



**VEZ'NAN**

vs.

**MOLOCH**

*SCENARIO BOOK*

## **INTRODUCTION**

DEEP IN THE PLANES OF PANDAEMONIUM, THE GREAT HORNED DEMON, MOLOCH, REIGNS SUPREME FROM ATOP HIS THRONE OF TORMENT. MUCH TO HIS DEMONIC DELIGHT, MOLOCH CAPTURED THE ARCHMAGE VEZ'NAN'S SOUL. HOPING TO GAIN AN ALLY AGAINST THE TIME MAGES, YOU PREPARE FOR AN ARDUOUS DESCENT INTO THE NETHER REALMS. IF YOU PROMISE TO SAVE HIS SOUL, VEZ'NAN WILL JOIN YOU IN THE FIGHT. THE ENEMY OF YOUR ENEMY IS SUPPOSED TO BE YOUR FRIEND, AFTER ALL!



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2 VEZ'NAN DAMAGE TILES





# PORTAL STORM CONTENTS



**1** MOLOCH PORTAL STORM LIFE CARD

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BEFORE MOLOCH MOVES: IF NO DAMAGE TILES WERE PLACED ON MOLOCH THIS TURN, PLACE A FIRE TOKEN ON A BUILDING SITE ADJACENT TO HIM. FIRE TOKENS ARE REMOVED WHEN MOLOCH IS DESTROYED.

**1** MOLOCH PORTAL STORM REFERENCE CARD

## NEW HERO - VEZ'NAN

THIS EXPANSION INCLUDES ONE NEW HERO. WHILE IT'S TRUE THAT VEZ'NAN IS ONE OF THE MOST ANNOYING INHABITANTS OF THE REALM, HE IS ALSO ONE OF THE MOST POWERFUL - HE MAKES A BETTER FRIEND THAN AN ENEMY. VEZ'NAN IS A SPELLCASTER WITHOUT PEER, ABLE TO UNLEASH POWERFUL BLASTS OF ELDRITCH FORCE AND SUMMON DEMONS TO DO HIS BIDDING.

EXCEPT FOR THE 4TH SCENARIO (WHICH STATES YOU CANNOT USE VEZ'NAN) YOU MAY USE VEZ'NAN AS A HERO IN ANY OF THE SCENARIOS IN THIS EXPANSION, OTHER EXPANSIONS, OR THE BASE GAME AS YOU WOULD ANY OTHER HERO.

### SPECIAL ABILITIES

VEZ'NAN USES UNIQUE DAMAGE TILES FOR HIS SPECIAL ABILITIES. EACH HAS AN IMAGE OF A BROKEN CRYSTAL ON THEM. WHEN A HORDE THAT HAS 1 OR MORE OF VEZ'NAN'S UNIQUE DAMAGE TILES ON IT IS DESTROYED, PLACE ANY CRYSTAL THAT WOULD HAVE BEEN EARNED ONTO VEZ'NAN'S HERO BOARD INSTEAD OF INTO THE TEAM'S CRYSTAL SUPPLY. CRYSTALS ON VEZ'NAN'S BOARD MAY NOT BE SPENT BY THE TEAM OR BY VEZ'NAN'S PLAYER. WHEN VEZ'NAN RESTS, IN ADDITION TO THE NORMAL EFFECTS OF RESTING, MOVE ALL OF THE CRYSTALS ON VEZ'NAN'S HERO BOARD INTO THE TEAM'S CRYSTAL SUPPLY.

**NOTE:** WHEN ONE OF VEZ'NAN'S UNIQUE DAMAGE TILES, WHICH SHOW A BROKEN CRYSTAL ICON, IS ALREADY ON A HORDE TRAY, VEZ'NAN CANNOT USE THAT ABILITY AGAIN, EVEN IF IT IS FACE UP. THESE UNIQUE DAMAGE TILES CANNOT BE REPLACED BY ANOTHER TILE WITH THE SAME SHAPE!



**BASIC ATTACK****BASIC ATTACK**

YEZ'NAN'S BASIC ATTACK IS A RANGED, MAGIC ATTACK THAT PLACES THREE 1x1 DAMAGE TILES. HE MAY CHOOSE TO LOSE 1 HEART TO PLACE TWO FREELY ROTATING 2x1 DAMAGE TILES AND ONE 1x1 DAMAGE TILE INSTEAD.

**MAGIC SHACKLES****MAGIC SHACKLES**

PLACE THE 2x2 MAGICAL SHACKLES DAMAGE TILE ON A HORDE TRAY IN RANGE. THAT HORDE DOES NOT ACTIVATE DURING PHASE 4: ADVANCE HORDES TRAYS IN THE TURN IN WHICH THE MAGIC SHACKLES DAMAGE TILE WAS PLACED. THIS ATTACK DEALS TRUE DAMAGE WHICH IGNORES BOTH MAGICAL AND PHYSICAL DEFENCES.

**DARK PACT****DARK PACT**

THIS ATTACK ALLOWS YEZ'NAN TO PLACE THE 2x2 DARK PACT DAMAGE TILE AND AN ADDITIONAL 1x1 DAMAGE TILE ON A HORDE TRAY IN RANGE. THIS ATTACK DEALS TRUE DAMAGE WHICH IGNORES BOTH MAGICAL AND PHYSICAL DEFENCES. THIS ABILITY DOES NOT EXHAUST AFTER USE.

**ARCANE NOVA****ARCANE NOVA**

WHEN YEZ'NAN PERFORMS THIS ABILITY, PLACE THE 2x2 ARCANE NOVA DAMAGE TILE ON A TARGET HORD TRAY IN RANGE. ALSO PLACE A 1x1 DAMAGE TILE ON EACH HORDE TRAY ADJACENT TO THE INITIAL TARGET. THIS ATTACK DEALS TRUE DAMAGE WHICH IGNORES BOTH MAGICAL AND PHYSICAL DEFENCES.

**SOUL BURN****SOUL BURN**

WHEN YEZ'NAN USES THIS ABILITY, PICK ANY ENEMY ABILITY. THIS ABILITY ALLOWS YEZ'NAN TO PUT UP TO FIVE 1x1 SOUL BURN DAMAGE TILES ON ANY INDIVIDUAL ENEMIES WITH THAT ABILITY ANYWHERE ON THE BOARD. THIS ABILITY HAS NO RANGE LIMIT AND DEALS TRUE DAMAGE WHICH IGNORES BOTH MAGICAL AND PHYSICAL DEFENCES.



## SPECIAL MECHANISMS

THIS EXPANSION INCLUDES THREE SPECIAL MECHANISMS: FIRE TOKENS, HORDES WITH INFERNAL COMBUSTION, AND THE CERBERUS HORDE CARD.



FIRE TOKENS ARE ONLY PLACED ON BUILDING SITES, NOT ON THE PATH. THERE CAN BE NO MORE THAN ONE FIRE TOKEN ON A BUILDING SITE. THERE ARE ONLY FIVE FIRE TOKENS IN THE GAME. IF YOU NEED TO PLACE MORE FIRE TOKENS THAN THERE ARE IN THE SUPPLY, YOU CHOOSE WHICH FIRE TOKENS TO PLACE. NO FIRE TOKENS ARE PLACED IF THE SUPPLY IS EMPTY.

WHEN A FIRE TOKEN IS PLACED ON A BUILDING SITE DESTROY ALL TOWERS ON THAT BUILDING SITE. THESE TOWERS ARE RETURNED TO THE SUPPLY. IF A HERO IS ON A BUILDING SITE WHEN A FIRE TOKEN IS PLACED ON IT, THEY LOSE 1 HEART AND MUST RETREAT (MOVE INTO AN ADJACENT SPACE THAT DOES NOT HAVE A HORDE, BOSS, FIRE TOKEN, OR TOWER ON IT).

HEROES CAN MOVE THROUGH A BUILDING SITE, WITH A FIRE TOKEN ON BUT CANNOT END THEIR MOVEMENT THERE. TOWERS CANNOT BE BUILT ON A BUILDING SITE CONTAINING A FIRE TOKEN.

WHENEVER A BOSSES LIFE CARD IS DESTROYED, RETURN ALL FIRE TOKENS THAT ARE ON BUILDING SITES TO THE SUPPLY.

**IMPORTANT:** IF A FIRE TOKEN IS PLACED SO THAT ANY SINGLE PLAYER HAS 2 OR MORE BUILDING SITES WITH FIRE TOKENS ON THEM, THE PLAYER WITH THE MOST USABLE BUILDING SITES MAY ELECT TO GIVE THAT PLAYER ONE OF THEIR BUILDING SITES. TO DO THIS, CHANGE THE COLOR OF ONE OF THEIR BUILDING SITES TO THE COLOR OF THE PLAYER WHO NEEDS IT.

DEMONS WHICH EXPLODE IN FIRE WHEN DEFEATED HAVE INFERNAL COMBUSTION. THE INFERNAL COMBUSTION ICON CANNOT BE COVERED BY HEROES, SOLDIERS, OR DAMAGE TILES AND DOES NOT NEED TO BE COVERED IN ORDER TO DESTROY HORDES THAT HAVE IT.



WHEN A HORDE CARD WITH ANY NUMBER OF INFERNAL COMBUSTION ICONS IS DESTROYED, ALL HEROES AND SOLDIERS ADJACENT TO THE DESTROYED CARD SUFFER 1 DAMAGE.

BECAUSE THIS EFFECT DEALS DAMAGE DURING PHASE 3, THE ORDER IN WHICH HORDES ARE DESTROYED WILL MATTER. IT IS UP TO THE PLAYERS TO DECIDE IN WHICH ORDER HORDES ARE DESTROYED, SO CHOOSE WISELY WHEN HORDES WITH INFERNAL COMBUSTION ARE IN PLAY!







CERBERUS IS A SPECIAL HORDE CARD THAT ENTERS PLAY THROUGH SEVERAL DIFFERENT SPECIAL RULES. IF A SCENARIO INCLUDES CERBERUS, UNLESS IT BEGINS THE GAME IN PLAY, PLACE THE CERBERUS HORDE CARD NEARBY. IT CAN BE BROUGHT INTO PLAY BY EITHER A RETALIATION EFFECT ON A BOSS, OR BY A WAVE C HORDE CARD EFFECT.

IT FEATURES A MASSIVE 3X3 ENEMY THAT HAS DEAD-EYE, SPEED, DEADLY, AND INFERNAL COMBUSTION. THE DEAD-EYE AND SPEED ABILITIES WORK AS EXPLAINED IN THE RULE BOOK. YOU CAN ELIMINATE HIS DEAD-EYE AND SPEED ABILITIES BY COVERING THEM. THE WHOLE 3X3 AREA IS DEADLY, AS PER THE NORMAL RULES FOR DEADLY.

## BOSS RULES

PORTALS ARE NOT USED IN THIS EXPANSION. INSTEAD SCENARIOS 1, 2, AND 3 USE A BOSS MINIATURE AND THE BOSS RULES. THOSE RULES ARE SUMMARIZED HERE FOR EASY REFERENCE. EACH SCENARIO DESCRIBES HOW THESE RULES ARE MODIFIED. SCENARIO 4 IS YEZ'NAN'S QUEST, AND ITS SPECIAL RULES AND WIN CONDITION ARE DESCRIBED ON PAGE 21.


### BOSS MINIATURES

- HEROES CANNOT ENTER THE SAME SPACE AS A BOSS MINIATURE.
- IF A BOSS MINIATURE MOVES INTO A SPACE THAT A HERO IS IN, THAT HERO IS FORCED TO RETREAT (THEY MUST MOVE TO AN ADJACENT UNOCCUPIED SPACE, OR RETURN TO THEIR HERO BOARD) AND THEY SUFFER 1 DAMAGE.
- WHEN A BOSS MINIATURE MOVES, IF IT WOULD MOVE INTO A SPACE WITH A HORDE, IT JUMPS OVER THAT SPACE.
- WHEN A HORDE WOULD MOVE INTO A SPACE WITH A BOSS MINIATURE, IT JUMPS OVER THAT SPACE.

A BOSS MINIATURE'S MOVEMENT CANNOT BE STOPPED BY SOLDIERS. WHEN A BOSS MINIATURE MOVES, IF THERE ARE SOLDIERS ON ITS LIFE CARD, FIRST RETURN THOSE SOLDIERS TO THE SUPPLY, THEN MOVE THE BOSS.

### FIGHTING BOSSES

BOSS FIGURES ARE HARD TO DEFEAT.

- HEROES AND SPELLS CANNOT AFFECT BOSSES. HEROES CANNOT STAND ON THE BOSSES LIFE CARD, AND IF A HERO ABILITY OR ATTACK WOULD PLACE DAMAGE TILES ON A BOSS, THOSE TILES ARE NOT PLACED. LIKewise FOR SPELLS.
- WHEN A TOWER ATTACKS A BOSS THE DAMAGE TILES ARE PLACED ONTO THE TOP CARD OF THE BOSS'S LIFE DECK. TO DAMAGE THE BOSS THE BOSSES GRAPHIC ON THE LIFE CARD MUST BE FULLY COVERED.
- ALL TOWER ATTACKS TARGETING A BOSS COUNT AS HAVING 

## DAMAGING BOSSES

**DURING PHASE 3: DESTROY HORDE TRAYS.** CHECK THE TOP CARD OF THE BOSS LIFE DECK; IF THE GRAPHIC DEPICTING THE BOSS IS FULLY COVERED THE BOSS IS DAMAGED. REMOVE THE TOP CARD FROM THE LIFE DECK AND FLIP IT OVER. ON THE BACK IT WILL DESCRIBE THE BOSS'S RETALIATION EFFECT. THIS IS RESOLVED AS IF IT WERE AN ACTION CARD. ONCE YOU PERFORM ALL RETALIATION EFFECTS, RETURN THE CARD TO THE GAME BOX.

## ACTIVATING BOSSES

**BOSS MINIATURES ACTIVATE DURING PHASE 4: ADVANCE HORDE TRAYS** AS IF THEY WERE A HORDE TRAY. WHEN IT IS TIME FOR A BOSS MINIATURE TO ACTIVATE, FOLLOW THE STEPS DESCRIBED ON THAT BOSS'S REFERENCE CARD. TO PERFORM AN ACTION, DRAW THE TOP CARD OF THE BOSS DECK AND PERFORM THE EFFECTS ON THE CARD.



PLACE A FIRE TOKEN ON EACH BUILDING SITE IN THE SPACES INDICATED IN THE DIAGRAM.



ALL HEROES ADJACENT TO THE BOSS'S MINIATURE LOSE 1 HEART.



ALL SOLDIERS ADJACENT TO THE BOSS'S MINIATURE ARE REMOVED FROM PLAY.



DESTROY THE HIGHEST LEVEL TOWER ADJACENT TO MOLOCH. DESTROYED TOWERS ARE RETURNED TO THE SUPPLY.





# 1




# BLACKBURN'S BACK!

"I SEE THAT YOU HAVEN'T LEARNED YOUR LESSONS, MORTALS!" A LOW, RUMBLING VOICE SAYS FROM BEHIND YOU. THE SMELL OF BLOOD AND METAL FILLS THE AIR. YOU TURN AROUND TO SEE THE ARMORED HULK OF LORD BLACKBURN SLIP FROM OUT OF THE SHADOWS. "I WAS JUST WAITING FOR MOLOCH TO RETURN HOME AFTER A LONG DAY OF STORMING THE KINGDOM. WON'T HE BE SURPRISED WHEN I GIVE YOU TO HIM AS WELCOME HOME PRESENTS?" HE CHUCKLES, HIS HORNED HELM RESONATING WITH HIS LOW, EVIL LAUGH. "SAY HELLO TO MY LITTLE AXE!"

## HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM THOSE WITH THE FOLLOWING ICON ON THE BACK:  /  .

## SPELLS

WHEN THE TEAM PICKS SPELLS, CHOOSE FROM THOSE WITH UP TO TWO POWER ICONS  /  .

## TOWERS

USE THE LEVEL 1, 2, 3, 4A, AND 4B TOWERS.

## HORDES

### WAVE 0

1X GREEN

2X RED

### WAVE 1

4X GREEN

2X RED

### WAVE 4

2X YELLOW

### WAVE 5

4X YELLOW

2X RED

### WAVE M

1X GREEN

2X YELLOW

YOU WILL ALSO NEED THE FIRE TOKENS, CERBERUS CARD, GHOST DECK (FROM THE BASE GAME), LORD BLACKBURN'S MINIATURE (FROM THE BASE GAME) AND THE FIERY LORD BLACKBURN LIFE CARDS. YOU WILL NOT NEED LORD BLACKBURN'S ACTION DECK OR LIFE CARDS FROM THE BASE GAME. THE CERBERUS HORDE IS NOT PART OF THE SPAWN STACKS, BUT YOU WILL NEED IT BECAUSE LORD BLACKBURN HAS A RETALIATION EFFECT THAT SUMMONS IT.



## PATH TILES



## SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:



## SPECIAL MECHANISMS

### BOSS RULES

LORD BLACKBURN FOLLOWS THE NORMAL BOSS RULES WITH ONE EXCEPTION: HE DOES NOT USE AN ACTION DECK AND SO WHEN HE ACTIVATES HE DOES NOT DRAW AN ACTION CARD, HE ONLY MOVES.

### BLACKBURN'S LIFE DECK

BLACKBURN HAS 4 NEW LIFE CARDS INCLUDED IN THIS EXPANSION (DO NOT USE ANY OF HIS CARDS FROM THE BASE GAME). THESE HAVE AN IMAGE OF LORD BLACKBURN ON THE FRONT WITH A GRID OVERLAY AND TEXT AND ICONS ON THE BACK. ON THE FRONT THERE IS A NUMBER IN THE BOTTOM LEFT CORNER. TO PREPARE THE LIFE DECK, TURN THE CARDS SO THE IMAGE OF LORD BLACKBURN IS FACE UP, THEN STACK THEM IN ORDER SO THAT THE CARD NUMBERED "1" IS ON TOP, "2" IS BELOW THAT, "3" BELOW THAT, AND "4" IS THE BOTTOM CARD.



# WINNING

YOU WIN BY DEFEATING LORD BLACKBURN. WHEN THE LAST CARD IN HIS LIFE DECK IS DESTROYED, YOU WIN AT THE END OF THAT ROUND.



**NOTE:** BLACKBURN'S SECOND RETALIATION SPAWNS THE CERBERUS HORDE IN THE SPACE BEHIND HIM. IF, AT THE TIME THIS RETALIATION OCCURS, THAT SPACE IS OCCUPIED BY A HORDE, CERBERUS IS SPAWNED IN THE CLOSEST EMPTY SPACE BEHIND BLACKBURN. IF THERE ARE NO EMPTY SPACES BEHIND LORD BLACKBURN, CERBERUS DOES NOT SPAWN. LORD BLACKBURN WILL STILL NOT MOVE THIS TURN, EVEN IF CERBERUS DOES NOT SPAWN.

## MAP SETUP



1



2



84



1

2



1 PLAYER:

8x

3x

2x

10





2 PLAYERS:

5x

3x

2x



3 PLAYERS:

1x

2x

1x



4 PLAYERS:

3x

3x

1x

"WE'D BETTER GET OUT OF HERE!" YELLS VEZ'NAN, AS HE SPOTS THE GLOWING EYES OF THE ADVANCING HORDE. CLOVEN HOOVES STOMP FURIOUSLY AND BAT-LIKE WINGS SPREAD AS PITCHFORK-WIELDING DEMONS LAUNCH THEMSELVES INTO THE SULFURIOUS AIR. "LOOKS LIKE MOLOCH'S BACK... AND HE'S BROUGHT FRIENDS."




LAVA ERUPTS FROM THE EARTH BENEATH YOUR FEET AND YOU SEE THE GREAT HORNS OF MOLOCH OUTLINED BY FLAMES AS HE BELLOWING AT YOU IN A GUTTERAL VOICE, "WHAT HAPPENED TO BLACKBURN, THAT INCOMPETENT NINNY? I WILL RIP YOUR HEAD OFF, VEZ'NAN. AND THEN I'LL DO THE SAME TO YOUR LITTLE FRIENDS, TOO!" HE SAYS, POINTING A CLAWED FINGER AT EACH MEMBER OF YOUR PARTY.

"AW HECK, I LIKE MY HEAD RIGHT WHERE IT IS," VEZ'NAN QUIPS, POINTING HIS STAFF AT YOU, "SO YOU'D BETTER KNOW HOW TO FIGHT, BUCK-O!"

## HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM THOSE WITH THE FOLLOWING ICON ON THE BACK:  /  .

## SPELLS

WHEN THE TEAM PICKS SPELLS, CHOOSE FROM THOSE WITH UP TO TWO POWER ICONS  /  .

## TOWERS

USE THE LEVEL 1, 2, 3, 4A, AND 4B TOWERS.

## HORDES

Wave 1	Wave 2	Wave M
4x GREEN	2x GREEN	2x GREEN
4x YELLOW	2x YELLOW	2x YELLOW
4x RED	2x RED	2x RED

YOU WILL ALSO NEED THE FIRE TOKENS, MOLOCH'S MINIATURE, AND MOLOCH'S LIFE DECK. YOU DO NOT USE MOLOCH'S ACTION DECK IN THIS SCENARIO.



## PATH TILES



## SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:



## SPECIAL MECHANISMS

### BOSS RULES

MOLOCH DOES NOT USE HIS ACTION DECK IN THIS SCENARIO.

### MOLOCH'S LIFE DECK

MOLOCH HAS 4 LIFE CARDS INCLUDED IN THIS EXPANSION. THESE HAVE AN IMAGE OF MOLOCH ON THE FRONT WITH A GRID OVERLAY AND TEXT AND ICONS ON THE BACK. ON THE FRONT THERE IS A NUMBER IN THE BOTTOM LEFT CORNER. TO PREPARE THE LIFE DECK, TURN THE CARDS SO THE IMAGE OF MOLOCH IS FACE UP, THEN STACK THEM IN ORDER SO THAT THE CARD NUMBERED "1" IS ON TOP, "2" IS BELOW THAT, "3" BELOW THAT, AND "4" IS THE BOTTOM CARD.

**NOTE: THERE ARE SPOTS ON EACH OF MOLOCH'S LIFE CARDS THAT CAN ONLY BE ATTACKED BY SOLDIERS.**



### WINNING

YOU WIN BY DEFEATING MOLOCH. WHEN THE LAST CARD IN HIS LIFE DECK IS DESTROYED, YOU WIN AT THE END OF THAT ROUND.

# MAP SETUP



- MOLOCH DOES NOT USE AN ACTION DECK IN THIS SCENARIO. WHEN IT IS TIME FOR HIM TO ACTIVATE HE JUST MOVES FORWARD ONE SPACE.







2 PLAYERS:

5x 

3x 

2x 



3 PLAYERS:

1x 

2x 

1x 



4 PLAYERS:

3x 

3x 

1x 

## 3

## HIGHWAY TO HECK




STRETCHING OUT IN FRONT OF YOU IS THE ROAD TO SALVATION, THE PATHWAY OUT OF PANDAEMONIUM. YOU HAVE ALMOST MADE IT BACK TO THE KINGDOM WHEN THE EXIT BACK OUT TO THE KINGDOM WHEN THE OVERLORD OF PANDAEMONIUM CALLS OUT FROM BEHIND YOU.

"LEAVING SO SOON?" MOLOCH ASKS WRYLY. "YOU'VE GOT SOMETHING THAT BELONGS TO ME AND I WANT IT BACK!" HE PUTS HIS FINGERS TO HIS LIPS AND LETS LOOSE A SHRILL WHISTLE. "COME 'ERE, BOY!" HE CALLS AS HE SLAPS HIS THIGH.


A LOW GROWL FILLS THE AIR AND THE LUMBERING BULK OF THE THREE-HEADED DEMON DOG, CERBERUS, LOPES OUT OF THE SMOKE TO STAND AT MOLOCH'S HEEL. IT'S LIPS PEEL BACK IN A SNARL, EXPOSING DAGGER-LIKE FANGS, AND ACIDIC SALIVA DRIPS TO THE GROUND, CORRODING THE EARTH WHERE IT LANDS.

A SLOW SMILE SPREADS ACROSS MOLOCH'S DEMONIC VISAGE. HE CASUALLY TOSSES THE BEAST A TREAT THE SIZE OF A PUMPKIN AND ISSUES THE SINGLE COMMAND, "SIC 'EM!"

## HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM THOSE WITH THE FOLLOWING ICON ON THE BACK:  /  .

## SPELLS

WHEN THE TEAM PICKS SPELLS, CHOOSE FROM THOSE WITH UP TO TWO POWER ICONS  /  .

## TOWERS

USE THE LEVEL 1, 2, 3, 4A, AND 4B TOWERS.

## HORDES

Wave 1	Wave 2	Wave 3	Wave M	Wave C
2x Green	2x Green	2x Green	2x Green	
3x Yellow	2x Yellow	2x Yellow	2x Yellow	2x C
2x Red	2x Red	1x Red	2x Red	

YOU WILL ALSO NEED THE FIRE TOKENS, MOLOCH'S MINIATURE, MOLOCH'S LIFE DECK, MOLOCH'S ACTION DECK AND THE CERBERUS HORDE CARD.



## PATH TILES



## SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:



## SPECIAL MECHANISMS

### MOLOCH'S LIFE DECK

MOLOCH HAS 4 LIFE CARDS INCLUDED IN THIS EXPANSION. THESE HAVE AN IMAGE OF MOLOCH ON THE FRONT WITH A GRID OVERLAY AND TEXT AND ICONS ON THE BACK. ON THE FRONT THERE IS A NUMBER IN THE BOTTOM LEFT CORNER. TO PREPARE THE LIFE DECK, TURN THE CARDS SO THE IMAGE OF MOLOCH IS FACE UP, THEN STACK THEM IN ORDER SO THAT THE CARD NUMBERED "1" IS ON TOP, "2" IS BELOW THAT, "3" BELOW THAT, AND "4" IS THE BOTTOM CARD.

**NOTE:** THERE ARE SPOTS ON EACH OF MOLOCH'S LIFE CARDS THAT CAN ONLY BE ATTACKED BY SOLDIERS.



### MOLOCH'S ACTION DECK

SHUFFLE MOLOCH'S 6 ACTION CARDS AND PLACE THEM FACE DOWN NEAR MOLOCH'S LIFE DECK



## SPAWNING CERBERUS

THERE ARE TWO C CARDS IN THE SPAWN STACKS. WHEN THE ONE THAT DEPICTS THE  ICON IS FLIPPED FACE UP, SPAWN THE CERBERUS HORDE CARD IN ITS PLACE. WHEN THE ONE THAT HAS NO ICON IS FLIPPED FACE UP, REMOVE IT FROM THE GAME - NO OTHER NEW HORDE CARD SPAWNS AT THAT SPAWN POINT ON THAT TURN.

## WINNING

YOU WIN BY DEFEATING MOLOCH. WHEN THE LAST CARD IN HIS LIFE STACK IS DESTROYED, YOU WIN AT THE END OF THAT ROUND.

# MAP SETUP



● PLACE THE CERBERUS HORDE CARD TO THE SIDE. YOU WILL NEED IT ONCE IT SPAWNS.



1 PLAYER:

6x 

3x 

2x 





2 PLAYERS:

5x

3x

2x



3 PLAYERS:

1x

2x

1x



4 PLAYERS:

3x

3x

1x

## 4




## VEZ'NAN'S QUEST

YOU HAVE SUCCESSFULLY FOUGHT YOUR WAY OUT OF PANDAEMONIUM AND GAINED VEZ'NAN AS AN ALLY. "I'M FREE FROM THAT HORNED FOOL'S CLUTCHES - FREE AT LAST!" SHOUTS THE ARCHMAGE, HIS EYES LIGHTING UP WITH ELDRITCH FIRE. "OOOOOG," HE SAYS, HIS VOICE WAVING AND HIS KNEES BUCKLING.. "OMG, THIS IS AN EPIC FAILURE!" HE CRIES. "MY SOUL! IT'S GONE!" HE STARES AT HIS HANDS, HOPELESSLY. "MOLOCH TOOK MY SOUL AND HE'S HIDDEN IT IN ONE OF THESE INFERNAL FLAMES, DOOMING ME TO BURN FOR ETERNITY IN THIS ACCURSED PIT UNLESS WE CAN RETRIEVE IT. I MUST EXTINGUISH THEM ALL OR DIE TRYING! WE'VE GOT TO GO BACK!"

## HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM THOSE WITH THE FOLLOWING ICON ON THE BACK:  / . YOU CANNOT USE VEZ'NAN.

## SPELLS

WHEN THE TEAM PICKS SPELLS, CHOOSE FROM THOSE WITH UP TO TWO POWER ICONS  /  .

## TOWERS

USE THE LEVEL 1, 2, 3, 4A, AND 4B TOWERS.

## HORDES

WAVE 1	WAVE 2	WAVE 3	WAVE 4	WAVE M
2x GREEN		2x GREEN	2x GREEN	1x GREEN
2x YELLOW	2x YELLOW	1x YELLOW	2x YELLOW	2x YELLOW
1x RED	1x RED	1x RED	1x RED	1x RED

YOU WILL ALSO NEED THE FIRE TOKENS AND CERBERUS HORDE CARD. YOU WILL NOT NEED AN EXIT TILE.





## PATH TILES



## SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:



## SPECIAL MECHANISMS

### PROTECTING VEZ'NAN

VEZ'NAN IS NOT CONSIDERED TO BE A HERO FOR THE PURPOSES OF SPELLS OR HERO ABILITIES.

THERE IS NO KINGDOM OR EXIT IN THIS SCENARIO. INSTEAD, VEZ'NAN'S MINIATURE WILL BE PLACED AT THE EDGE OF THE PATH AT A SPAWN POINT. HIS MINIATURE ACTS AS IF IT WERE THE EXIT.

### FIRE TOKENS

FIRE TOKENS ARE USED TO TRACK VEZ'NAN'S PROGRESS TOWARDS FINDING HIS SOUL, BUT OTHERWISE HAVE NO OTHER GAME EFFECT IN THIS SCENARIO.

### WINNING AND LOSING

YOU WIN IF VEZ'NAN FINDS HIS SOUL. HE DOES THIS BY EXTINGUISHING THE 5 FIRE TOKENS. VEZ'NAN WILL REMOVE 1 FIRE TOKEN PER ROUND (SEE BELOW). WHEN YOU REMOVE THE LAST FIRE TOKEN, YOU WIN IF THE VEZ'NAN SURVIVES TO THE END OF THAT ROUND.

IF VEZ'NAN LOSES ALL OF HIS HEARTS, YOU LOSE THE GAME.

# TURN SEQUENCE

THIS SCENARIO CHANGES SEVERAL OF THE NORMAL RULES OF PLAY. THE CHANGES ARE SUMMARIZED BELOW IN THE ORDER THAT THEY AFFECT THE TURN SEQUENCE:

## PHASE 1:

YEZ'NAN'S MINIATURE WILL ALWAYS BE BESIDE A SPAWN POINT. HORDES DO NOT SPAWN FROM THE SPAWN POINT THAT YEZ'NAN IS STANDING ON.

AFTER SPAWNING HORDES REMOVE 1 FIRE TOKEN FROM BESIDE THE SPAWN POINT YEZ'NAN IS ON. IF THERE ARE NOW NO FIRE TOKENS BY THAT SPAWN POINT, MOVE YEZ'NAN TO THE NEXT SPAWN POINT IN ASCENDING NUMERICAL ORDER (SO IF YOU REMOVE THE LAST FIRE TOKEN AT SPAWN POINT 1 THEN IMMEDIATELY MOVE HIM TO STAND ON SPAWN POINT 2). AFTER MOVING YEZ'NAN DO NOT CHANGE THE ORIENTATION OF ANY HORDE TRAYS WHICH ARE ALREADY ON THE PATH. PLEASE NOTE THOUGH THAT ALL NEW SPAWNING HORDES WILL ALIGN TO YEZ'NAN'S NEW POSITION. IF THERE ARE NO FIRE TOKENS LEFT, YOU WIN AT THE END OF THIS ROUND.

## PHASE 4:

WHEN HORDES ACTIVATE, THEY ACTIVATE AS IF YEZ'NAN'S MINIATURE WAS THE EXIT. THAT IS, THE HORDE CLOSEST TO YEZ'NAN ACTIVATES FIRST, AND THEN THE SECOND CLOSEST TO YEZ'NAN AND SO ON UNTIL EACH HORDE HAS ACTIVATED ONCE. WHEN HORDES MOVE THEY MOVE TOWARDS YEZ'NAN.

HORDES ESCAPE IF THEY MOVE OFF OF THE PATH EDGE YEZ'NAN'S MINIATURE IS PLACED BESIDE. WHEN A HORDE ESCAPES, YEZ'NAN LOSES HEARTS AS THE KINGDOM WOULD NORMALLY.

YEZ'NAN WILL STILL BE DAMAGED BY DEAD-EYE HORDES IF THEY END THEIR ACTIVATION ADJACENT TO THE PATH EDGE THAT HE IS STANDING BESIDE. REMEMBER: YOU LOSE IF YEZ'NAN RUNS OUT OF HEARTS!





# MAP SETUP



- PLACE 2 FIRE TOKENS BESIDE SPAWN POINT 1
- PLACE 2 FIRE TOKENS BESIDE SPAWN POINT 2
- PLACE 1 FIRE TOKEN BESIDE SPAWN POINT 3
- PLACE THE CERBERUS HORDE IN A TRAY AS SHOWN IN THE SET UP DIAGRAM
- PLACE VEZ'NAN'S MINIATURE BESIDE SPAWN POINT 1.



2 PLAYERS:

5x 

3x 

2x 



3 PLAYERS:

1x 

2x 

1x 



4 PLAYERS:

3x 

3x 

1x 





# MOLOCH AND PORTAL STORM

THE PORTAL STORM SECTION AT THE END OF THE BASE GAME SCENARIO BOOKLET IS DESIGNED TO PROVIDE RE-PLAYABLE SCENARIOS THAT FEATURE TWO RANDOMLY SELECTED BOSSES AND A RANDOM SPAWN STACK. THE COMPONENTS OF THIS EXPANSION CAN BE INCORPORATED INTO PORTAL STORM. THE ERUPTION STRIKE CARD, AND MOLOCH PORTAL STORM LIFE AND REFERENCE CARDS ARE SPECIFICALLY FOR THIS PURPOSE. THEIR RULES ARE DESCRIBED IN DETAIL BELOW. THE WAVE M HORDE CARDS CAN ALSO BE ADDED TO THE PORTAL STORM SET UP BY MIXING THEM WITH THE HORDES THAT MATCH THEIR LETTER GROUP.

## WAVE M CARDS

WAVE M CARDS CAN BE INCLUDED IN PORTAL STORM. WHEN PREPARING HORDE STACKS FOR PORTAL STORM, IF YOU WANT TO HAVE WAVE M CARDS APPEAR IN THE SPAWN STACKS, PLACE THEM INTO THE FOLLOWING GROUPS:

GROUP A - WAVE M GREEN

GROUP C - WAVE M RED

GROUP D - WAVE M YELLOW

## MOLOCH

THIS EXPANSION ADDS THE LIFE AND REFERENCE CARDS YOU NEED TO INCLUDE MOLOCH IN THE BASE GAME'S PORTAL STORM SCENARIOS.

WHEN MOLOCH ACTIVATES, BUT BEFORE HE MOVES, IF NO DAMAGE TILES WERE PLACED ON HIS LIFE CARD THIS TURN; THE TEAM CHOOSES ONE BUILDING SITE, ADJACENT TO MOLOCH, AND PLACES A FIRE TOKEN ON IT.

FIRE TOKENS IN PORTAL STORM HAVE THE SAME EFFECT AS THEY DO IN THE SCENARIOS IN THIS EXPANSION: IF THERE IS A TOWER ON THE BUILDING SITE THAT THE TOKEN IS PLACED ON, THAT TOWER IS RETURNED TO THE SUPPLY, AND WHILE THE FIRE TOKEN REMAINS ON THE BUILDING SITE YOU MAY NOT PLACE TOWERS THERE.

WHEN MOLOCH IS DEFEATED: REMOVE ALL FIRE TOKENS FROM PLAY.

## STRIKE CARD - ERUPTION

AT THE BEGINNING OF THE GAME YOU WILL HAVE REMOVED ONE OF THE THREE PATHBREAKER CARDS, OPENING A SPAWN POINT, AND SPAWNED A WAVE 6 GREEN HORDE THERE INSTEAD.

WHEN YOU DRAW ERUPTION, PLACE THE CERBERUS HORDE CARD ON THE BOTTOM OF THE SPAWN STACK THAT CORRESPONDS WITH THAT PATHBREAKER CARD. IF THE SPAWN STACK CONTAINS NO CARDS, PLACE THE CERBERUS HORDE AS THE ONLY CARD IN THAT STACK.

CERBERUS WILL SPAWN FROM THAT SPAWN STACK AS NORMAL, DURING THE COURSE OF THE GAME.





Kingdom Rush: Rift in Time

**KINGDOM RUSH**  
RIFT IN TIME

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Kingdom Rush: Rift in Time

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EXPANSION





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# CREDITS

GAME DESIGN: HELANA HOPE  
SEN-FOONG LIM  
JESSEY WRIGHT

GAME DEVELOPMENT: FILIP MIŁUŃSKI  
TOMASZ NAPIERAŁA

PLAYTESTING MANAGER: TOMASZ NAPIERAŁA

GRAPHIC DESIGN: MATELISZ KOMADA  
AND ILLUSTRATIONS: KATARZYNA KOSOBUCKA

PRODUCTION MANAGER: PRZEMEK DOŁĘGOWSKI

PRODUCER: VINCENT VERGONJEANNE

SCENARIO BOOKLET EDITING AND PROOFREADING: THE GAMING RULES! TEAM

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