

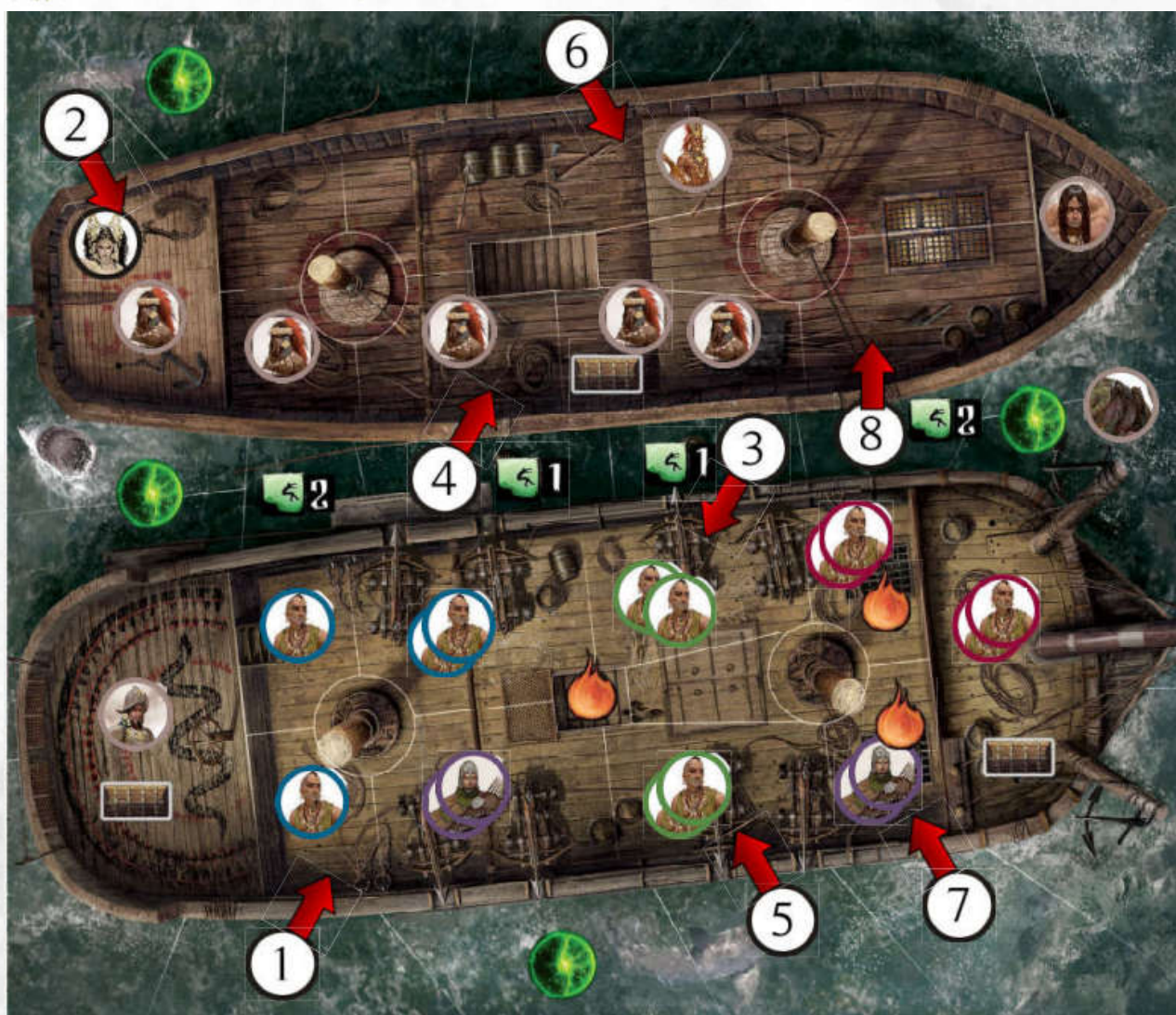


*Stealing a fabulous treasure on a dark island off the Black Coast, Zaporavo and his crew sparked the wrath of Thaug, a monstrous entity now chasing them relentlessly.*

*This treasure included a Stygian artifact whose evil hints turned the crew into a fanatic and insane gang.*

*Not far from there, aboard the Tigress, Conan, Bêlit and their formidable crew were preparing for the boarding of the troubled ship with the aim of taking possession of their plunder.*

*But they know that the price to pay for gold will require to send back the cursed artifact to Thaug, its monstrous guardian.*



### Winning the Game:



To take possession of the treasure, the Heroes must throw the artifact in Thaug's maw.



To win the game, the Overlord must kill one of the heroes or hold on until the end of Round 10.







The game starts with the Heroes' turn. The heroes and Belit's Guards start in the area indicated by the setup diagram.

#### Suggestion for 4 heroes :

- Conan: Conan's Sword, Leather Armor
- Bêlit: Ornamental Lance, Bossonian bow
- Ngora: Tribal Shield, Tribal mace, Javelin

 Each hero moves 5 gems from their Reserve zone to their Fatigue zone



 The Overlord starts with 6 gems in their Reserve zone and 6 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



**Reinforcement :** 6 reinforcement points .







**Artifact power :** if one unit of the Overlord owns the artifact, he can instantly change the area targeted by the tentacle (among the 8 areas indicated by the diagram).





10



### Special Rules:

- ★ **Artifact:** It is depicted by the Stygian Artifact equipment card. Zaporavo owns it at the beginning of the game. If the owner is wounded, the artifact is dropped on the floor in his area.  
For the Overlord, only a character from an activated tile can pick up the artifact (it is a free action).  
For the Heroes, picking up the artifact is a complex manipulation with a difficulty of 1.  
In the exceptional case where the artifact is on the floor when the area is destroyed, it is thrown to an adjacent area chosen by the Overlord. If the artifact is on the floor when the ship sinks, both sides lose the game.
- ★ **Thaug:** Thaug is a neutral character, not controlled by any player. He has a head and one tentacle. The tentacle will be introduced during the game and will attack both ships.  
Every player can fight its head with a ranged attack to prevent its tentacle from attacking.
- ★ **Tentacle's movement:** Before the activation phase of the Overlord, roll   and . The result shows where the tentacle will move (one of the 8 areas indicated by the diagram).  
Special case: if the designated area is already destroyed, it will move to the next area (7 if it was 6, 1 if it was 8).
- ★ **Tentacle's attack:** After the heroes' turn, the tentacle will hit the area designated by the red arrow on the diagram (according to tentacle's position). Each character present in this area will roll   for hit damage (defense is possible) and is thrust to an adjacent area of his choice (Overlord choose first for each character, then heroes). The targeted area is then destroyed (use a Water Token  on the map) and becomes inaccessible.

- ★ **Ship damages:** When 3 areas from a same ship are destroyed by Thaug, the ship instantly sinks. All the characters still on the ship suffer from a painful death. All ship objects are destroyed. All the areas of the ships (even-numbers areas for the upper ship, odd-numbers areas for the lower ship) are not taken into account anymore.
- ★ **Tentacle's hindering:** The tentacle blocks line of sights as if it were a wall on the whole area, and prevents leaping from adjacent ship areas.
- ★ **Thaug's defense:** Thaug cannot be killed but can nonetheless be wounded. He has a passive defense of 1.
- ★ **Attack Thaug:** If Thaug's head is wounded, its attack is cancelled for this round. The tentacle is then removed from the board for the whole round and its head will instantly move clockwise from X Thaug's head areas (X being the number of inflicted wounds). Thaug's head areas are shown by the green Energy Markers  on the diagram.
- ★ **Leap:** If a hero or Zaporavo fails to leap, the character remains in its area. If a minion fails to leap, that character falls in the water and dies devoured by Thaug, crying out in fear.
- ★ **Line of sights:** There is a line of sight towards sea areas only from the adjacent ship areas (Thaug can then be seen only from an adjacent ship area). Thaug's head areas between the ships bow and between the ships stern, marked by a green Energy Marker  are to be considered as one single area.
- ★ **Chests:** During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potions, 1 Javelin. Opening a chest is a complex manipulation with a difficulty of 1.
- ★ **Summary of a Round:**
  - 1- Tentacle's movement
  - 2- Overlord's turn
  - 3- Heroes' turn
  - 4- Tentacle's attack

*Pyramiden*

