



The three heroes were cautiously walking along the banks of the dark river. They were progressing with great difficulty on the slippery and muddy ground. The path was becoming even more unstable due to the vegetation and to the large knotted roots that seemed to be jumping in the gloomy waters. Following an ambush conducted by a Pict tribe, Balthus had been separated from Slasher, his faithful companion. Deeply affected by his loss, Balthus then received help from Conan and Taurus, both immune to the fear of Picts, and seeking for Glory. After hours of chase along the Black River, the Heroes found themselves at the entrance of a Pictish village, hidden in the dark forest. In the absence of any visible sentinelle, Conan discreetly ventured closer to the wooden fence, always carefully avoiding to step on small branches or dried leaves.

In the village's centre, they could see Zogar Sag commanding a massive and terrible hound. Invoking the name of Jhebbal Sag, the forgotten God, the Pict Shaman was dominating Slasher's Will. As his Willpower was fading under the strain of the Shaman's efforts, his eyes were getting more ferocious, making way for the Beast within him to awaken.



### Objectives:



The heroes win by exiting Slasher and Balthus through the heroes' entry point ① before the end of turn 8.



The Overlord wins by preventing Slasher and Balthus from exiting the village until the end of turn 8.





The game starts with the heroes' turn.  
Suggestion for 3 Heroes :

- Conan the wanderer (Sword)
- Taurus (Yuetsshi knife)
- Balthus (Bossonian bow, chainmail)



After setup Heroes move 5 gems in their Fatigue zone.



The Overlord starts with 5 gems in their Reserve zone and 6 gems in their Fatigue zone, and places the Recovery token showing a value of "5" in the Book of Skelos.



**Reinforcements:** 4 reinforcement points

**Jhebbal Sag's favor:** The giant scorpion or the giant spider is sent to help Zogar Sag. Place either the scorpion or the spider in a reinforcement area. Immediately resolve the ranged attack (poison for the scorpion, web projection for the spider).

The corresponding tile is placed in the river at the position of the event tile when it was activated. When both the giant scorpion and the giant spider have been put in play, remove the event tile from the river.



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Zogar Sag has no spell on this scenario.

## Special rules :

**Each one in his home:** In addition to the figures shown on the map, the Overlord has 12 pictes to place in the huts as he wishes during set up. He must make 4 groups of 3 pictes using the following: 5 hunters, 5 archers and 2 warriors.

**Nice dog:** Slasher has been charmed by the shamanistic magic of Zogar Sag. He is controlled by the Overlord until the heroes free him. As long as the Overlord controls Slasher, he cannot leave the village nor use his sacrifice skill and the minions cannot inflict damage to him. Nevertheless, the special attacks by the giant scorpion or the giant spider can be used on Slasher.

**Freedog!** : The heroes can free Slasher from the spell by killing Zogar Sag or if Balthus gives him a life potion (1 gem, simple manipulation). Slasher's tile is immediately removed from the river and given to Balthus. Slasher cannot be activated until the heroes' next turn.

**Call to Jhebbal Sag:** Play the Zogar Sag's tile and apply the same effects as the event "Jhebbal Sag's favor".

The corresponding tile is placed in the river at the position of the Zogar Sag tile when it was activated. When both the giant scorpion and the giant spider have been put in play, remove the event tile from the river.

**Incapacitating poison (giant scorpion):** With its poison skill, the giant scorpion can replace its normal attack by poison projection, which is considered a range attack with . If the attack is superior to the defense, no wound is inflicted but the target is slowed down: his base movement is reduced to 2 until the end of the game.

**Hut flaps:** Entering or exiting a hut requires an additional movement point.

**Climbing:** Moving through the rock require the climbing skill and 2 additional movement points.

**Pict liquor:** A hero can drink it to move up to 4 gems from his fatigue area to his available energy, by suffering one wound. The liquor can also cancel the effects of the giant scorpion poison. However Slasher will never drink such a foul drink.

**Chests and crates:** 4 chests and 4 crates are placed by the Overlord in the huts (one in each hut). The 4 chests contain 2 empty chests, 2 life potions. The 4 crates contain 1 pict liquor, 1 javelin, 1 battle axe, 1 shield