



Arrived in sight of the Arkamir village, the three men dismount. Yet six months ago, it was still a hamlet of a few families of settlers, who endured in this region submitted to violent raids by savage tribes. However it is said that fanatics slipped through the defenses thanks to their spells. None survived, and the mutilated bodies discovered by scouts have spread terror all along the Black River. Although their mind is filled with anguish, at the memory of rumored sightings of monstrosities in the woods since the massacre, the three men move firmly towards Arkamir.



## 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.



### Special rules:

- ◇ Chests - There are 8 chests containing the cards A, B, C, D and E that correspond to the five clues. Each clue has a weight of 0. Heroes can add them to their equipment. Clues are handled following the normal rules of items and equipment. They can be left in an area, thrown or passed from one hero to another. In addition, the following items are added to the deck: Conan's sword, Zingarian breastplate and empty chest. The empty chest represents a parchment thanks to which Pelias can learn an additional spell. The player can choose between Bor's rage, inversion and Mitra's healing.
- ◇ Leaving the village - The heroes can leave the board from any area adjacent to the side. A hero who leaves the board cannot come back.
- ◇ Drapes - Going through the drapes at the huts' entrances require an additional movement point.
- ◇ Lines of sight - Bushes, stools and other minor obstacles do not block line of sight. Only exterior walls, walls and drapes block line of sight.

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