

## ALFHEIM'S CRUSADE

**W**inds of war appear in Alfheim. The peaceful coexistence between light elves and dark elves has come to an end. Völundr, the blacksmith, seeks your aid. He suspects that the battle is a distraction that Dvalinn will exploit to open the Gates of the Realm to his monstrous allies and initiate a full-scale invasion. Hopefully, he's wrong...

Alfheim's Crusade is a Campaign made of 3 Scenarios played consecutively. Use the Scenario cards indicated below, playing each one in the specified order.



### THE GATES OF THE REALM

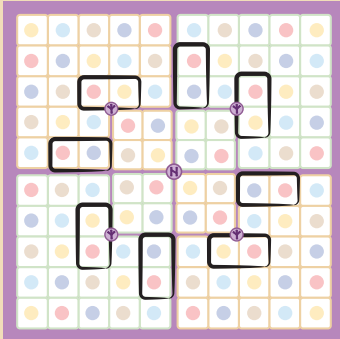
**C**lose the Gates of the Realm and halt the invasion. The gods will reward you.

Draw squares in each zone as shown in the image. Each enclosed space represents the **Gates of the Realm**.

Shuffle the favour cards and place them face down to create a deck.

During the battle, whenever a Valkyrie circles the second Monster from one of the Gates of the Realm, she can draw 1 favour. **Each favour** can only be used once. After using a favour, flip it to remind you that it has been used. You can only have **1 favour at a time**. If you draw a new favour, you must discard 1 of the 2 in your hand.

If the favours run out, shuffle the discard pile to create a new favour deck. Keep your favour between battles. If a Valkyrie doesn't have any favours, she draws 1 at random. Remember to flip it face up so you can use it again.



### THE TRAITOROUS ELVES

**A** violent frenzy has seized the dark elves. Are they invulnerable to your attacks?

Take one copy of each monster from the deck and put the rest in the box. **Put aside the Dark Elve**. Shuffle the rest and form a line with the four cards. Now, place the Dark Elve as **the first in line**.



Whenever the turn proceeds again to the starting Valkyrie, she will flip the active monster card, unless it's the Dark Elf card. In that case, she will place it **behind the new active monster**. This will make the Dark Elf the active monster on all odd-numbered turns of the battle.

In each round where the Dark Elves are the active monsters, they **will be immortal** and unaffected by equipment or favour cards. When this occurs, **they can't be circled**, but they still attack at the end of the turn and when you move.

You score 2 🍷 for each Dark Elve circled.

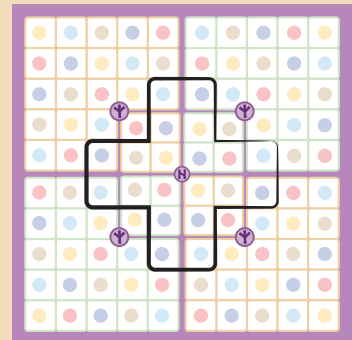


### THE SHATTERING

**T**he ground before you emanates a strange and demoralizing aura. Do not succumb, Valkyries!

Draw a cross in the centre of the board as shown in the image. This represents **The Shattering**, a cursed and grim land.

The monsters inside The Shattering **can't be attacked from the outside**, neither with equipment cards nor with favours.



When a Valkyrie **ends her movement** inside The Shattering, she will be dealt **1 damage**. Moving through it does not deal damage.

Valkyries **inside** The Shattering **can't use** equipment or favour cards.

You score 3 🍷 for each pray in The Shattering.