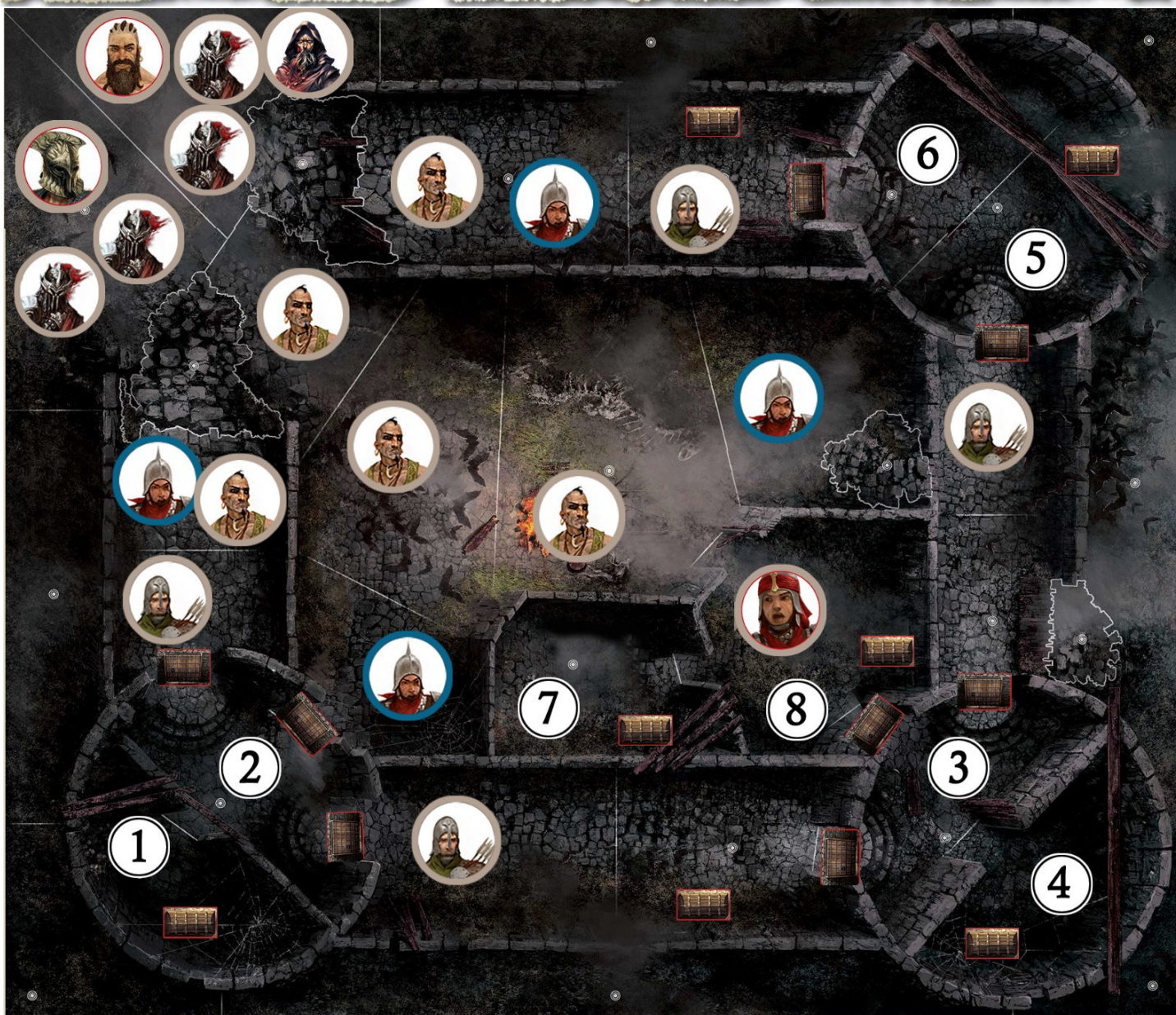




According to the clues collected in Arkamir, it seems a necromancer living deep inside the woods of the frontier realm is one of the priestesses of the cursed cult dedicated to the impious divinity Zogar Zag wants to awaken. She would thus know of the place where the ritual is going to take place, and 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:



At least one of the heroes must leave the board with Akivasha captured before the end of turn 8.



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. The heroes play first at turn 0.



After setup, each hero moves 5 gems in his fatigue area.



Overlord setup



The Overlord begins with a total of 12 gems, 6 of which are placed in the fatigue area at setup. 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. The Overlord chooses one of 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. This event can be played only once and even if Akivasha is captured.

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. The others (pirates and archers) are replaced by skeletons. Replaced figures are now available for reinforcements. The mummy and skeletons tiles are added at the end of the river. This event can be played only once and only if Akivasha is still free. Once this event has been used, killed figures are removed normally.





Special rules:

- ◇ The secret lair of Akivasha - During setup, the Overlord 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, its tile is added to the beginning of the river and the other tiles are moved accordingly.
- ◇ There they lie - During this scenario, all killed figures (including heroes) are placed lying down until the event "Dead, rise!" is played.
- ◇ Capture Akivasha - In order to capture Akivasha, the heroes must defeat her. However once she has lost all her life points, her tile stays in the river on the front side but cannot be activated. She is considered unconscious and must be carried (weight 6). She cannot be carried by a black dragon. If a hero suffers 4 points of damage in a single melee 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. Her tile does not move in the river.
- ◇ 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.
- ◇ Lines of sight - Characters on the walls has line of sight to all areas in the courtyard (including the buildings) and the 1 yellow die 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.
- ◇ Doors - Doors are locked. Heroes can open them with a complex manipulation (difficulty 2). The Overlord figures can do so by spending 2 additional movement points. Opened doors are removed from the board.
- ◇ Getting out - Characters can leave the board out of any area adjacent to the edge of the map by spending an additional movement point.
- ◇ Chests - There are 7 chests and the deck contains a chainmail, 2-handed sword, zingarean bow, parrying dagger, explosive orb, life potion and an empty chest. The empty chest represents a spell roll that Pélías can use to learn a new spell. The player can choose one of the following spells: Mitra's healing, Invert, Borí's rage.

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