



According to the clues collected in Arkamir, it seems a necromancer living deep inside the woods of the frontier realm is one of the priestesses of the cursed cult dedicated to the impious divinity Zogar Zag wants to awaken. She would thus know of the place where the ritual is going to take place, and according to Pélías, she could also be an offering able to appease the Beast. The king's envoys move closer to her lair, knowing full well they will have to face the vampire's slaves, as well as all the spells she is capable of. Dusk is almost here and the vampire will then be impossible to capture. There is no time to lose!



Winning conditions:



If one the heroes leaves the board with Akivasha captured before the end of turn 8 it is a decisive victory. If Akivasha is killed, it is a moderate victory. Capturing Akivasha provides an advantage during the 3rd act. Killing her also provides an advantage, although less important (see act 3).



The Overlord must keep Akivasha within the castle until the end of round 8. Then night falls and Akivasha becomes an evanescent mist and escapes.



Heroes setup

Same as in act 1, plus any equipment gained during act 1. The heroes play first at turn 0.



After setup, each hero moves 5 gems in his fatigue zone. 4 Black dragons begin with the heroes.



Overlord setup



The Overlord begins with a total of 12 gems, 6 of which in the fatigue zone. He recovers 5 gems each turn.

The captain and the bone golem both have 6 life points, Akivasha has 5 and the spells *recall*, *Yajur's awakening*, *energy drain* and *pestilential swarm*.

Event tile



Reinforcements: the Overlord gets 4 reinforcement points

A foul aggregate: sacrificing Akivasha's slaves, a golem suddenly arises from limbo. The Overlord chooses one of his tiles in the river and replaces it by the bone golem tile. He then places its figure in place of one of the corresponding figures on the board. All the other figurines of the replaced tile are considered destroyed and are removed. They can be brought back as reinforcements. This event can be played only once.

Dead, rise! Akivasha awakens the dead. All the deceased figures (including the heroes) are replaced as follows: each black dragon, hero, captain or bone golem is replaced by a mummy, whereas pirates and archers are replaced by skeletons. Replaced figures are removed from the board and are now available for reinforcements. The skeletons tile then the mummies tile are both added at the end of the river. This event can be played only once and only if Akivasha has more than 0 life point.





Special rules:

- ◇ Akivasha's lair - During setup, the Overlord secretly chooses one of the 8 areas indicated on the map. The heroes discover where Akivasha is hiding when one of them or a black dragon enters this area, the event 'Dead, rise!' is played, or if Akivasha is activated. In all cases, her tile is added to the beginning of the river (position '1') and the other tiles are moved accordingly.
- ◇ There they lie - During this scenario, all killed figures (including heroes) are placed lying down in their area until the event "Dead, rise!" is played. After the event has been played, figures are handled normally.
- ◇ Capture Akivasha - In order to capture Akivasha, the heroes must remove all her life points. She is considered as an object of weight 6. Her tile stays in the river on the front side but can neither be removed nor activated. If a hero suffers more than 4 wounds from a single attack, he has to let her go and her figure is placed up in his area. She is awoken by the fall, gets 3 life points back and can be activated again. Her tile does not change position in the river. If the heroes cannot get her out of the board but she nonetheless finishes the game with 0 life point, she is considered dead at the beginning of act 3.
- ◇ Fallen rocks - A character can move into these areas by spending 2 additional movement points, except for those with the climb skill who do not have to spend the additional points.
- ◇ Doors - Doors are locked. Heroes can open them with a complex manipulation (difficulty 2). The Overlord figures can open them with 2 additional movement points. Opened doors are removed from the board.
- ◇ Lines of sight - Characters on top of the walls have line of sight to all areas in the courtyard (including the buildings) and benefit from the 1 yellow dice bonus to all ranged attacks, as well as a line of sight to other walls areas. A character in the courtyard has a line of sight to the walls if he is in an adjacent area.
- ◇ Getting out - Characters can leave the board out of any area adjacent to the edge of the map by spending an additional movement point. A character that got out cannot come back.
- ◇ Chests - There are 7 chests and the deck contains 1 chainmail, 1 2-handed sword, 1 Zingarean bow, 1 parrying dagger, 1 explosive orb, 1 life potion and 1 empty chest, which represents a new spell that Pelias can learn. The player can choose between *Mitra's healing*, *inversion* and *Bori's rage*.

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