



The heroes have come to kill the Black Sorcerer in his fort but before, it is necessary to pass the swamp which precedes it. Unfortunately the sorcerer has awakened the swamp's dead as well as a Bone Golem and a magical barrier. The only way to break the protection is for a wizard to cast an incantation written in a spellbook, accompanied by two assistants. However, tentacles creep out of the water and a thud resounds from the depths...



## Objectives

 The Heroes must exit the marsh by the green arrow. For that to be done they must carry out the incantation that will break the magic barrier (see special rules). If at least one magician survives to exit the area, the Heroes win the game.

 If the Overlord kills all magicians the Overlord wins the game.



The game starts with the heroes' turn. The heroes start in the areas indicated by the setup diagram.

**Suggestions for 4 heroes:**

- Conan the Warlord (Battle Axe, Zingaran Breastplate, Life Potion)
- Valeria (Sword, Parrying Dagger, Life Potion)
- Hadrathus (Mitra's Staff, Dagger, Life Potion & 4 spells : Mitra's Healing, Mitra's Halo, Barrier of the Winds, Putrescence), Spellbook (Weight 2)
- Balthus (Bossonian Bow, Leather Armor, Life Potion)

**Suggestions for 5 heroes:** Shevatas (Kris, Crossbow, Life Potion).

**Suggestions for 6 heroes:** Pelias (Black Staff, Sacrificial Dagger, Explosive Orb & 4 spells : Lightning Storm, Hand Of Death, Withering, Stone Skin)

 After setup, each hero moves 2 gems from their Reserve zone to their Fatigue zone.



-  **4 heroes:** The Overlord starts with 11 gems in their Reserve zone and 4 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.
-  **5 heroes:** The Overlord starts with 12 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "8" in the Book of Skelos.
-  **6 heroes:** The Overlord starts with 13 gems in their Reserve zone and 2 in their Fatigue zone, and places the recovery token showing a recovery value of "9" in the Book of Skelos.



**Reinforcements :** 10 reinforcement points . The Overlord can distribute these reinforcements points freely between the following sub-events:

**Rising Undead & Tentacles :** Spend reinforcement points to bring back the undead to the reinforcement areas  and / or spawn tentacles on any water area (free of another tentacle or Thaug).

**Return of the Bone Golem :** To revive the Bone Golem costs 1 point of reinforcement per point of life returned to the Golem (max 10). He reappears in the zone where he died before.

**Writhing Tentacles :** If desired, the Overlord can move one or more tentacles to any water space (free of another tentacle or Thaug) at the price of 1 reinforcement point per tentacle.

**Flight of Arrows :** A flight of arrows shoots from the fort. It hits all the figures (except for the skeletons and Bone Golem) in the target zone and the adjacent zones as well with , only passive defense can serve as protection. Figures in shelters (huts and shacks) and those benefiting from the Barrier of the Winds spell are protected.

**The Beast Appears (Available at turn 10+):** Thaug, the beast of the depths, makes his appearance. All tiles and undead figures already inactive (bloodied side) are automatically removed from the game without sacrificing gems. If he wishes, and at this point only, the Overlord can decide to do the same for those tiles who are still in game, otherwise he will have to sacrifice  gems to do so at a later point. If all the tiles are still in play, he must get rid of 1 tile (for free) and it's figures. The Overlord then places the Thaug tile to the right of the river and places the figure (as well as the tentacles that are no longer in play) on any unoccupied water box (large enough to accommodate the figure).



## Special rules

**Protective Barrier** : A protective barrier prevents players from leaving the swamp.

Players must activate the pedestals at the same time. At least 1 magician equipped with the spellbook must be on one of the ① ② ③ pedestals. Then the 3 characters must each spend 2 on a simple manipulation to recite the mantra that removes the barrier which allows them to exit the swamp.

The token in the center of the game board represents the seal that must be removed with the ceremony to disable the barrier. After it has been removed, if at least one magician manages to exit the board by the green arrow, the game is won for the heroes.

**Thaug** : It can, in one activation; attack, move onto any water area or hide underwater / reappear). It can not do these actions at the same time except if the tile is activated twice. As soon as Thaug breaks the surface of the water its defense is halved (4) until the Overlords next turn.

**Tentacles** : You can not place more than one tentacle in the same area. They can pierce the walls and thus create areas for archers to shoot through.

**Special water areas** : If Thaug (or the tentacles) is on the ① water area, it is in range to reach the ① pillar.

If Thaug (or the tentacles) is on the ② water area, it is range to reach the ② pillar.

**Bone Golem** : The Bone Golem is not affected by the Putrescence spell

**Chests** : During setup, the Overlord places 2 chests on the board as indicated by the setup diagram. The asset deck contains: Scale Mail, Chain Mail, Short Sword/Sword, Buckler.

**Locked Chests** : To open a chest you must make 2 manipulation successes or 3 melee damage.

*(fr) Janus (Translation: Thrainn)*