



King Kull and Brule were invited to attend the council of Varulia. The streets were bustling with life and the river was cramped with boats. Local fishermen and merchants selling their merchandise to visitors from afar. It was an eventful week, as Varulia was about to announce their allegiance to Valusia. A peace pact that had been prepared for months and expected to last many years to come.


The commander of the city guard instructed our Heroes to stay in the barracks and wait until evening and by no means visit the tomb to the east, just south of the graveyard. In the barracks they met another noble from afar, named Shentu, who was instructed the same.

Tired of sitting inside and let this marvelous day go by, the trio decided to venture out and see by themselves what the floating market had to offer. Surprised by the increased presence of elite crossbowmen, it did not take long to realize that something was amiss. King Kull had to act swiftly, as the success of the peace pact was diminishing fast. Having an eye for these kind of proceedings, it became apparent a coup might be at hand. More was at stake than the formal allegiance between 2 allied countries.



### Winning the Game:



If there are less than 8 Serpent-men in the Council Room  by the end of turn 8, Heroes win the game.



If there are 8 Serpent-men in the council room, the Overlord wins the game.





The game starts with the Overlord's turn!

#### Suggestions for 3 heroes:

- King Kull (Atlantean Axe), red Crossbowmen (5 Max)
- Brule (Cutlass)
- Shentu (Khitan Sword, Kitan Short Sword)



After setup, the Heroes move 4 gems from their Reserve to their Fatigue zone.



The Overlord starts with 0 gems in their Reserve zone and 10 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.



**Human Guise:** Exchange each Serpent-men in an area with a Table or Chair with a Crossbowmen of the same color. Remove Serpent-men which are in an area without a Table or Chair, as they disappear back into the shadows (except for Serpent-men in the council room ).



Spells: Lightning Storm



10



(5 Max)



(10 Max)



(10 Max)



## Special rules:

**Game Board Rules:** Standard game board rules apply.

**Hypnotic Disguise:** Heroes / allies cannot attack Crossbowmen. If Crossbowmen attack Heroes, exchange that Crossbowmen with a Serpent-men miniature of the same color after the attack. If there is no Serpent-men miniature available, remove this unit instead. Crossbowmen and Serpent-men tiles are never flipped to the bloodied side and remain in the river.

**Thulsa Doom:** During Thulsa Doom's activation, the Overlord may attach 1 green base to either an uncolored Serpent-men or uncolored / red Crossbowmen miniature in his area. Miniatures with a green base activate during the uncolored tile activation, but follow the stats of the green tile. Green tiles are therefore never added to the Overlord river. In addition, place a Foo Dog in Thulsa Doom's area at the end of his activation. Thulsa Doom cannot take damage as long as there are Foo Dogs on the game board.

**Council Room:** The Council Room is closed by 2 doors. Only 1 uncolored Crossbowmen and any number of green Crossbowmen can pass through each door during Crossbowmen tile activation. Once they pass through the door, exchange the Crossbowmen miniature with a Serpent-men miniature of the same color, if available. These Serpent-men will remain in the Council Room.

**Tables and Chairs:** Areas with a Table or a Chair are locations where Serpent-men blend in. If an Overlord Crossbowmen ends its activation in an area without a Table or Chair, exchange its miniature with Serpent-men of the same color. Tables and Chairs can be destroyed by the Heroes after taking 5 damage (Chairs) or 10 damage (Tables), which results in Overlord Crossbowmen to change into Serpent-men of the same color in that area. If no Serpent-men are available, remove the unit instead. Keep track of damaged Tables and Chairs by placing in the area. Units with the Sacrifice skill can use it to protect Tables and Chairs as well.

**Gain support:** Heroes in an area with an uncolored Crossbowmen can perform a Complex Manipulation with difficulty 2 to place a red base on the miniature. The target and other units do count with regard to standard hindering rules.

**Reinforcements:** At the end of the Overlord's turn, the Overlord places 1 uncolored Crossbowmen in each area with a reinforcement token. If the Table in the area is destroyed, place an uncolored Serpent-men instead. Skip if unit unavailable.

**Chests:** The Asset Deck contains Life Potion, Shield, Leather Armor, Throwing Knives. Chests can be unlocked with a Simple Manipulation and contain 2 items.