Heralds Expansions.

*The **Nix**, **Milrod**, and **Titan** expansions are additions to the board game Zerywia. The base version of the game is required. Each expansion introduces a new Herald model, along with cards, and replaces the one from the **Main Scenario - "Memory of the World."***
Each expansion is played separately, and cards from these expansions should not be combined, except for Adventure cards.

New Cards - Description:

***I: Herald's Activation: Nix's Phase** - This card describes how the new Herald behaves during its activation in the Nix Phase. This card can be flipped during the game (**II:**), thus increasing the difficulty level of the Herald's Activation.*

***Herald and Epic Battle** - This card is revealed after the Heroes manage to play two random Adventure cards. It is the final stage of the Scenario and presents the mechanics for preparing the "Herald" and conducting the "Epic Battle."*

***Adventure Cards** - These are cards that describe the narrative threads of the game. They introduce a different mechanic for playing the "scenario goals" section in the main scenario "Memory of the World."*

Setting Up the Herald Expansion.

*Example: "**Nix - Lady of the Void**"*

1. *Replace the Ughmor model on the board with the Nix model. The starting region remains unchanged.*
2. *Next to the board, replace the Herald card with attacks with the Nix Herald card and her attacks.*
3. *Beside the Herald card with attacks, place the card **I: Herald's Activation: Nix's Phase.***
4. *Shuffle all cards with the symbol of the new expansion: **Nix**, **Milrod** or **Titan** into the appropriate decks (exploration into exploration, enemies into enemies, items into items, etc.).*
5. *Prepare the **Scenario Goals:** Place the card: **"Herald and Epic Battle"** facedown, then place **two randomly selected Adventure cards** on top of it, also facedown. Reveal the first one and begin the game.*

*If you manage to play through both Adventure cards (a successfully played Adventure card is removed from the game), you can proceed to the final card and engage in the epic battle. After revealing the **Herald and Epic Battle** card, resolve the "**Herald**" section on the card first, followed by the "**Epic Battle.**"*







Adventure Card Deck.

Adventure Cards are universal and can be combined with Adventure cards from other expansions, creating a unique deck that enhances replayability. If you feel that two adventures are not enough, you can draw more. However, remember the passage of time, as once all faces of Sventovit fade, players lose.

The setup process for the Herald expansion is the same for Milrod and Titan, with the only difference being that different cards (with the corresponding expansion symbol) are shuffled in, and there is a different Herald, with their attacks, activation card, and epic battle.

Main Scenario - Memory of the World

Summary of changes in the main scenario (Rulebook, pages 38-39):

Preparation of the Scenario

*Example: "**Nix - Lady of the Void**"*

***Item Deck** - add Item cards with the ◐ symbol.*
***Herald** - Model replacement.*
***Enemy Deck** - add Enemy cards with the ◐ symbol.*
***Exploration Deck** - add Exploration cards with the ◐ symbol (Mountains, Settlements, Ruins, Wilderness).*
***Herald Decka** - replace the Herald card (Ughmor) and his Attacks with the Herald card (Nix) and her Attacks.*

Scenario Goals

*Each Hero must complete the objectives on the revealed Adventure card. To proceed to the Epic Battle, Heroes must complete two Adventure cards and then reveal the card: **Herald and Epic Battle.***

Nix's Phase

*Activate the Herald according to their card **I: Herald's Activation: Nix's Phase.***

Herald's Activation

*The Herald moves as described on the card **I: Herald's Activation: Nix Phase** or according to the Reverse **II: Herald's Activation: Nix Phase** if this side has been activated.*

Herald and Epic Battle

*Follow the instructions on the card: **Herald and Epic Battle.***

