeated in combat, the scenario is lost. Sandro is limited to level 40 but will carry his experience, skills and spells on to his next scenario.

Starting Bonus:



Start with +3 Spell Power

Start with +3 Knowledge

Difficulty:

Selectable by Player

Map Size:

Small

Map:



Region Description:

With Finneas on the throne it's time for the next step of your plan. AvLee, Erathia and Krewlod troops have all invaded Deyja territory, thinking they have you where they want you. But it's just the opposite, isn't it? It was you who drew them here, right where you want them, and now your goal of world domination is a little closer.

Prologue Narrative:

Four very brave but foolish heroes have entered my realm. They seek to dissuade me from invading Erathia and AvLee with their combined forces. However, I welcome their intrusion, for my undead armies could use more recruits. I shall harvest these heroes, and they will pay for their impudence with their eternal souls.

Prologue Video:



intrusion, for my undead armies could use more recruits. I shall harvest these heroes, and they will pay for their impudence with their eternal souls.

Starting Message:

Heroic deeds from some AvLee Rangers and a few Barbarians working out of Erathia wiped out the opposition to Finneas Vilmar's ascension to the throne. With this lucky turn of events he was quickly crowned, and you are now set upon the task of taking out the enemies who have invaded. Spies are already placed in the opposing armies to find out what you can.

Invasion

Defeat the Rangers and Barbarians against Sandro and his forces of undead to win the scenario. However, if Sandro is defeated in combat, the scenario is lost. Sandro is limited to level 40 but will carry his experience, skills and spells on to his next scenario.

Starting Bonus:



Start with +3 Attack Skill
Start with +3 Defense Skill

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



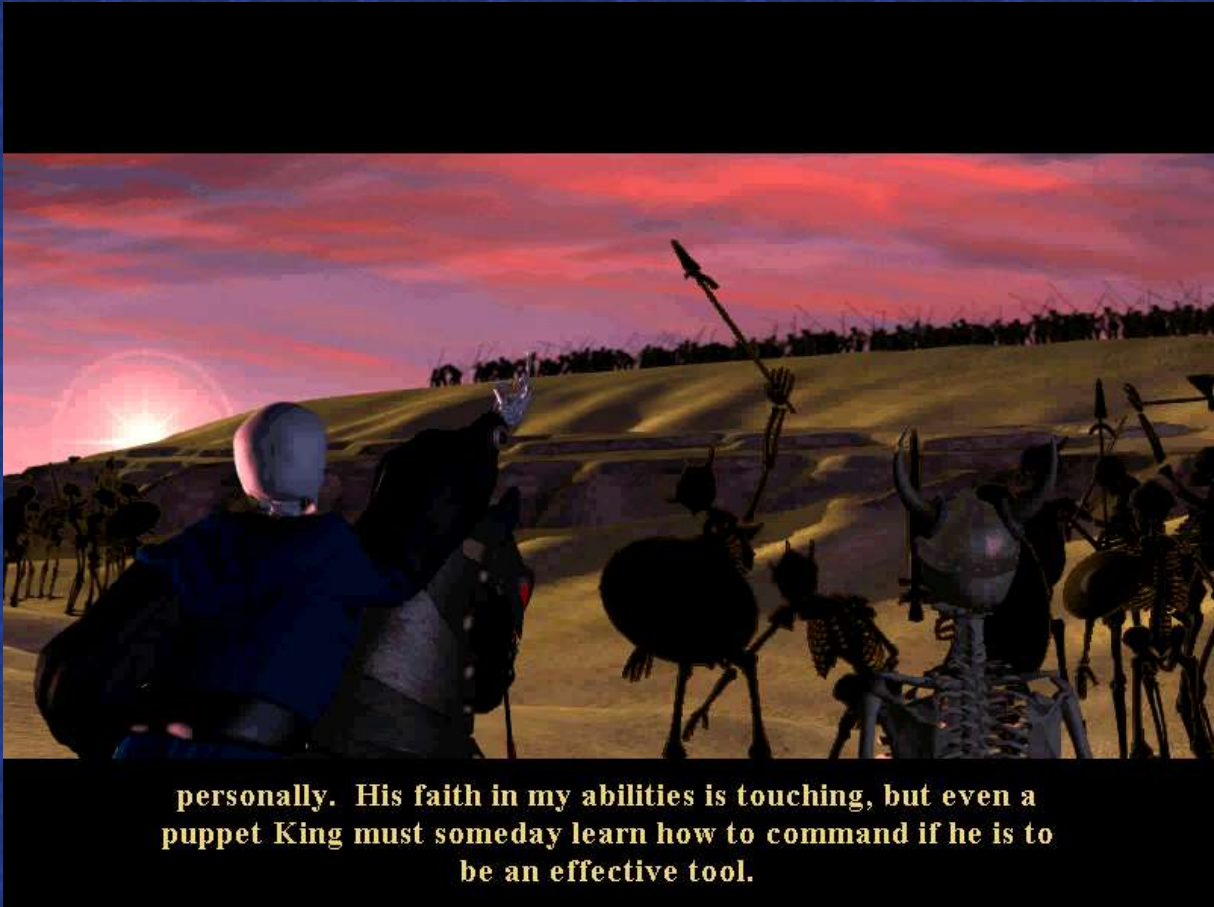
Region Description:

The battle is half over. Now you and Finneas must simultaneously invade AvLee and Erathia. Concentrating your troops on one of the countries will give the other a great tactical advantage. Therefore, your troops must be divided. Some call AvLee's armies "the Wall of Destruction," and everyone knows Erathia's defenders are just shy of invincible. This will be no easy task.

Prologue Narrative:

It was easy to remove the AvLee, Erathian and Krewlod troops from Deyja, but the invasion itself will be much more difficult. To launch an offensive that will not leave one border open, we must assault both borders simultaneously. Once again, Finneas wishes me to handle the matter personally. His faith in my abilities is touching, but even a puppet King must someday learn how to command if he is to be an effective tool.

Prologue Video:



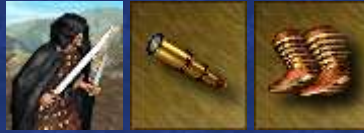
Starting Message:

Removing the AvLee, Erathia, and Krewlod troops from Deyja was easier than you thought. Your new task will be more difficult. To launch an attack that will not leave one border open, both borders must be assaulted. Finneas wishes you to pursue this matter personally. His faith in your abilities is touching, but there will come a time when you will not wish to lead these battles personally.

To Strive, To Seek

Gem and Gelu must find the Sandals of the Saint, Helm of Heavenly Enlightenment and the Necklace of Celestial Bliss to win the scenario. However, if either hero is defeated in combat, the scenario is lost. They limited to level 37 but will carry their experience, skills and spells on to their next scenario.

Starting Bonus:



Start with 6 Rogues
Start with Spyglass
Start with Boots of Speed

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

Gem and Gelu are seeking parts of the "Angelic Alliance" in a region of Erathia bordering AvLee. Two warlords rule this land, and their allegiance is loosely tied to Erathia, so they'll have to be "persuaded" to relinquish these artifacts of power.

Prologue Narrative:

I know this region well. The lords who control this area are loyal to Erathia but only when it suits them. We must be careful, for they are formidable foes and deeply entrenched. But if we are to locate the pieces of the Angelic Alliance, we may need to "persuade" these lords to assist us.

Prologue Video:



careful, for they are formidable foes and deeply entrenched. But if we are to locate the pieces of the Angelic Alliance, we may need to "persuade" these lords to assist us.

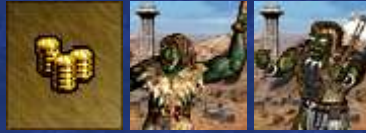
Starting Message:

After their recent defeat, Gem and Gelu knew what must be done. They needed a weapon, something to defeat Sandro's combination artifacts. Thanks to the information given them by the Barbarian Yog, they knew the approximate whereabouts of three of the Angelic Alliance pieces. These pieces were crucial to stopping the madman Sandro and his puppet, King Vilmar.

Barbarian Brothers

Crag Hack and Yog must find the Sword of Judgment, Armor of Wonder, and Lions Shield of Courage to win the scenario. However, if either hero is defeated in combat, the scenario is lost. They are limited to level 37 but will carry their experience, skills and spells on to their next scenario.

Starting Bonus:



Start with 4000 Gold

Start with 10 Ogres

Start with 40 Orcs

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

"Traveler's Be Warned" is on so many signs leading to this region that some even call it the "Land of the Be-warned." Three Barbarian brothers rule this contested border between Erathia and Krewlod. They hardly trust each other, let alone outsiders. You've been warned.

Prologue Narrative:

Crag and I have been scouring the contested border between Erathia and Krewlod for three Barbarian brothers, each holding one of the artifacts we seek. However, we have been warned that the brothers hardly trust each other, let alone outsiders. They will not give up the artifacts without a fight. For that is what we Barbarians do best.

Prologue Video:



warned that the brothers hardly trust each other, let alone outsiders. They will not give up the artifacts without a fight. For that is what we Barbarians do best.

Starting Message:

Yog and Crag Hack discovered that three of the six artifacts that Yog thought he was rid of forever have resurfaced, bought by three Barbarian brothers living in a small contested area of Krewlod. The brothers might think they have a legal right to the artifacts, but it is just too dangerous for them to be in possession of these pieces, especially if Sandro finds out.

As Yog and Hack enter the region where the Barbarian Brothers live, a flash flood strikes and separates the heroes. Yelling across the rapids, they agree to meet further up the river, if possible, believing it must thin or end somewhere.

Union

Defeat all of the Necromancers in the area and create the Angelic Alliance to win the scenario. However, if Gem, Gelu, Crag Hack or Yog are defeated in combat, the scenario is lost. The four heroes are limited to level 40 but will carry their experience, skills and spells on to the next scenario.

Starting Bonus:



Start with 10 Wood and Ore

Start with 30 Marksmen

Start with 10 Crusaders

Difficulty:

Selectable by Player

Map Size:

Large

Map:



Region Description:

Sandro used his force to drive a wedge between the four heroes to stop them from building the Angelic Alliance. If this powerful artifact is ever completed, Sandro's defeat seems likely and his plans of conquest will be ruined.

Prologue Narrative:

We have collected the pieces of the Angelic Alliance, but Sandro learned of our efforts and blocked our path. The bulk of his army now separates us from each other. We must break through the Necromancer's army and converge upon one point. Once we join the pieces of the Angelic Alliance, we can defeat Sandro. If we fail, he will dominate all of Antagarich.

Prologue Video:



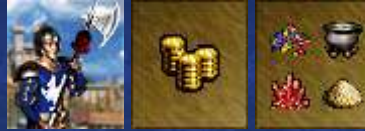
Starting Message:

We are separated from the others by the inlet. Both groups must stabilize their foothold and drive back the Necromancers from the Contested Lands and AvLee. The Necromancers have a stranglehold on the area, but we should be able to drive them out. There are Erathian troops scattered throughout the area, and with the Angelic Alliance, our troops should not have trouble working together.

Fall of Sandro

Defeat Sandro and all his minions to win the campaign. However, if any of your four heroes are defeated in combat or you fail to defeat Sandro's forces in four months, the scenario is lost.

Starting Bonus:



Start with 10 Halberdiers

Start with 3000 Gold

Start with 2 Sulfur, Mercury, Crystal, and Gems

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

Sandro must be conquered to ensure that he will never rise to power and threaten Antagarich again. The only certain way is to destroy the artifact that gave him his power and disperse the pieces throughout the world.

Prologue Narrative:

We face the Necromancer in his lair. The time of reckoning has come, but our vengeance must be carried out swiftly. Sandro has sent for reinforcements from others within Deyja. Slow moving as undead are, they will still be here in four months. If we have not defeated Sandro by then, he will surely rule all of Antagarich. I shudder at the thought. Failure is simply not an option.

Prologue Video:



months. If we have not defeated Sandro by then, he will surely rule all of Antagarich. I shudder at the thought. Failure is simply not an option.

Starting Message:

We are deep within the Necromancer's territory. Most everything is dying here; only a few trees can cling to the earth after a Necromancer has worked his death magic for so long. Each of us leads a town and has begun preparations for the final assault. Sandro is past the desert. Rumors of deadly traps and roving bands of marauders have made us all wary, even the fearless Crag Hack.

Epilogue Narrative:

After realizing how corrupting these artifacts are, we decided to split them up into less powerful components and disperse them throughout Antagarich. As for us, we decided to separate as well, to distance our thoughts from a disaster history may never record.

Epilogue Video:



them throughout Antagarich. As for us, we decided to separate as well, to distance our thoughts from a disaster history may never record.

Spectre of Power

Sandro's first attempt at conquering Antagarich has failed. However, he is not defeated. Sandro will pull together several groups of people and start the first rumblings of war that will engulf all of Antagarich.

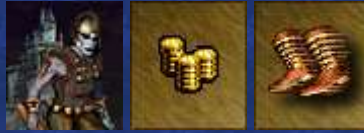
Region Map:



Poison Fit for a King

Capture Haart Castle and leave the Vial of Poison to win the scenario. However, if Sandro is defeated in combat, the scenario is lost. Heroes are limited to level 10, but Sandro and three of his comrades will carry their experience, skills and spells on to the next scenario.

Starting Bonus:



Start with 20 Zombies

Start with 3000 Gold

Start with Boots of Speed

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

Lord Haart has agreed to take the poison to King Gryphonheart. A clever ruse in the form of a border skirmish will plant the poison in Lord Haart's castle, and then you will leave the area to let him recover his lands and the poison.

Prologue Narrative:

Lord Haart has agreed to take the Vial of Poison to King Gryphonheart. All I must do is leave the Vial in Haart's castle after I raid it. Fortunately for me, he is problem with overpopulation, so I will add his wasted peasants to my own ranks. This will be a good day for harvesting skeletons!

Prologue Video:



castle after I raid it. Fortunately for me, he is problem with overpopulation, so I will add his wasted peasants to my own ranks. This will be a good day for harvesting skeletons!

Starting Message:

Sometimes Deyja lords will allow other creatures to move into an area under their control and then slaughter them to resurrect additional undead armies. However, this particular area has been neglected by the Deyja lords and now needs to be cleared out for you to get through to Lord Haart's Castle. This is the time when you wish you had the Armor of the Dead King! Grinding your teeth, you set about raising armies this the old fashioned way.

To Build a Tunnel

Obtain 100,000 Gold to give to the Dungeon Overlords and win the scenario. However, if Sandro is defeated in combat, the scenario is lost. Heroes are limited to level 16, but Sandro and three of his comrades will carry their experience, skills and spells on to the next scenario.

Starting Bonus:



Start with 15 Wood

Start with Vial of Lifeblood

Difficulty:

Selectable by Player

Map Size:

Medium

Map:



Region Description:

The Dungeon Overlords are quite interested in your plans to overthrow Erathia. There is one slight catch: they do not have enough gold to pay for the labor or the wood needed to build the actual tunnels. You must provide them with the materials they need.

Prologue Narrative:

To secure the Dungeon Overlord's support, I need to provide them with the gold and wood necessary to build a tunnel. Wood is desperately needed to keep the tunnels from collapsing, and the gold is for paying the workers. The greedy cave dwellers refuse to supply the raw materials themselves. If I did not need their support, I would lock them up in their own underground dungeons!

Prologue Video:



**cave dwellers refuse to supply the raw materials themselves.
If I did not need their support, I would lock them up in their
own underground dungeons!**

Starting Message:

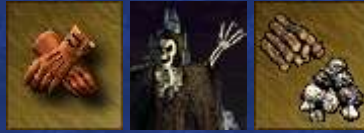
The Dungeon Overlords have agreed to build you an underground tunnel to Erathia for the sum of 100,000 gold. For you to accumulate that much wealth in such a short time you will have to invade part of the Contested Lands held by the Rangers: there are rumors of gold mines riddled throughout their territory.

However, gold is not the only material needed for your invasion plans. Subterranean wood is too weak for bracing the tunnel walls and ceilings, but there is plenty of strong wood in the forest for you to gather. Each week a transport cart will arrive to pick up a small amount of wood needed for the construction project.

Kreegan Alliance

Obtain the Eversmoking Ring of Sulfur for the Kreegans to win the scenario. However, if Sandro is defeated in combat, the scenario is lost. Heroes are limited to level 24, but Sandro and three of his lieutenants will carry their experience, skills and spells on to the next scenario.

Starting Bonus:



Start with Equestrian's Gloves

Start with 10 Wraiths

Start with 10 Wood and Ore

Difficulty:

Selectable by Player

Map Size:

Map Size

Map:



Region Description:

The Kreegans do not believe your sincerity. To them, Necromancers are weak wraiths feeding off the living, unable to initiate any good plan. To prove your sincerity they want you to turn over the Eversmoking Ring of Sulfur. A Druid stole it some years ago and they want it back.

Prologue Narrative:

Kreegans are so arrogant, but I have need of their creatures to invade Erathia and crush her military. Without their brute strength I would not be able to carry out all my plans. So I will play their little game and find their precious artifact, the Eversmoking Ring of Sulfur.

Prologue Video:



strength I would not be able to carry out all my plans. So I will play their little game and find their precious artifact, the Eversmoking Ring of Sulfur.

Starting Message:

The Kreegans have demanded that the Necromancers prove their worth by hunting down the Eversmoking Ring of Sulfur. They apparently need this item to construct some of their buildings, (although to the Necromancers, it is a mere token). You have been sent to fetch this particular item personally because Finneas doesn't trust anyone else with the task. Kreegan support is essential to the plans of Deyja.

With Blinders On

Sandro must defeat all of the lords who seek his position to win the campaign. However, if Sandro loses even just one battle, others will sense weakness in him and destroy all he has worked for.

Starting Bonus:



Start with 5 Sulfur, Mercury, Crystal, and Gems

Difficulty:

Selectable by Player

Map Size:

Small

Map:



Region Description:

All of your plans are laid, but there is one lord who opposes the plan. Finneas has told you his name is Lord Smedth and suggested that this insignificant bug be squashed. You decide to do so yourself; he has been a minor thorn for some time now, always harassing you in court and attempting to usurp your position as Finneas Vilmar's closest aid. It will be your pleasure to send him to Hell.

Prologue Narrative:

Finneas has discovered that Smedth, an upstart lord, has gotten too ambitious. He is trying to usurp my position as Finneas' top advisor. To calm Finneas, I have agreed to take care of this little matter myself. It will be my pleasure sending the conniving lich to Hell.

Prologue Video:



Starting Message:

These young upstart lords will be no match for your experience in the field. Once you have destroyed them with ease no one will ever question your power again. Lord Amrothal has secured his position to the west of you, but is only accessible through the underground tunnel system. A complex system of teleporters will help you get to him.

Epilogue Narrative:

Finneas is more cunning than I gave him credit for! He tricked me into getting imprisoned for assaulting an innocent lord so that he could rule Deyja by himself and steal the credit for my plans to invade Erathia. Well, soon he will realize that I can pull his strings even from my cell and wrap them tightly around his neck.

Epilogue Video:



for my plans to invade Erathia. Well, soon he will realize that I can pull his strings even from my cell and wrap them tightly around his neck.



Information

Difficulty Levels



Easy – The player starts with a large advantage in resources, and the computer plays poorly.



Normal – The player starts with a moderate advantage in resources, and the computer plays reasonably well.



Hard – The player and the computer start with the same resources, and the computer plays to the best of its ability.



Expert – The player starts with a handicap in resources, and the computer plays to the best of its ability.



Impossible – The player starts with no resources, and the computer plays to the best of its ability.

Map Sizes



Small – 36x36



Medium – 72x72



Large – 108x108



Extra Large – 144x144

Player Color Flags



Player 1 – Red



Player 2 – Blue



Player 3 – Tan



Player 4 – Green



Player 5 – Orange



Player 6 – Purple



Player 7 – Teal



Player 8 – Pink

Notes

Where there is “Start with heroes from ...” in the final map of a campaign, the pictures may vary according to the heroes you had when you were playing the previous maps.

TEMPLATE – Campaign Name

Campaign description

Region Map:

Region Map

Scenario Name

Scenario Description

Starting Bonus:

Bonus1 Bonus2 Bonus3

Bonus 1

Bonus 2

Bonus 3

Difficulty:

Selectable by Player

Map Size:

Map Size

Map:

Surface Underground

Region Description:

Region Description

Prologue Narrative:

Narrative

Prologue Video:

Video

Starting Message:

Starting Message

Epilogue Narrative:

Narrative

Epilogue Video:

Video