



The powerful and dangerous sorcerer Pelias has finally met his match. Rumors of a mighty wizard coming from distant lands were true. And Pelias, for the first time in ages, is frightened. Drawn to the tremendous power like an insect by a torchlight, he tracked the mysterious being to an abandoned rotten village in the middle of a boggy forest near the Capital of Aquilonia. There he discovered its ungodly purpose: to summon a horde of demons from outer dimensions that will do his bidding and help him ravage Aquilonia... and beyond. Pelias realized he would not be able to stop this mighty enemy alone, so he went to his former enemy Conan the King, for help. He luckily managed to convince him of the gravity of the danger threatening their world. Conan assembles his personal guard, his general Pallantides and the scout Balthus. Led by Pelias, they near the ruins of the village half-buried in the muddy swamp. As soon as they arrive, they are confronted with undead warriors that seem to prevent access to the center of the village. From a distance they catch sight of the menacing sorcerer, standing on a rock in front of an impossible sight: some kind of swirling tear in the fabric of space and time seems to hold above the ground in mid-air, while strange-looking tall humanoids are chanting a dark incantation. Suddenly, a strange and hideous creature emerges from the portal and lands on the ground with an otherworldly shout full of hate and fury...



Objectives:





To win the Heroes must close the portal before the end of turn 8.



To win the Overlord must maintain the portal open until the end of turn 8.



The game starts with the heroes' turn at turn 0. We suggest the following heroes:


- King Conan from Xavier Colette guest box (Conan's sword [attack , defense , weight 3], shield, chainmail, black dragons).
- Pallantides (sword, buckler, Zingarian bow, Zingarian breastplate). Black dragons (1 life point) obey to Conan and Pallantides.
- Balthus (Bossonian bow, dagger, leather armor, Slasher). He has lock-picking. Slasher (2 life points) obeys to Balthus.
- Pelias (black staff, life potion, spells: Teleportation, Hand of death, Bori's rage, Set's halo, Bel's caress)

Pelias' Set's halo is not active. All Heroes begin with 2 gems in Fatigue.



The Overlord starts with 10 gems in Reserve and 4 in Fatigue. He recovers 7 gems per turn.



Raising the undead fury: the Overlord gets 6 reinforcement points to raise skeletons (see special rules). Then skeletons are activated. They have 1 additional movement point and add  to their attack.

Demonic rage: the Overlord can activate for free the two less expensive demon tiles in the river at the condition they have not been activated already during this turn. These 2 activations do not count in the Overlord's total of activations.



First demon drawn at set up.







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The primitive has 9 life points maximum (starts with 5), an axe and the spells Pestilential swarm, Deceleration and Kiss of death.

Black men have 1 life point.
All demons have 5 life points.

The Overlord places the demons tiles ('swamp', 'forest', 'earth', 'outer dark', 'darkness') and the bone golem in the die bag, and Thog on the side. The Overlord draws a tile from the bag and places it at the end of the river during set up.

Special rules:

- ♦ **The portal and the demons:**  the portal has an *energy* level ranging from 0 (closed) to 8 (maximum). At set up the *energy* is set at 7. The maximum value is reduced by 1 for each black man killed, and by 4 if the primitive is killed (e.g. if 2 black men are killed, the *energy* cannot rise above 6). At the beginning of each of his turns, the Overlord rolls , and adds  for each elapsed turn without a demon arrival since the last one. A demon is drawn from the bag on a result of 3 or more (on 5 or more, place Thog instead): lower the *energy* by 1 (2 for Thog), add the tile at the end of the river and place the demon on  or in the swamp area around. A demon cannot arrive if there is no room left in the river or if the *energy* is below 2 (3 for Thog).
- ♦ **The black men:** they cannot be brought back as reinforcements. Each black men killed adds 1 life point back to the primitive and lowers the portal *energy* by 1. One of the 4 black men (to determine randomly and secretly by the Overlord at set up using the numbers ① to ④) has an amulet that can be broken by a Hero (free action) to lower the *energy* by 1.
- ♦ **The primitive:** with a line of sight to the portal he can rise the *energy* by 1 (for 1 gem) or by 2 (for 3 gems) once per turn (as a spell). His death lowers the *energy* by 4. If he uses Kiss of death, the *energy* lowers by 4 but if he is within 3 areas distance or less from the portal, a demon arrives (if there is still room in the river) without lowering the *energy*, and its tile replaces the primitive's tile. A spell caster Hero can spend 1 gem to decipher the spell book and transform it into a spell card. Starting on the following turn, he can use it to lower the *energy* by 1 (for 2 gems) or by 2 (for 4 gems) once per turn (as a spell).
- ♦ **Skeletons:** when "killed", they are placed lying down instead of being removed from the board. As such, they neither hinder nor occupy space. The Overlord can rise a skeleton back using 1 reinforcement point through the event « raising the undead fury ». A Hero or an Ally (except Slasher) can push such a skeleton lying on the ground in his area, down to an adjacent swamp area by spending 1 gem in manipulation. At the end of each of the Overlord's turns, the skeletons pushed down in the swamp areas are moved (still lying down) to one of the reinforcement areas, chosen by the Overlord.
- ♦ **Chests and barrels:** 4 chests and 3 barrels are placed as shown on the map. Chests contain a spell book, a scale mail, a crossbow and a Turanian sword. Barrels (difficulty 1) contain two life potions and one explosive orb.
- ♦ **Walkways and swamp:** walkways are situated higher than the swamp areas and provide the elevation bonus to the targets below. They do not block line of sight between swamp areas. The swamp is hip-deep muddy water: evasive, feline grace and untouchable cannot be used there. Moving from the swamp up to a walkway costs 2 additional moves (1 with climbing). Moving from swamp to swamp costs 1 additional point (2 if going under a walkway). Jumping down from a walkway to the swamp inflicts no fall damage. Slasher can do so but cannot get back up and must reach the areas on the extreme left and right of the board to get back up. The Overlord's units (even the demons) follow the same rules. Skeletons cannot move in the swamp areas by themselves.

Mathieu Hatt