



# Bestiary of Sigillum

 IGROLOGY

Campaign  
Book



## ABOUT THE CAMPAIGN

The Sigillum Campaign Book tells the story of Vinctum – one of the heroes bound by the Bestiary – through a series of single-player puzzles (similar to chess composition) and several multiplayer missions that offer alternate game modes.

### PUZZLES

A puzzle in the Campaign is an ingame situation to be solved. As the mastermind entity behind the heroes, you have to bring them to victory before you run out of turns.

Each puzzle has at least one set of moves that will surely and unavoidably lead you to victory. However, the future is shrouded in mystery and the entire world works against Vinctum – and so you need to plan your turns carefully (especially your first turn!) and study all possible moves of the opposition to make sure you cannot be defeated (alone or with a second player to play for the opposition). Each and every puzzle has at least one solution where Vinctum's victory cannot be prevented – when you have found this solution and checked for every possible counteraction, the puzzle is solved.

- Vinctum's team always goes first (except puzzle 15).
- All puzzles are parts of the same evolving story; however, each puzzle is treated as a separate match, and so ability cooldowns for heroes on all teams are reset between puzzles.
- A puzzle is solved only when the opposing heroes can do nothing to prevent you from completing the mission. After your turn ends, check whether the opposing forces can prevent yourself from winning – if there is a way to intercept your heroes, revise your solution and keep looking for the golden path to victory!

### MISSIONS (MULTIPLAYER)

Each mission is a replayable multiplayer scenario with a twist – such as new start/win conditions, alternate rules or unusual gameplay restrictions. Test each other's skill and ingenuity as you relive the story of Vinctum!

## 1. THE ESCAPE.

The Elder Council awarded a harsh punishment for the intrepid youth who dared banish magic from Sigillum: to be locked away for a thousand cycles. The limbo inside the Prison of Suffering seemed eternal – yet Vinctum knew he would have his revenge some day.

And then that day arrived, as the western wall of the prison was caught in a fiery blaze and threatened to envelop the guard chambers. Vinctum knew that the raging fire was his only ally on the road to freedom – and that escaping with his life meant reaching the nearest lake as soon as possible.



Goal: move Vinctum to a Water hex in 2 turns. Do not let Vinctum die.

Allies: Vinctum, hex C1, HP 1/3. Ignifer, hex B1, HP 2/2.

Opponents: Carnifex, hex C2, HP 4/4, Defense Increase. Manus, hex D1, HP 3/3, Defense Increase.



## 2. THE FREE SHORES.

The wooden raft, the thrashing waters – and the faraway shore, the promise of freedom. But first he had to deal with the pursuers and navigate the dwarven cliff unnoticed – for the dwarves fight without mercy.

A sudden storm rewrote the history of that clash: the prison chains that bound the raft together held well while the pursuing boats soon disappeared into the depths. Yet the raging skies awoke the guardians of the cliff – there was another battle to be fought.

## 3. THE SCOUTS.

The battle was heated and intense, yet Vinctum prevailed – and one of the pursuers begged for mercy in return for guidance through the nearby woods. Realizing he would never reach the Northern Castle alone and cross the forest of Arborus on his own, Vinctum decided to spare Manus in the end.

But the runaway prisoner knew there were more eyes around them – the scouts of the mountain and the gargoyles on the steep castle walls could alert his enemies and spell ruin for his plan. He had to stop them.



Goal: destroy all enemies in 2 turns. Do not let Vinctum die.

Allies: Vinctum, hex D1, HP 1/3. Aqus, hex D2, HP 3/3.

Opponents: Carnifex, hex E1, HP 4/4. Manus, hex C3, HP 3/3. Iratus, hex E3, HP 1/3, Attack Increase.



Goal: destroy all enemies in 2 turns. Do not let any enemies reach their Castle hex. Do not let Vinctum die.

Allies: Vinctum, hex D3, HP 1/3. Manus, hex C3, HP 1/3. Arborus, hex E3, HP 2/2.

Opponents: Caballus, hex E2, HP 1/5. Ballistarius, hex A3, HP 2/2. Cornibus, hex B4, HP 2/2.



#### 4. THE NORTHERN CASTLE.

Vinctum headed for the Northern Castle with a plan. If he were to execute his plan to banish all magic from Sigillum, he would need a great amount of bloodstone – precious red crystal that resisted magical emanations, believed by many to be the curdled blood of the ancestors protecting their children from any magical assault.

The only way to infiltrate the Northern Castle was through the southern gate – only one defender watched over it during the changing of the guard. Time was working against Vinctum – and there was none left to spare.

#### 5. SHAKING EARTH.

Now inside the Northern Castle, Vinctum's eyes saw nothing but ruins and desolation. Only two bloodstone miners remained within the walls, and one of them was eager to tell the tale of this downfall:

“Long ago the Northern Castle was a hub of life, founded by the dwarves of the Citadel upon a great vein of bloodstone. Yet the vein ran dry, and the voids left behind by the miners caused many earthquakes to ravage the land; and so the castle was torn down brick by brick to fill the void left behind so that the nearby villages would remain safe.”



Goal: destroy all enemies in 2 turns. Do not let Vinctum die.

Allies: Vinctum, hex D4, HP 1/3. Manus, hex C4, HP 1/3. Arborus, hex E3, HP 2/2.

Opponents: Armus, hex B4, HP 3/3. Tempus, hex C3, HP 3/3.



Goal: destroy the Northern Castle (8 HP) in as few turns as possible. The Castle only takes Siege damage from the Towers.

Allies: any three heroes, starting hex C1.

Opponents: None, but at the start of your each turn, the earthquake targets and attacks your each Big hero with the Attack power of 2, and Medium/Small hero with the Attack power of 1.



## 6. THE SNOW RIDGES.

The only way was onward, to the impregnable Citadel that held last remaining bloodstone.

Vinctum did not wish to trust the wounded Northern Castle guard he forcefully recruited, and so he sought the guidance of Frigus, one of the best guides in the Saxum mountain ridge: born and raised at the Mountain Peak, he knew by heart all the dangerous roads heading to the Dwarven Citadel. Many dangers awaited them on that road: bandits, treacherous waters, and winds so cold they could snuff out lives like candles. They had to conserve strength for the long journey.



Goal: destroy all enemies in 2 turns. Do not let any ally heroes receive any damage.

Allies: Vinctum, hex E2, HP 1/3. Frigus, hex E3, HP 2/2. Armus, hex E1, HP 1/3.

Opponents: Messum, hex D3, HP 2/2. Manus, hex D2, HP 3/3. Ballistarius, hex D1, HP 2/2.

## 7. THE LORD'S TRUST.

The wounded castle guard breathed his last as the Citadel emerged on the horizon. Vinctum went to the nearby village looking for a warrior to recruit, but instead he found a wanted notice for a runaway crossbowman – the same crossbowman who had faced them before and barely managed to escape with his life.

“His injuries wouldn't let him get too far away from here. We shall find a skilled fighter and chase the miscreant down. The lord of the Citadel will trust us in no time at all,” Vinctum surmised.



Goal: destroy all opponents in as few turns as possible. Do not let Vinctum die.

Allies: Vinctum, hex E2, HP 1/3. Frigus, hex D3, HP 2/2. Eny hero, hex D2.

Opponents: Lignum, hex B1, HP 1/2. Ignifer, hex B2, HP 2/2. Messum, hex B3, HP 2/2. Ballistarius, hex B4, HP 1/2.



## 8. WALL TO WALL (2 PLAYERS).

And indeed, capturing the outlaw earned Vinctum full trust of the lord of the Citadel. Yet Vinctum rejected a hefty reward in gold, for he wanted to be paid in bloodstone.

“So be it – I shall let you descend into the mining labyrinth, and you will be free to take away all the bloodstone you can carry. Your transport to the Saxum Ridge shall leave tomorrow, but today is a day of resting and feasting,” the lord concluded. “Our best fighters will entertain us by fighting each other, wall to wall, fist to fist; and you are free to join them in their fun.”



Goal: reach the opposite line on the battlefield with any unit before your opponent does the same (Player 1 begins with all units on the E hex line, Player 2 - all units on the A hex line).

Standard game rules apply (including the Hero Summoning rules) with the following changes. However, heroes cannot Attack. Also, during the Action Phase, players alternate by using one ability each until both players pass for the current turn.

## 9. THE CITADEL (2 PLAYERS).

Vinctum heard many stories from the lord during the feast – and one of them told him about the very foundation of the Citadel itself:

“It took our ancestors a long time to choose the perfect place to build the Citadel. Some thought the top of the mountain was the place; while the others wanted to build it at the foot of the mountain and turn its ridges and the lake into natural defenses. In the end, the latter place was chosen, yet the debate over this choice continues even today.”



Goal: score 12 points before your opponent (track them on your damage track). Each point of damage dealt by Architectus is worth 1 point; if he killed a hero, it is worth 2 points instead.

Standard 3x3 rules apply. On this map, Architectus is a special neutral hero who can do nothing but Attack (which requires you to control the central area using the Siege control rules). The current player controls Architectus during their Action Phase.



## 10. THE SAXUM RIDGE.

Now rested and refreshed, Vinctum departed for the caves of the Saxum Ridge, joined by two resilient fighters from the Citadel. Yet the stones themselves were brought to life by the magical runes etched into the ridge by Goetium – the archmage who led the Elder Council that had confined Vinctum to his eternal prison. Now with a mind of its own, the indomitable giant seemed unstoppable.

The archers' arrows could not pierce the stone skin of the monolith. Only the heavy blows of the fighters would break through his rugged armor – but they needed time to reach Saxum up close.



Goal: destroy Saxum in as few turns as possible.

Allies: Vinctum, hex C3, HP 2/3. Eny MELEE hero, hex D2. Eny MELEE hero, hex D3.

Opponents: Saxum, hex A2, HP 5/5. Unable to Move. Uses abilities only when there is at least one hero in any adjacent hex. Can use only one Special Ability per turn; must use Stoneskin first if able.

## 11. THE LAST STAND.

With Saxum gone, Vinctum disappeared into the labyrinthine mine, but not before ordering his troops to protect the entrance at all costs, for Goetium's ire over the monolith's demise would surely be great.

As the light of Vinctum's torch was eaten by the darkness, his protectors were surrounded by the cronies of the Elder Council. The goal was clear – delay them long enough to let Vinctum's trace vanish in the vast underground.



Goal: survive for as many turns as possible. When your last surviving ally hero dies, this counts as your last turn.

Allies: Iratus, hex A4, HP 3/3. Caballus, hex B2, HP 5/5.

Opponents: Malleus, hex A3, HP 4/4. Arborus, hex B4, HP 2/2. Carnifex, hex C3, HP 4/4. Ballistarius, hex D1, HP 2/2.



## 12. THE WORLD BEYOND.

As he was descending deeper and deeper down, Vinctum saw the city below. But that city was not created by hand – nay, it was a creation of the World Beyond, the world of chaos and suffering. Staring through the flames scattered like petals above the ever-burning lava, Vinctum saw a succubus of great beauty and a blacksmith of tremendous size. The blacksmith spoke: “We awaited your arrival, for Goetium was the one who pierced the fabric of creation and bound the world beyond with the world above. We must put an end to this travesty. Follow me, now, to my forge.”



Goal: reach the walls of the opposing Castle (the C4 hex) in 3 turns. When your turn ends, any of your heroes standing in Lava hexes take 1 damage each; same applies for your opponent.

Allies: Ferrarius, B1, 4/4. Vinctum, C1, 2/3. Illesebra, D1, 2/2.

Opponents: Architectus, C2, 1/4. Ignifer, C3, 2/2. Cerberus, B3, 1/3, Messum, D3, 1/2.

## 13. THE SUMMONING RITUAL (2 PLAYERS).

Inside his forge, the blacksmith Ferrarius showed his best work to Vinctum: “All these swords, all these blades, they will fight the magic bound in book and scroll.”

“But where do we get enough warriors to hold so many swords?” Vinctum asked.

“The world beyond is the resting place of the fallen heroes. Anybody can summon a great warrior to their side, with a sacrifice of their own lifeforce.”



Goal: destroy the opposing Castle.

Standard rules apply; however, players start the game with 1 hero each, and banished heroes do not respawn. Heroes cannot Move and Flight. Your heroes may use their Core Ability to choose an unoccupied hex adjacent to the hero and summon a non-summoned hero into that hex, then loosing 1 HP (even if the summoning hero gets banished as a result).



## 14. THE LABYRINTH OF FIRE.

And indeed, Vinctum found allies not only among the ranks of the fallen warriors – the very earth and fire of the world beyond seemed eager to fend off his enemies.

Soon, he heard the rumors of a poisoner sent after his life by the Elder Council – the renowned Toxicum, whose skill could spell death for an entire army.

Now Toxicum was very close to his mark – yet the burning lava worked to Vinctum's advantage.



Goal: destroy all enemies in 2 turns. When your turn ends, any of your heroes standing in Lava hexes take 1 damage each; same applies for your opponent.

Allies: Vinctum, C5, 2/3. Ferrarius, B4, 4/4. Illesebra, C4, 2/2.

Opponents: Toxicum, D4, 3/3. Tempus, A2, 3/3. Mortum, C2, 3/3.

## 15. THE MORTAL ENEMIES.

Again and again Goetium tried to stop Vinctum, but nothing worked. The archmage realized he was the only one who could put an end to his plan – and he had to be quick, or else the entire world beyond would come to serve his mortal enemy.

“I shall stop that heretic myself!” Goetium proclaimed. “No matter the cost, no matter where I find him in the world beyond. By the end of this very day, it will be done.”



Goal: destroy all enemies in 1 turns. When your turn ends, any of your heroes standing in Lava hexes take 1 damage each; same applies for your opponent.

Allies: Goetium, C2, 2/2. Lignum, B1, 2/2. Manus, D2, 3/3.

Opponents: Vinctum, C3, 2/3. Cerberus, B3, 2/3. Cornibus, D4, 1/2.



## 16. THE ENDLESS LOOP.

Death holds no sway over the warring souls in the world beyond. Those who fall in battle shall rise again – and so the endless struggle of good and evil perpetuates itself.

Time and time again Vincium fought Goetium in the judgment fray, and he suffered countless losses – and yet sometimes he prevailed.

Pressing the enemy hard, seizing the initiative, dealing the first blow – that was his key on the road to triumph.



Goal: destroy all enemies in 1 turns. When your turn ends, any of your heroes standing in Lava hexes take 1 damage each; same applies for your opponent.

Allies: Vincium, C3, 2/3. Cerberus, B3, 2/3. Cornibus, D4, 1/2.

Opponents: Goetium, C2, 2/2. Lignum, B1, 2/2. Manus, D2, 3/3.

## 17. MIGHT VS MAGIC (2-4 PLAYERS).

These days, not a single soul remembers when the once flourishing Kingdom of Two Castles had been plunged in the war of chaos and devastation. The first sparks born of the clash between Vincium and Goetium had been fanned into the great flames that consumed new lands with every passing cycle.

The ruins of those castles have been long swallowed by land and nature, and yet there is still no winner in that war: the eternal conflict between steel and spellcraft, swords and scrolls, strength and intelligence still rages on...



Goal: destroy the opposing Castle.

Four-player game rules apply. You may also wish to play this scenario with two players: for a 2-player game, each player represents a one-player team with 4 heroes.

Allies: Vincium and any three Strength heroes.

Opponents: Goetium and any three Intelligence heroes.



## ANSWERS (puzzles with one solution)

A - Core Ability; B - Special Ability 1; C - Special Ability 2;  
x - Attack; > - Move; D1 - target hex; [2/3] - target HP.

### 1. THE ESCAPE.

- I. Ignifer. AxD1 [2/3]. B-C1. C-C1.  
Vinctum. AxD1 [0/3]. C-B2. B-C2>C3. A>C2.
- II. Vinctum. A>D2.

### 2. THE FREE SHORES.

- I. Aqus. B-E3. C-D3. AxC3 [0/3].  
Vinctum. C-E1. AxE1 [2/4].
- II. Aqus. AxIratu [0/3].  
Vinctum. A>E1 [0/4].

### 3. THE SCOUTS.

- I. Vinctum. A>C4. C-B4.  
Arborus. A>D3.  
Manus. B-A3>B3. AxB3 [0/2].
- II. Vinctum. AxB4 [0/2].  
Arborus. B-Caballus>D1/E3. AxCaballus.

### 4. THE NORTHERN CASTLE.

- I. Arborus. B-C4>B3.  
Manus. B-D4>C4. AxC3 [2/3].  
Vinctum. AxC3 [0/3]. C-B4.
- II. Vinctum. AxB4 [1/3].  
Manus. AxB4 [0/3].

### 6. THE SNOW RIDGES.

- I. Vinctum. AxD2 [1/3]. C-D3.  
Armus. B-D2>C3. AxD1 [1/2]. C-D2+E2+E3.  
Frigus. AxC3 [0/3]+D3 [1/3]. C-D1.
- II. Armus. AxD1 [0/2].  
Frigus. AxD3 [0/2].

### 7. THE LORD'S TRUST.

- I. Caballus. B-D2>C2. C-B1+B2. AxB1 [0/2]+B2 [1/2].  
Vinctum. A>C3. C-B3.  
Frigus. AxB2 [1/2]. C-B4.  
Caballus. AxB1 [0/2]+B2 [0/2]+B4 [0/1].
- II. Vinctum. AxB3 [0/2].

### 12. THE WORLD BEYOND.

- I. Ferrarius. A>B2. B-C2>B1. C-B3.  
Illesebra. C-D3>D2. AxD2 [0/2].  
Vinctum. A>C2. C-C3.  
LAVAxC3 [1/2].
- II. Ferrarius. AxB3 [0/3]+C3 [0/2].  
Vinctum. A>C3.  
LAVAxC3 [1/3].
- III. Vinctum. A>C4.

### 14. THE LABYRINTH OF FIRE.

- I. Ferrarius. A>B3. B-A2>A3. C-A3.  
Vinctum. AxD4 [2/3]. C-D4. B-D4>E3.  
Illesebra. C-C2>C3. AxA3 [2/3]+C3 [2/3]+E3 [1/3].  
LAVAxA3 [1/3]+C3 [1/3]+E3 [0/3].
- II. Ferrarius. AxA3 [0/3]+C3 [0/3].

### 15. THE MORTAL ENEMIES.

- I. Manus. B-D4>D3.  
Lignum. AxC3 [0/3].  
Goetium. C-D2>B2. AxD3 [0/2].  
Manus. AxB3 [0/3].

### 16. THE ENDLESS LOOP.

- I. Vinctum. AxD2 [2/3]. C-D2. B-D2>E1.  
Cerberus. B-B3>B2. AxB1 [1/2]+C2 [1/2].  
Cornibus. C-D4>D2. AxB1 [0/2]+C2 [0/2].  
LAVAxE1 [1/3]+C3 [1/3].
- II. Cornibus. AxE1 [0/3].



