

While raising the parchment towards the light, Hadrathus almost creased it. The text sounded clear but he could not believe what he saw. And yet, it clearly was the astrological instructions that allegedly led to the long forgotten city of Arko-Zil, in the woodland depths of the border kingdom! After reading the script many times, checking his calculations, and opening the bowels of a bird to appraise the omen, Hadrathus found himself dreaming of the wealth that might fill the deserted corridors of the lost city. The next day, he hired a brigand and the week after, they rode North following a caravan from Ophir. At the third moon of Ishtar, they finally arrived at the entrance of the ruins that cast a gloomy shadow in the twilight. The scouts fled. Wild beasts roamed around. Hadrathus remembered the warnings he had read about the perils that would befall those adventurers foolish-enough to brave the curse of the Ancient Kings of Hyboria. But after a shrug, he exchanged an amused look with his mercenary friend and they both moved forward, greedy to plunder the treasures buried for thousands of years.



Winning the Game:

If one or more heroes have fled the board with 4 Treasure points or more before the end of Round 9, the heroes win the game.

The Overlord wins the game if there are still at least 4 Treasure points on the board at the end of round 9.

Heroes

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

Suggestion for 2 heroes:

- Hadrathus (Mitra's mace, Mitra's Halo, Eel Skin, Bel's Caress, Gift of Life). Hadrathus does not start with Mitra's Halo cast.
- Taurus (Turanian sword, Shield)

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.

Overlord

The Overlord starts with 9 gems in their Reserve zone and 5 gems in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.



Rise of the Dead: Add a tile unit from : Red Skeletons (5 units with red base), Mummies (3 units), Green Skeletons (5 units with green base). The corresponding group starts on a Reinforcement token which is then immediately removed from the board. The group is immediately activated (see special characteristics below). The tile is added to the end of the River.

Skeletons and mummies tiles have the following characteristics (supersedes the ones displayed on the tiles):

- Skeletons: no special abilities (no Sacrifice), movement: 2, defense: 0, Melee attack: 1 orange die
- Mummies: no special abilities (no Jinx), movement: 2, defense: 3, Melee attack: 2 orange dice

When the last reinforcement token is removed from the board, the Overlord adds a new reinforcement token at the fort entrance (on one of the 2 areas where the heroes started).

Moreover, the 3 following additional events are then available:

Reinforcement: 4 reinforcement points

Might from the Limbo: increase by 2 gems the total number of gems of the Overlord (placed in Reserve zone)

Darkness Dread: the Overlord choose a hero that will move 2 gems from his Reserve zone into his Fatigue zone.



Spider: 6 Life points

Hyperborean primitive: 7 Life points. Available spells: Mind control, Lethal cloud (*), Energy drain, Yajur's awakening.

(*) Lethal cloud can be Guarded but no defense bonuses can be brought by equipment (shields, armors and weapons cannot be used).

Special Rules:

The lost treasures: during setup, the Overlord places 8 chests as indicated by the diagram (8 total). The asset deck contains the following cards (each item being allocated a Treasure Point as described below):

Sacred Treasure: 2 points

Idol of Yag-Kosha: 2 points

Xuthal's Crown : 1 point

Ring: 1 point

Stygian artifact: 1 point

1 Empty chest: 0 point

1 Sacrificial Dagger: 0 point

1 life potion : 0 point

Each item carried outside of the board scores the corresponding amount of Treasure points for the heroes.

The chests being ancient granite sarcophagus, they cannot be carried away.

Rock Slides: A character can move into a rock slide area from an adjacent area. The character must spend 2 extra movement points (then 3 movement points in total) unless the character has Climb in which case the character must spend 1 extra movement point (2 movement points in total).

Line of Sight: A character in a wall area has line of sight to each ground area within the fort walls (buildings included) and benefit from elevation bonus (1 yellow dice), as well as a line of sight to other walls areas. An area in a tower and area outside that tower are within each other's line of sight only if the areas are adjacent to or in the tower.

Leaping from Walls: A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls 3 red dices (no possible defense) for falling damage. If the character has Leap, the character rolls 2 red dices instead (no possible defense).

Fleeing the Fort: A hero can flee the fort from an area at the edge of the board by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot be returned to the board.

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