



Winning conditions:



The heroes must be alive and possess a maximum of clues at the end of turn 7 (end of scenario).



The Overlord must prevent the heroes from getting the clues. Killing all heroes can allow reaching this goal.

The success of the heroes can be measured as follows: no clue collected - complete defeat, 1 or 2 clues - moderate defeat, 3 or 4 clues - moderate victory, 5 clues - decisive victory.



heroes setup

- * **Pallantides** (sword, shield, leather armor)
- * **Pélias** (dagger and spells withering, life transfer, eel skin)
- * **Taurus** (pirate saber, throwing knives)

4 black dragons escort the heroes. They can be commanded by Pallantides and Pélias. They are placed in the same area as the heroes.

The heroes play first at turn 0.



After setup, each hero starts with 0 gems in his fatigue area.



Overlord setup



The Overlord begins with a total of 10 gems, 5 of which in the fatigue zone. He recovers 5 gems each turn.

The giant spider, the giant serpent and the outer dark demon all have 6 life points.

Event tile



Reinforcements: the Overlord gets 5 reinforcement points



What creeps in the darkness: the Overlord places the giant serpent in area 1, 2 or 3. The tile is added at the end of river. This event can be played only once.

The horror that fell from the sky: the Overlord places the outer dark demon in area 1, 2 or 3. The tile is added at position '3' in the river and the other tiles are moved accordingly. This event can be played only once. The huts have roofs and the demon must enter them through openings like other figures.

A savage raid: the Overlord places 5 pict hunters in area 1, 2 or 3. The tile is added at the position '1' in the river and the other tiles are moved accordingly. This event can be played only once.



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