



Karak INFERNO

The very foundations of the realm have fractured, unleashing an ancient, suffocating heat that threatens to turn every field and forest into a landscape of ash. From the last remaining sanctuary of the high peaks, the call for aid echoes across a world teetering on the edge of a fiery abyss, summoning those with the courage to face a corruption that grows stronger with every passing moment.

To save the realm, champions must venture into the heart of the conflagration, storming forbidden citadels and enduring a relentless tide of shadow that seeks to extinguish the last flickering lights of hope.

The fires are rising, and the time for heroes to choose their path has come, before the world is lost to the flames forever. But if they manage to prevail, maybe they can finally take the fight to the opponent ...

Karak 2: Inferno is an expansion for the adventure board game *Karak 2*. This expansion adds 4 new modules – *Infernal Descent* (the solo/cooperative mode), *Infernal Towers*, *Last Bastion of Peace* and two *New Heroes*. Each of them can be included in your game individually, or you can include all of them at once. You can also combine them with any other module from any other expansion of *Karak 2*.

Don't feel like reading the rules?
Watch the video tutorial
instead:



COMPONENTS:

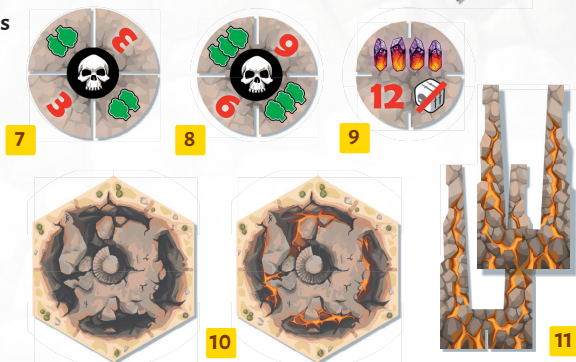
MODULE INFERNAL DESCENT:

- 1 1 Infernal Descent track
- 2 1 Fire & Ash token
- 3 40 Infernal Event cards
- 4 3 Infernal monster army tokens
- 5 2 Hellbrute monster army tokens
- 6 6 Lava tokens



MODULE INFERNAL TOWERS:

- 7 3 Floor I Infernal Tower tokens
- 8 3 Floor II Infernal Tower tokens
- 9 3 Floor III Infernal Tower tokens
- 10 3 Infernal Tower landscape tiles (1 first-tier, 2 second-tier)
- 11 3 Infernal Tower bases (each made of 2 pieces)



MODULE LAST BASTION OF PEACE:

- 12 1 Last Bastion of Peace landscape tile
- 13 1 Last Bastion of Peace Quest board
- 14 12 Quest cards
- 15 10 Last Bastion of Peace Unit dice (4 Wardens, 4 Amazons, 2 Cavalry)



MODULE NEW HEROES:

- 16 2 Hero cards
- 17 2 City tokens
- 18 2 Hero dice
- 19 2 Hero standees & 2 plastic stands
- 20 5 Astral Rift tokens for BARON MARKUL



Any components missing or damaged?
Contact us at info@albi.cz, and we will
send you a replacement free of charge!

MODULE INFERNAL DESCENT

When the seals of the underworld shattered, the Infernal Descent began. A slow, suffocating tide of shadow that threatens to consume every living soul. No longer a hunt for soul stones, the journey has become a race against a relentless corruption that manifests through unpredictable omens and world-altering events. The heroes must strike at the heart of the abyss and vanquish the ancient evil within, for if the fires reach their zenith, the world of Karak will be lost to the flames forever. Now, at the brink of destruction, the heroes finally set aside their differences and work together as a team.

In the *Infernal Descent* module, players are playing cooperatively, trying to beat the game. Their opponent is represented by a deck of cards consisting of Infernal Event cards and the Infernal Descent track that represents the state of the world. A card is drawn from the Infernal Event deck at the end of each round, after each player has taken their turn.

A card may trigger an instant event that all players must resolve, or a lingering event that influences all players for the whole next round, until a new card is drawn. Some of these cards move the Fire & Ash token forward on the Infernal Descent track.

Players must fulfil the end game condition (defeating the Dark General, Chaos Riders or conquering the Infernal Towers) before the Fire & Ash token reaches the last step on the Infernal Descent track.

Note: With this module, you can also play a solo game of *Karak 2: Inferno*!

Changes in Setup

After you set up your game as usual, also prepare the components for the *Infernal Descent* module:

1. Place the Infernal Descent track close to the play area.
2. Place the Fire & Ash token Ash side up on step 1 of the Infernal Descent track.
3. Prepare the Infernal Event card deck according to the number of players (see below), shuffle it and place it face-down near the Infernal Descent track.
4. Keep the monster army tokens for the Infernals and Hellbrutes nearby.
5. Place the Lava tokens nearby.

Infernal Deck Setup

The amount of cards in the Infernal deck depends on the number of players. First, find and add 9 *Infernal Outburst* cards, and then add the following randomly selected additional cards (do not look at their fronts!), according to the number of players:

1 player: 31 cards

(deck will have a total of 40 cards)

2 players: 26 cards

(deck will have a total of 35 cards)

3 players: 21 cards

(deck will have a total of 30 cards)

4 players: 16 cards

(deck will have a total of 25 cards)

5 players: 11 cards

(deck will have a total of 20 cards)



DIFFICULTY ADJUSTMENTS

If you wish to make your game more difficult, simply add fewer additional cards to the deck during setup (but always add the 9 *Infernal Outburst* cards to the deck). We recommend adjusting the difficulty each time you win by lowering the amount of cards in the deck by one. This way, you will always face an increasing challenge.

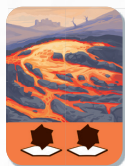
Infernal Deck Cards



Infernal Outburst (9×)

Flip Fire & Ash to the Fire side (if it's not already Fire side up) and then **advance it 1 step forward on the track.**

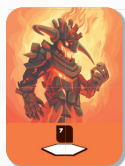
TIMING: INSTANTLY



Volcanic Fissure (3×)

Place 2 Lava tokens on tiles (one per tile) of the players' collective choice. It is no longer possible to perform a *Gathering Resources* action on such tiles and every time a Hero enters such a tile, they will lose 1 Hit Point. A Lava token can be placed on a tile with a monster or Hero (in this case, the Hero immediately loses 1 Hit Point). A Lava token cannot be placed on a tile with Karak Castle, a tile containing an Infernal Tower, Dark General or Chaos Rider, a tile that has a city built on it, a Merchant landscape tile, the Last Bastion of Peace tile, nor a tile that has a Lava token already.

TIMING: INSTANTLY



Hellbrute (2×)

Place a strength 7 Hellbrute on a tile of the players' collective choice. You cannot place it on a tile already containing two or more monster armies, a tile with Karak Castle, a tile containing an Infernal Tower, Dark General or Chaos Rider, a tile that has a city built on it, a Merchant landscape tile, nor the Last Bastion of Peace tile.

TIMING: INSTANTLY



Cursed Plunder (1×)

All players **discard all their resources.**

TIMING: INSTANTLY



Infernal (3×)

Place a strength 5 Infernal on a tile of the players' collective choice. You cannot place it on a tile already containing two or more monster armies, a tile with Karak Castle, a tile containing an Infernal Tower, Dark General or Chaos Rider, a tile that has a city built on it, a Merchant landscape tile, nor the Last Bastion of Peace tile.

TIMING: INSTANTLY



Ambush (1×)

Each player **discards 2 Unit dice** of their choice.

TIMING: INSTANTLY



Blood Boil (1×)

Each Hero **loses 1 Hit Point.**

TIMING: INSTANTLY



Low Morale (3×)

Each player must **pay +1 resource of their choice for the Recruiting Units action** this round. A player may recruit multiple Units with this action and still only pays 1 extra resource.

TIMING: LINGERING



Battlefield Toll (3×)

1 extra Unit of player's choice dies in each battle this round.

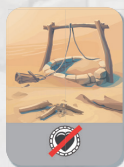
TIMING: LINGERING



Scorching Heat (3×)

No building can be built this round. This includes cities, buildings in a city, shrines and villages.

TIMING: LINGERING



Poisoned Wells (3×)

Healing and Eradicating the Plague actions **cannot** be performed this round.

TIMING: LINGERING

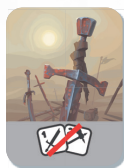


Structural Ruin (3×)

Each player must **pay +1 resource of their choice for the Building** action this round.

A player may build multiple buildings in this action and still only pays 1 extra resource.

TIMING: LINGERING



Cursed Steel (3×)

Weapons provide no bonus to the attack power this round.

TIMING: LINGERING



Exhaustion (2×)

Each player performs **only 1 action** this round, ignoring all bonus actions. (i.e.: Even if a player has *stables* built and

has an *Amulet of Action*, they still only have 1 action).

TIMING: LINGERING

Infernal Descent Track



At the start of the game, the players start on the first step of the Infernal Descent track. As the game progresses, players will draw new cards from the Infernal Event deck and occasionally encounter an event card called *Infernal Outburst*. Once this card is drawn, move the Fire & Ash token on the Infernal Descent track one step forward. The position of the Fire & Ash token on the Infernal Descent track modifies the difficulty of all battles in the game.

Below is a table showing the power modifier based on the position of the Fire & Ash token on the Infernal Descent track:

- **Steps 1–3:** normal conditions
- **Steps 4–6:** All battles require +1 total attack power to succeed.
- **Steps 7–9:** All battles require +2 total attack power to succeed.
- **Step 10 (World Consumed):** Immediate Game Over – the players lose the game.

Important: Once all cards from the Infernal Event deck have been drawn, every following round is triggering the Infernal Outburst.

Note: The modifier on the Infernal Descent track applies to battles with monster armies, end game bosses (Dark General, Chaos Riders) and Infernal Towers (each floor).

Note: Even if there are multiple enemies on one tile (i.e. two monster armies, one monster army and the end game boss), the modifier still applies only once – it is still only one battle.

Ritual of Light Action

In the *Infernal Descent* module, all players play cooperatively, so the Soul Stones have no use in determining who is the winner. However, they have a new purpose here – they can be used to halt the progress of the Fire & Ash token on the Infernal Descent track.

If the Fire & Ash token is Fire side up, a player may as an action discard a Soul Stone token, and by doing so, flip the Fire & Ash token to the Ash side and move it one step backward on the track. This action can only be performed on Karak Castle on a starting landscape tile.

Discarding a token with a single Soul Stone only moves the Fire & Ash token. If you discard a token that depicts multiple Soul Stones, the effect will additionally heal 1 Hit Point of each Hero.

Note: If a Hero with no Hit Points is healed this way, they do not need to skip their next turn and may play as usual.



$$1 + 3 + 1 = 5$$



EXAMPLE – INFERNAL DESCENT TRACK :

BARON MARKUL enters a landscape tile containing two monster armies – one with the strength of 1 and the other with the strength of 3. The **Fire & Ash** token is on step 5 of the Infernal Descent track. This means that the total strength **BARON MARKUL** has to overcome is 5: 1 + 3 for the armies, +1 for the **Fire & Ash** token's position.

Once flipped to the Ash side, the **Fire & Ash** token cannot be moved backwards again, until it has been flipped back to the Fire side. Therefore, you cannot “bank” Soul Stones to reset the track to step 1 in a single turn. You can only respond to the most recent disaster. That's why it is a good idea to start managing the Infernal Descent track early on. The **Fire & Ash** token will be flipped to the Fire side again as a result of an *Infernal Outburst* card being drawn. Only after that, the *Ritual of Light* can be performed again to flip the token back to its Ash side and move it backwards.

General Rule Modifications

PLAGUE AND MISERY

If you roll **two skulls** on the Hero die, you receive the **Plague and Misery** yourself and then resolve it according to the normal rules – you lose resources and place the token on your city if you have built one.

If you don't have a city built, do not place the plague token at all (even if there are other cities previously built). If the **Plague** token is currently placed on a different city, remove it.

PICKPOCKET SPELL

Take **2 resources** from the common supply instead of stealing from another player.

ALL SHALL STAND AS ONE

When playing with the *Infernal Descent* module, the Heroes should help each other! Players may trade resources, items (including Soul Stones), army Units and fulfilled Quests between them. This can be done by performing a new *Trade Among Players* action whenever two or more Heroes stand on the same landscape tile.

Any amount of resources, items and/or army unit dice may be given from one Hero to the other. The only limitation about what can be traded are the capacity of the players' inventories and the current level of glory of each Hero (e.g. during and after the trade is concluded, no Hero can have more items than they can fit into their inventory and/or more Units than allowed by their current level of glory).

All involved players must agree to the terms of the trade in order for this trade to happen.

Note: If there are two other Heroes standing on a tile and a third Hero starts a trading action with them, they can trade with both of them and the other two can also trade among themselves as a part of this action.

Note: Heroes cannot give Units provided via their abilities to other Heroes (e. g. The Ranger cannot give the bear dice to another player.).

Additional rules and reminders

- As a help to remember that a card from the Infernal Event card deck needs to be drawn at the end of each round, we recommend to place the Infernal Events card deck on the table between the last and the first player in the turn order. Also, give the last drawn Infernal Event card from the deck to the last player, to help them remember they need to discard the existing card and draw a new one at the end of the round.
- The modifier on the Infernal Descent track also affects the amount of glory a Hero gets from the won battle. For example: If the modifier is +1 and the total strength of the monster armies in battle was 4, the Hero's level of glory would go to 5.
- If you're playing with the *Imperium* expansion, instead of fighting over the Crown, the players collectively decide who will be the next Emperor when the Rift landscape tile is drawn (Heroes still have to move to that tile to attend the election of the new Emperor.). Only if players cannot agree, decide the new Emperor in combat. Players may decide not to take part in this battle. The other rules for the *Emperor* module remain unchanged.
- The *Amulet of Protection* does not protect the Hero from losing a Hit Point as the result of the *Blood Boil* card being drawn or as the result of entering a tile containing the Lava token!
- The Scout's' ability is not affected by the modifier. He can still discard armies with the strength of 1 before the battle.

EXAMPLE – RITUAL OF LIGHT:

In a three-player game, in his turn, **BARON MARKUL** moves to Karak Castle and performs the *Ritual of Light* action. He discards the token with 2 Soul Stones (1), flips the *Fire & Ash* token to its Ash side, which moves it backwards by 1 step (2) and heals 1 Hit Point to himself and each of the other two Heroes – **HORAN** and **DARIUS** (3). Before this turn, **DARIUS** had 0 Hit Points and would have to skip his turn to heal. Now he has 1 Hit Point and his turn can proceed as usual.

MODULE INFERNAL TOWERS

Rising from the cracked earth like jagged obsidian teeth, the Infernal Towers serve as conduits for the evil army's ancient power, poisoning the world with every pulse of their blackened stone. But they are said to also conceal the information on how to enter the realm of Inferno itself. Each spire is a gauntlet of terror, housing three floors of nightmare guardians that must be purged to break the seals protecting the heart of the Inferno. Only heroes who conquer every floor and topple these pillars of doom can hope to stem the hellish tides and claim ultimate victory – and to find a path to bring the fight to the enemy's doorstep.

The *Infernal Towers* module brings a new end game condition to be used instead of the Dark General or Chaos Riders – *Infernal Towers*. This module adds 3 new landscape tiles which, once encountered, start a series of difficult battles that must be completed one after another in order to conquer a tower. Once all three Infernal Towers are conquered, players win the game.

Changes in Setup

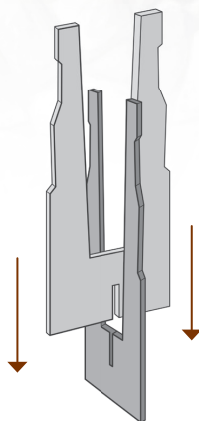
1. Do not prepare the components for neither the Dark General nor the Chaos Riders (from the *Chaos* expansion). The towers will serve as the end game condition instead.
2. Before you perform step 3) of the base game's setup, shuffle the first-tier Infernal Tower landscape tile and the second-tier Infernal Tower landscape tiles into their respective decks.
3. Sort the Infernal Tower tokens according to the number on their back (showing their floor); shuffle each floor separately and create 3 stacks that you will place face-down near the landscape tile stacks.
4. Prepare the Infernal Tower bases and place them near the Infernal Tower tokens.

Infernal Towers

Whenever a player draws an Infernal Tower landscape tile while exploring, they have to immediately attempt to conquer that Tower (this counts as a battle). Place the Tower base on the landscape tile and a floor I Tower token onto that base, and follow the rules described below. The Tower represents three separate, but consecutive battles that a Hero must win in order to conquer the Tower and gain all the rewards. All these battles are resolved one after another in a single turn. If a player wins a battle on the current Tower floor, they get the reward shown on the Tower floor.

The player then decides to either retreat from the battle or move on to the next floor of the Tower. If the next floor of the Tower has not been revealed yet, the player will reveal it now.

INFERNAL TOWER ASSEMBLY



INFERNAL TOWER TOKENS – BACK SIDE



Infernal Tower
token – floor I

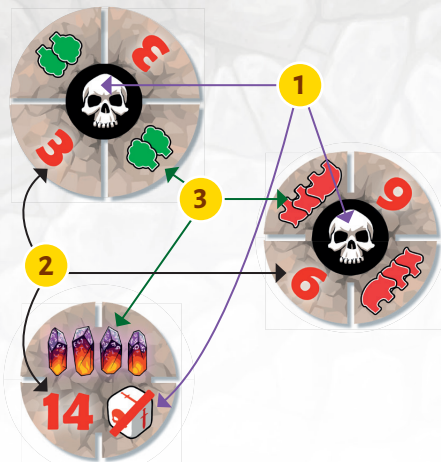


Infernal Tower
token – floor II



Infernal Tower
token – floor III

INFERNAL TOWER TOKENS – FRONT SIDE



1. **Entry penalty** – A Hero must suffer this penalty before starting the battle on this floor. On the first and second floors, the Hero loses 1 Hit Point, on the third floors they must sacrifice the Unit described.
2. **Strength of the guards** – To win, the Hero's total attack power must be at least as high as this value.
3. **Reward** – The Hero will receive the indicated resources when they win a battle on this floor, in case of the first and second floors. In case of the third floors, the player will take the whole Tower to indicate the amount of Soul Stones they've gained this way.

If the Tower hasn't been conquered (i. e., the player has not won all three consecutive battles), the next time that a player will attempt to conquer it they have to start again on the first floor. But do not replace the Tower tokens – once revealed, they remain revealed.

End of the Game

The game ends immediately after all three Towers have been conquered. In regular play the player with the most Soul Stones wins the game. In cooperative play, with the *Infernal Descent* module, all players win the game – as long as they conquer the Towers before the Infernal track reaches its final step!

Additional rules

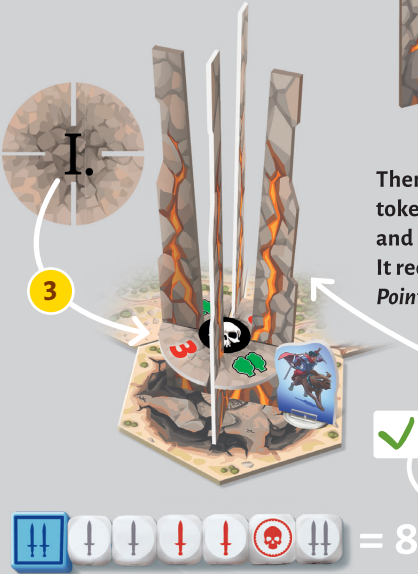
- The *Amulet of Protection* does not protect against losing Hit points when entering the first or second floor of an Infernal Tower.
- After a Hero loses a battle in a Tower, retreats or conquers the Tower, their turn ends.
- If a Hero loses the battle in a Tower or retreats, move their standee back to the landscape tile they have come from.
- On entering an Infernal Tower tile, a player must always engage in battle (unless they have an ability that helps them avoid combat).
- If a Hero loses their last Hit Point as the result of the entry penalty, they do not proceed to battle.
- If an entry penalty requires the Hero to discard a specific Unit and they do not possess that Unit, they discard no Unit and continue to the battle.
- The Tower token is considered to be a single monster army for the purposes of Heroes' abilities and other effects (including gaining glory), but it cannot be moved by any means.
- In the event that the landscape tile has been explored via other effects (for example via the Ranger's Hawkeye ability), simply add a Tower base on that tile, but do not add the floor I Tower token – it will be added only when a Hero moves onto that tile.
- Please note that the Warbands (from the *Chaos* expansion) and any other monster armies cannot enter the Infernal Tower tile by any means. It is also impossible to build or move a city onto this tile.

EXAMPLE – DISCOVERING AN INFERNAL TOWER:

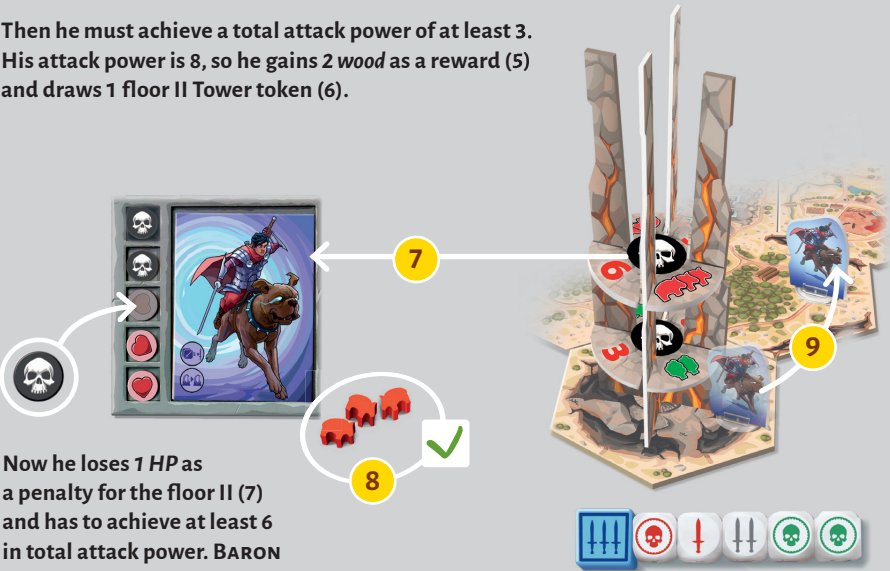
In his turn **BARON MARKUL** discovers an *Infernal Tower* landscape tile. He moves there (1) and places an *Infernal Tower* base on that tile (2).



Then he draws a floor I Tower token from the respective stack and places it on the base (3). It requires him to lose 1 *Hit Point*, which he does now (4).



Then he must achieve a total attack power of at least 3. His attack power is 8, so he gains 2 *wood* as a reward (5) and draws 1 floor II Tower token (6).

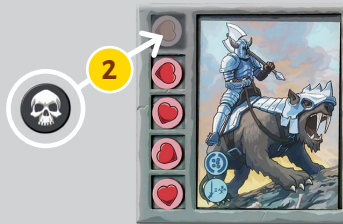
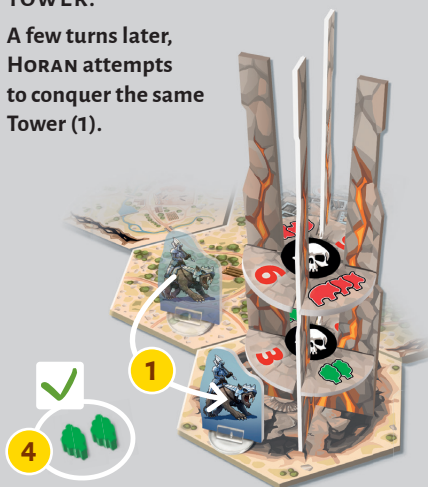


Now he loses 1 *HP* as a penalty for the floor II (7) and has to achieve at least 6 in total attack power. **BARON MARKUL** succeeds and gains the reward of 3 *food* (8).

However, he has suffered heavy casualties, so he decides to retreat. He must move back to the tile he came from (9).

EXAMPLE – RETURN TO THE INFERNAL TOWER:

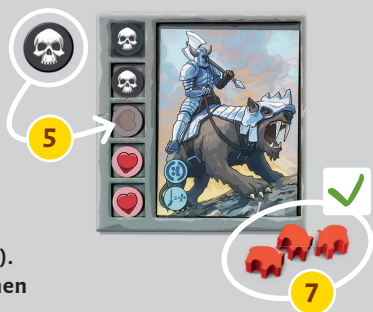
A few turns later, HORAN attempts to conquer the same Tower (1).



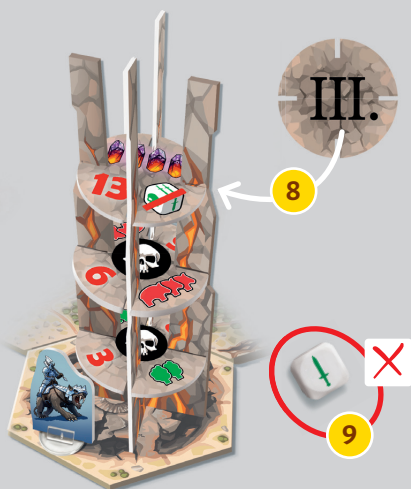
He loses 1 HP on the first floor (2), defeats it with a total attack power of 7 (3) and gains 2 wood (4).



Then he loses another 1 HP on the second floor (5), and defeats it with a total attack power of 7 (6), so he gains 3 food as a reward (7).



He decides to carry on and reveals a floor III token (8). He must discard 1 Archer as a penalty (9) and must then reach a total attack power of 13.



Sadly, he achieves only 11, so he loses and must move back to the tile he came from (10). If he had succeeded, he would have taken the Tower as a reward (with 4 Soul Stones).

MODULE LAST BASTION OF PEACE

High above the scorched valleys of the countryside stands the Last Bastion of Peace, a legendary citadel carved into the living rock of the highest peaks. Once a mere watchtower of the old kings, it has now become the final refuge for humanity's greatest generals and engineers, those who refused to let the darkness claim their spirit. Heroes who reach its gates and prove their worth through daring quests may call upon the city's elite garrison to bolster their armies for the final act of defiance.

The module *Last Bastion of Peace* offers a new way of increasing the strength of your army and of gaining glory. It allows players to provide support for the final refuge of humankind, which in return grants the possibility to hire new army Units.

Changes in Setup

- 1. Shuffle the Last Bastion of Peace landscape tile into the first-tier landscape tile deck.
- 2. Prepare the Last Bastion of peace Quest board near the landscape tile decks.
- 3. Shuffle the Quest cards and form a face-down pile near the Quest board.



Changes in Gameplay

When playing with the *Last Bastion of Peace* module, players may fulfil Quests and unlock the option to hire new army Units based on fulfilled Quests. Each Quest is determined by the Quest cards. Once one of the players discovers the Last Bastion of Peace landscape tile, reveal the top 3 cards from the Quest card deck and place them onto the Quest board.

Fulfilling Quests action

The *Fulfilling Quests* action can only be performed on the Last Bastion of Peace landscape tile. Each Quest requires the player to discard a certain component – either resources or Units – in order to be fulfilled. Once fulfilled, the player will take the respective Quest card to their own supply. This means that each Quest can be fulfilled only once.

EXAMPLE – FULFILLING QUESTS:

During his turn, **BARON MARKUL** moves to the *Last Bastion of Peace* and performs the *Fulfilling Quests* action there. He pays 4 food (1) and 1 Archer die (2) and thus fulfills two Quests. He takes these two Quest cards, ...



During this action, the player may fulfil any amount of Quests. However, only after the action is concluded will the player reveal new Quest cards, and place them on empty spaces on the Quest board.

Each fulfilled Quest immediately increases the player's glory level by 1. A player may never fulfil more than one Quest of the same kind (providing the same Unit).

Hiring Units from the Last Bastion of Peace

There are three types of Last Bastion of Peace Units: **Wardens, Amazons, Cavalry**. Once a player gains a Quest card, they can hire the depicted Unit for the cost shown on the card. The Units from the Last Bastion of Peace, unlike regular Units, are hired for each individual battle only. Just **before** a dice roll in battle, a player may hire any amount of Units shown on the Quest cards they have gained, provided they pay the indicated resources of each, up to the limit of dice in game (there are 4 dice for Wardens, 4 dice for Amazons and 2 dice for Cavalry).

Units hired this way are returned to the supply immediately after the battle and they cannot be used for effects and abilities that require sacrificing a Unit. Units hired this way do not count against the glory level limit.

UNITS FROM THE LAST BASTION OF PEACE



Wardens –
cost
1 food each



Amazons –
cost
1 wood each



Cavalry –
cost
1 stone each

Additional rules and remarks

- Units from the Last Bastion of Peace are hired just for one battle. In the case of the *Infernal Towers*, that means only for one floor!
- Units from the Last Bastion of Peace can be hired even if a player has the Plague token on his own city.
- If you are playing with the *Emperor* module from the *Imperium* expansion and a player versus player battle occurs, both Heroes can use the Units from the Last Bastion they have at their disposal – each player decides about that separately just before their roll (first the attacker, then the defender).



... raises his glory level by 2 (3), and then he will reveal new cards and place them on the Quest board (4).



EXAMPLE – LAST BASTION OF PEACE UNITS:

BARON MARKUL attempts to defeat two monster armies with a combined strength of 8. Since he has only *one Knight* and *one Archer* die (1), he decides to take advantage of the fact that he has already fulfilled two Quests.

So he spends 2 food and 1 Stone (2) and hires 2 Wardens and 1 Cavalry for the roll (3).

His total result is 9, so a narrow victory. Immediately after the battle, he returns the Wardens and Cavalry dice back to the common supply (4).



MODULE NEW HEROES

BARON MARKUL – Battle Mage

The last member of the Order of Battle Mages, **BARON MARKUL** was never one to spend his life tucked away in libraries. When the earth beneath his fortress split open and belched forth the first flames of the Inferno, MARKUL did not panic. He mounted his faithful giant hound and, with drawn swords that moved with magical ease in his hands, he cut through the enemy's encirclement. MARKUL commands the rare art of spatial magic; he can bend reality itself and create rifts in space that he calls his Gates. He does not come to the wastes of Karak for glory, but to find the rift where it all began and to close it by the sheer force of his will.

MOUNT: RIFT HOUND

ABILITIES:



Ambidexterity: BARON MARKUL is a dual wielding specialist. If he has weapons in both weapon slots in his inventory, add +1 to his total attack power in each battle.

Note: When a Cursed Steel event from the Infernal Deck is active, this bonus is not active.



Astral Rifts: BARON MARKUL's Rift Hound allows him to open Astral Rifts that help with faster traversal of the gameplay area. The player has 5 Astral Rift tokens that can be placed on the landscape tiles. One Astral Rift token can be

placed in each turn on a landscape tile where BARON MARKUL is currently standing and its placement doesn't cost an action. All players may move through the Astral Rifts as if these were connected landscape tiles. Placed Astral Rift tokens remain on the tile they were placed on until the end of the game.

Note: An Astral Rift token may be placed on a tile with your own or any other player's city or Hero. It is allowed to build a city on a tile that has an Astral Rift token on it and the token stays on the tile.

Note: There is no limit as to how many times you can move through an Astral Rift during a single turn.

ZYRABELA – Nightwing Spectre

ZYRABELA hails from the last human city capable of resisting the onslaught of enemy forces, serving as an elite scout who soars upon her giant owl. The rustle of its wings is heard only by those about to taste the strength of its talons and the cold bite of ZYRABELA's blades. Her training has taught her the patience of a predator; she can stalk her prey for hours before striking with crushing precision. The owl's magical aura grants it an even rarer gift known as "scroll weaving". ZYRABELA perceives lines within magical texts that others overlook, rewriting them mid-flight to alter the very essence of the spell. She descends into the ruins of Karak as a silent messenger of hope, determined to end the fiery terror.



MOUNT: DIRE OWL

ABILITIES:



Preparation: ZYRABELA is a master in preparation for combat. Any unspent actions in her turn before battle are added as +1 to her total attack power.

Example 1: In her first turn, ZYRABELA decides not to gather resources as her first action. Instead she immediately explores a new tile and enters a battle with a monster army. Since she has one unspent action, she adds +1 to her total attack power.

Example 2: ZYRABELA has the Stable built and also owns the Amulet of Action (each granting her one extra action). She decides

not to spend any actions on her turn and moves directly into battle. One of her four actions was spent to move into battle, so the Preparation ability grants her +3 to her total attack power.

Note: When fighting in the Infernal Towers, this bonus counts only for the battle on the first floor. She has no bonus on the following floors!



Scriptoclastia: The Dire Owl of ZYRABELA emanates a strong magical aura. Magical scrolls can be reconfigured into different scrolls under its influence. ZYRABELA can use her magical scrolls as any other magical scrolls available in the game.



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