



Snow crunched beneath her feet as the Red Haired Woman stepped from the forest into a large clearing. Tilting her head back, she gazed upon a frozen citadel high up on a hill. A trail of hazy, purple-tinted smoke drifted up from the citadel, forming an ominous cloud resembling a demonic hand ready to reach down from the sky and crush out her life.

"I warned you, boy. The North is no place for the likes of you. By Scathach, this may well have been your last mistake."

She glanced back to the trail that had led her here. It was not too late to turn back. Why should she stick her neck

out for a foolish lad who had more bravery than sense? Unbidden, the memory of those shambling creatures, led by a shadowy necromancer, setting upon that poor lad and hauling him through the darkness filled her mind. Grudgingly, she turned her attention back to the citadel. Although she loathed the foolishness of outlanders, she despised dark magic more.

The purple cloud grew denser, almost solid, and crows began circling the citadel in an almost ritual frenzy. Time grew short for the lad. Whatever magic raged inside that citadel was potent and about to culminate in a wicked climax.


OBJECTIVE

To win the game, Balthus must drink the potion and both heroes must escape. If Balthus transforms into the demon, the Heroes win if both Yazdigerd and the Demon of the Earth are destroyed.

SETUP

For this scenario, one player plays Balthus, who starts in the area indicated on the map with no equipment. The other player chooses one Hero from any Archetype. Depending on which Archetype is chosen, their starting equipment is listed below. They start in the area marked ①. The game starts with the Heroes' turn.

- Warrior - Halbred
- Rogue - Aesir Sword, Dagger, and Leather Armor
- Sorcerer - Parrying Dagger, Spells: Gift of Life, Hand of Death, Inversion, Mind Control

During setup, lay all Aesir and Vanir Zombies models down. Place the Energy token  on the 1 slot of the turn tracker.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a simple Manipulation to open. The asset deck contains Potion, Life Potion, Pictish Drink, Unguent, Vial.

EVENT

Necromatic Ritual: Balthus is the victim of a necromatic ritual that is slowly killing him. When the Event tile is activated, perform the following steps in order:

1. Increase the Energy token  on the turn tracker by 1.
2. Balthus suffers unblockable damage equal to the Energy token value on the turn tracker.

If Balthus drinks the POTION and the contents of the VIAL, the Necromatic Drain is cured. Remove the Event tile and Activation token 5 from the River.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

What Is Dead May Never Die: Aesir and Vanir Zombies that are lying down cannot be attacked or targeted with spells. They do not affect Hinder, and their Skills are not in effect. Whenever a Hero enters or exits an area with a zombie model that is lying down, it is reanimated. Stand the zombie(s) back up. When a zombie dies, lay the model down in the location where it died.

Yazdigerd: Has the Black Staff and the spells Withering and Set's Halo. Set's Halo is ALWAYS active. On his turn, Yazdigerd will perform the following actions in order:

1. Try to get line of sight for the Target Hero
2. Cast Withering on the Target Hero
3. Perform a Melee Attack (if possible)

The Circling Crows: At the start of each Overlord turn, place 1 Crow model in the area with the Reinforcement token. The Flying skill may be used to cross over an outdoors wall border, however, the Crows must enter an interior room or hallway through the door.

Pictish Drink: As a Free Action, a Hero may consume a Pictish Drink to move up to 2 blue gems from their Fatigue to their Reserve Zone.

Unguent: A Hero carrying the Unguent may perform a simple Manipulation to apply it to a melee weapon in the Hero's area. The next attack made with this weapon reduces the armor value of the target by 2. Do not discard the Unguent after use. Armor value reduction can never go higher than 2.

Necromatic Ritual Complete: If Balthus dies before drinking the Potion, remove his figure from the board and replace it with the Demon of the Earth. Remove the Event tile and replace it with the Demon of the Earth tile. Place a second Demon of the Earth tile and add the Activation token number 6 to the Fatigue Zone in the Book of Skelos. Discard any armor Balthus was wearing and place any weapons he was carrying in his area.



1 2 3 4 5 6

Necromatic Ritual



Necromatic Ritual Complete

