



The heroes were eyeing each other warily. Having traveled for days, if not weeks, was it possible that each one of us was here for the same purpose? Looking through the wares, Kerim Shah spoke out, "We're not going to find anything here. Who wants to check out the floating market with me?". Constantius grumbled, "Wasn't the Amulet fragmented in 3 parts? I say, we split up".

"Agreed", Valeria exclaimed in frustration, while emptying another basket with fine garments up-side-down. "It is said that the Amulet will fuse together and become whole again when the Fragments are placed on the Altar down south. Let's meet there when we have found all of them" The peculiar trio nodded and headed off.

Little did they know, that they were not the only ones lured by the cosmic pull of the Amulet. And little did they know of the sacred flames, that kept long forgotten powers shackled and hidden only within our darkest dreams.



Winning the Game:



If the Demon is defeated, the Heroes win the game. In case the possessed Hero dies, Heroes win if they manage to bring the Amulet Fragments to the altar. Congratulations, you managed to retrieve the intact amulet.



If the Heroes are defeated or Akiyasha flees with the 3 Amulet Fragments or the Demon stays alive until the end of turn 10, 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 2 heroes:

- Valeria (Khitan sword, Leather armor)
- Kerimshah (Zingaran Bow, Leather armor)
- Contantius (Tribal Mace, Buckler)



After setup, the Heroes move 5 gems from their Reserve to their Fatigue zone.



Setup the Overlord according to the solo / coop rules. As soon as all Heroes arrive at the Altar with all 3 Amulet Fragments, players reveal their secret identity cards. The player with False Evidence has been possessed and will take the role of the Overlord. Remove the possessed Hero's model and Akivasha's model from the game and place the Forest Demon's model in the area with flame token 1. Replace Akivasha's tile with the Forest Demon's tile. The Overlord then starts with 10 gems in the Reserve zone and 0 in the Fatigue zone, and places the recovery token showing a recovery value of 3 in the Book Skelos.



Akivasha only appears during the coop phase. During her activation she teleports counter-clock wise around the map to the nearest chest. Replace the chest with a face-up asset card. Akivasha only keeps Amulet Fragments. If all Amulet Fragments are revealed, she teleports to an abandoned Amulet Fragment or otherwise to the Target Hero who has an Amulet Fragment, which she steals if able to deal any wounds. If she has all 3 Amulet Fragments at the start of her activation, Heroes lose. When Akivasha dies, she drops all Amulet Fragments.



3



1



Special rules:

Hidden Identity: At the start of the game, randomly distribute 3 secret identity cards face down among the players: 2x Xuthal's Crown (ignore encumbrance) and False Evidence. No one may look at the cards. For each Amulet Fragment received, you may immediately peek at 1 of the other player's cards. At no point in time are Heroes allowed to attack each other. When all Heroes reach the Altar with all 3 Amulet fragments, the Overlord is revealed as the Hero who has the False Evidence card.

Overlord Revealed:

- The Forest Demon has Health equal to the possessed Hero's gems in Reserve and Fatigue Zone.
- Remove Amulet Fragments from the game and the possessed Hero drops all item cards in the room with the Altar.
- Place all defeated green mummies in the location with flame token 1. Place all defeated blue mummies in the location with flame token 2.
- Place all defeated Foo Dogs in Akivasha's initial starting location. Place all defeated tentacles back in their original starting location.
- Place the turn marker on position 0 of the turn tracker sheet. Now the Overlord's turn starts.

A Demon breaks free: The Forest Demon is almost able to remove the shackles that keep him tied to this accursed market. If the Demon survives 10 turns, the Overlord wins the game. The Demon can absorb the sacred flames 1 and 2 by simply moving into the same area, at which point the flame token is removed and the turn marker advances by 1. However, the flame tokens are behind locked doors. A door is destroyed after taking 6 damage by the Overlord. Damage is kept track by placing red gems in the locked room.

Tentacles: Keep the Thaug tile separate from the river. He will activate 1st during Tentacles activation. Then roll a yellow die and place Thaug in the corresponding location of the floating market. Lastly, activate Tentacles, starting with the Tentacles furthest from Thaug.

Floating Market: The areas with boats are considered normal terrain for Movement. The other water areas cannot be accessed, as none of the Heroes have the Swimming ability.

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.

Treasure Chests: The asset deck contains 3x Amulet Fragment, Tribal Shield, Khitan Short Sword and Zingaran Breastplate. A complex manipulation with difficulty 1 is required to open a chest.