



Beset upon in the night by Witch Hunters loyal to Thoth Amon, Hadrathus slowly begins regaining consciousness as the early morning light filters through the trees. Holding his head and feeling the drying blood, Hadrathus looks at his sticky, red hand and considers the possibility that he is fortunate to still be in the land of the living. He squints his eyes in pain, the light hurts. He lets out a shallow moan and rolls onto his less painful side.

Looking around the vandalized campsite, he realizes that his companions are in similar condition. "Is everyone alright?" Hadrathus inquires in a cautious voice, unsure if any of their assailants are still nearby.




"Aye." came the response from Shentu, the Khitan guardsman, who was slowly standing, steadying himself on a Kushite javelin. Yogah, the mysterious otherworldly ally, nodded solemnly, quietly enduring the hideous bruise quickly forming on his neck and shoulder. Further away, the renegade Stygian assassin, Ikhmet hissed a "yes", lingering snake-like upon the word. The shadows that he was lurking in concealed any sign of injury, though his voice wavered slightly.

"Ok. What did they take?"

WHISPERS FROM STYGIA CAMPAIGN NOTES: This scenario is optional and must be agreed on by all players. This scenario may be played only after scenario 1 or 2. The rewards in this scenario take the place of the regular campaign rewards.




Objectives


-  The Heroes must retrieve Hadrathus' Spellbook and flee the board with it. The Heroes must also kill Shubba, to ensure that the rest of the Witch Hunters won't pursue them, before the end of turn 6 to win the game.
-  Rewards: The Heroes regain full access to Hadrathus' Spellbook and gain 6 Bonus Gems.
If the Overlord prevents the Heroes from fleeing the board with Hadrathus' Spellbook, or if Shubba is still alive, at the end of turn 6 the Overlord wins the game.
-  Rewards: Hadrathus' Spellbook is damaged in the fight and functions at a reduced capacity for the remainder of the Campaign. The Spellbook will only grant 2 Gems. The Overlord also gains 2 Bonus Gems.





The game start with The heroes' turn.

- Hadratus (2 spell(s) : Mental Control, Intangible) Intangible spell = Pass Through Wall spell
 - Yogah of Yag
 - Ikhmet (stygia - assassin's dagger, khitai - black lotus)
 - Shintu (khitai - kitan short sword, javelin)
-  After setup, the Heroes move 5 gem(s) from her Reserve zone to her Fatigue zone.



 The Overlord starts with 5 gems in their Reserve zone and 7 in their Fatigue zone, and places the recovery token showing a recovery value of 3 in the Book of Skelos.



-  Spells : Stygia - Psychic attack A Hero wearing Xuthal's Crown is immune to Psychic Attack. Has the Attack From Beyond Skill.
-  Has the Attack from Beyond Skill.

Special rules

Alarm : The Kushite Witch Hunters are sleeping, however their Hyenas are keeping watch for intruders, ready to howl out an Alarm. The Overlord may only activate 1 tile per turn until the Alarm is sounded.

The Alarm is sounded if:

- a Hero ends his turn in the Line of Sight of an Overlord unit.
- a Hero uses the Wall Wrecker skill.
- a Trapped Chest card is found.
- at the beginning of the 3rd Overlord Turn

After the Alarm Sounds all Kushite Witch Hunters gain 2 Movement Point that must be spent immediately. The Overlord's Recovery Value is increased to 5 and The Overlord may now activate 2 tiles as normal.


Renegade Assassin : Because of Ikhmet's Assassin training he cannot cause the Alarm to sound for any reason.

For this scenario Ikhmet benefits from the Intangible skill.



Ikhmet loses these both these benefits if he is carrying 4 or more.

Black Lotus Powder : Ikhmet is equipped with the Black Lotus card. At the beginning of the game place 3 Red Gems on the card. On his turn Ikhmet may use a Simple Manipulation to remove one of the Red Gems and place it in his area.

Any Hero or Overlord unit immediately suffers 1  red dice of damage with no possible defense.

Any Hero or Overlord unit that starts his activation in or enters an area with a Red Gem suffers 1  red dice of damage with no possible defense.

Ikhmet is immune to the effects of the Black Lotus Powder

On the Prowl : At the beginning of each Overlord turn, roll 1  orange die and return that many Hyena models to the board on one of the  event spaces. No more than 5 Hyena models may be on the board at any time.

Chests : Chests may be opened by spending gems on a Complex Manipulation with a difficulty of 1.

Assest Deck contains: Spellbook, Assassin's Dagger, Battle Axe, Khitan Sword, Trapped Chest (x2)

Thoth Amon's Gift : When a Trapped Chest is found by a Hero, other than Ikhmet, the Alarm sounds.

No matter which Hero found the Trapped Chest, the Overlord places 2 Giant Scorpions in the area and a Giant Scorpions tile in the 1 slot in the River sliding all other tiles to the right. The Overlord then makes 1 free Attack with each Giant Scorpion, interrupting the Hero's turn. Do not move the Giant Scorpions tile. After the attack the Hero's turn continues as normal. (The Giant Scorpions will not suffer the effect of Black Lotus until their next activation.)

If the Giant Scorpions tile is already in the River when the second Trapped Chest card is found, move it, face up, into the 1 slot. All Giant Scorpions on the board will activate the next time the tile is activated.


Poisoned: When attacked by a Giant Scorpion, instead of suffering damage as usual, a Hero must place a number of Poison tokens equal to the amount of damage either on the Melee Attack space or the Move space of their Hero's sheet. Each Poison token on the space reduces by 1 the Exertion Limit of that Action. When both Exertion Limits are reduced to 0, that Hero immediately dies.

Hadrathus' Spellbook : Hadrathus' Spellbook does not provide any benefit in this scenario, the goal is to retrieve the Spellbook and flee. Hadrathus has no time to properly prepare the Spellbook for use.

Fleeing : A hero can flee the board from an area at the edge of the board by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot be returned to the board.

Hut Flaps : a character must spend 1 extra movement point to move across a border into or out of a hut. Moving across an opening token does not cost an extra movement point.

Wooden Huts : A character with Wall Wrecker can use it to move across the walls of the wooden huts.

Climbing : a character with Climbing can move across boulders  as though they were a border by spending 2 extra movement points.

Further Campaign Options : The intention of this scenario is to give players some options that may enhance the campaign and lend to replay-ability. Listed below are some other ideas to add some different challenges to the Campaign.

1. If the Heroes do not wish to risk Hadrathus' Spell Book they may try substituting one of the other Carryover Items. In this case, if the Heroes did not recover the item it would be lost for the remainder of the campaign.

2. This scenario is best used after scenario 1 or 2, however, a "rematch" could be allowed after scenario 4, substituting Niord for Yogah of Yag. This would give the Heroes a chance to win back or restore their item before the final battle. Or, give the Overlord an opportunity to steal *another item*.