





The muscles in Hadrathus' legs burned from running for three days and the dizziness of exhaustion brought about by an intolerable lack of food almost overtook him, despite finally reaching the port of Shu Chen. He and his colleagues paused to momentarily breathe in the evening air which, despite its frosty undertone, brought no comfort. As he did, he remembered the times since the Tower when they had so narrowly escaped death at the hand of Thoth Amon's diabolical assassin. However, he knew it would only be a matter of time before Thoth Amon's spies would have brought back word of their location, and that time was running out.

Yogah grabbed him by his spindly arm and pulled him towards the town, snapping him out of his moment of reflection. "Here we will find swift passage away from the demon," he urged the wizard. Shentu looked at them both with alarm. "Wait!" he cried hastily, "The medallion of Zhangpau is here. Wizard! Were we to seize it for ourselves, you could surely use its magic to one day vanquish the foul beast!" Hadrathus did not know of this medallion but the certainty in Shentu's voice suggested that he might be able to unlock its secrets once they were clear of the demon.

The Stygian Ikhmet looked across the town with his keen eyes and then looked back behind them, straining to see if the demon was close. "I am not convinced we have enough time," he said, "but if we are to try, we will have to move like the wind. I am sure the beast is nearly upon us."




Objectives

-  If the Heroes escape with the merchant who can give them safe passage, the Heroes win the game and gain 1 Victory Point. If they recover the Medallion of Zhangpau, they also receive an additional 1 Victory Point.
-  If the Overlord prevents the Heroes from escaping with the merchant, the Overlord wins the game and receives 2 Victory Points. If the Heroes escape but the Medallion remains in Shu Chen, both the Overlord and the Heroes gain 1 Victory Point.




The game start with The heroes' turn.

- Hadratus (3 spell(s) : Mitra's Halo, Mitra's Healing, Bori's Rage)
- Yogah of Yag (battle axe et 2 spell(s) : Gift of Life, Teleportation)
- Shintu (khitai - kitan sword)
- Ikhmet (stygia - assassin's dagger)

 After setup, the Heroes move 6 gem(s) from her Reserve zone to her Fatigue zone.



 The Overlord starts with 12 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



The Dark Demon Arrives : The Overlord may only activate this tile at a cost of 1 gem. When this tile is activated, it is removed from the game. The Overlord places the first Dark Demon tile on slot 2 by sliding other tiles to the right. The Overlord then places the second Dark Demon tile on slot 5 by sliding other tiles to the right.

Place the Dark Demon token on space 10 of the time track to represent its health. The Dark Demon appears in the same starting area as the heroes.




Special rules

Reinforced Walls : A character with Wall Wrecker cannot move through the reinforced walls of the Temple where the Medallion is located.

Boats : the areas with boats are considered normal terrain for Movement.

Swimming : a character with Swimming may move through the areas of water next to the cemetery.

Leap : a character with Leap may leap over the areas marked with the Leap icon . If a hero fails to leap, the character remains in its area.

The Medallion of Zhangpau : The Medallion is in the space marked with the number 1. It can be removed from its holder with a complex manipulation with a difficult of 4.

The Dark Demon : The Dark Demon has a Guard value of 12. If a hero holding the Medallion of Zhangpau attacks the Dark Demon, its Guard value is reduced to 2.

At any time during the Overlord's turn, if the Dark Demon is in the same area as a minion, the Overlord may remove the minion and increase the Dark Demon's health by 4, up to a maximum of 12. If the Dark Demon is in the same area as any heroes, instead of attacking it may move up to four gems from those heroes' reserve zone to their fatigue zone and may increase its health the same number of gems that have been moved.

The Pirates : The Pirates are not loyal to Thoth Amon and will not fight the heroes unless either the heroes enter their shack - in which case they will assume that the heroes are after their treasure - or if a Crossbowman loyal to Thoth Amon enters their shack and convinces them to come to their aid. The door can be opened with a simple manipulation. The Overlord does not need to spend gems for a Crossbowman to enter the shack.

Chests : The chest in the hut with the Crossbowmen contains a Crossbow.
The chests in the shack with the Pirates contain a Shield and a Sword.

The Shrine Guards : The guards of the shrine containing the medallion will not cross the bridges marked 1 and 2, unless the Medallion has been removed from the Shrine.

Finding the Merchant : During setup, the Overlord secretly places five relic tiles on the areas containing boats, numbered 1 to 5. If a hero is on a space containing a tile, they may negotiate with that merchant by ending their turn there. They then flip one of the tokens. If it is a 1, they have found the merchant who can help them escape from Shu Chen and from the Dark Demon, and they agree to go with that hero. Replace the 1 token with the Shevatas miniature. The merchant does not affect Hinderling.

Once the merchant agrees to go with a hero, the merchant always moves when the hero does. A hero may abandon the merchant at any time while it is still their turn. If the merchant is not attached to a hero, another hero in the same area may attach themselves to the merchant instead without having to end their turn. If there are no heroes attached to the merchant, the merchant will not move.

The merchant has 4 health and a Guard value of 1. The hero attached to the merchant may add to the merchant's defence with an orange die for every gem spent. If the merchant dies, the Overlord wins the scenario.

If no hero is holding the medallion, Hadrathus must exit the board from the area marked with the flame with the merchant. If a hero is holding the medallion, that hero must be the one to exit the board from the same area with the merchant. A hero may exit the board by spending the appropriate number of movement points. The Heroes may choose to drop and leave the Medallion behind in order to make a hasty exit.

Hadrathus may not cast Mitra's Healing on the merchant. Yogah may Teleport with the merchant for double the usual spell cost.

The Tusken Tactician