

Traveling as fast as they can towards the lair of Zogar Zag, the companions now near the village from which they can hear drum rolls, demented cries of the degenerated worshippers and inhuman hooting of the Shaman, within the putrid fumes of the swamp. The clues they have collected inspire them some hope that they may at least save their country from the brooding disaster, even if they may not survive the challenge. They all glance at each other, draw their steel, and move towards the large fires illuminating the swamp...



Place a candlestick in each area marked with 1, a pile of skulls in each area marked with 2, and the sarcophagus in the area marked with 3.

Winning conditions:



The heroes must kill Thaug before the end of turn 10.



The Overlord must keep Thaug alive until the end of round 10.



heroes setup

Same as in act 1. The heroes can freely exchange any equipment.

4 black dragons accompany the heroes. They can be commanded by Pallantides or Pelias. King Conan is also here and can be played by any hero, whether he has the command skill or not. He has 11 life points.



The heroes play first at turn 0.

After setup, each hero moves 2 gems in his fatigue area.



Overlord setup

The Overlord begins with a total of 13 gems, 4 of which are placed in the fatigue area at setup. He recovers 5 gems each turn.

Zogar Sag has 6 life points and the spells hand of death, return of the braves, Ymir's rage.

Thaug has a displacement value of 0 and a passive armor of 8. He has 8 life points and the spells Dagon's tears, mental control and Dagon's attack.



Event tile

Reinforcements: the Overlord gets 5 reinforcement points



Ahrr yaa yaa Thaug stagn !: Picts throw themselves in the mouth of the Beast to hasten its awakening. The Overlord chooses figures from a single pict tile, that are situated at a distance of 2 areas or less from Thaug. The sacrificed pict are removed from the board and the corresponding number of tentacles are added in the same area as Thaug or an adjacent one. Picts that are sacrificed this way cannot be returned as reinforcements and are thus definitively removed from the board. A tentacles tile is added at the same time in the river: it has to be the same color as the pict tile chosen to be sacrificed and takes its place in the river. This event can be played only once.



Special rules:

- ◊ The abomination is coming - Thaug starts with 8 life points and gains an additional point at the beginning of each turn (starting at turn 1).
- ◊ The huge Thaug - Given its enormous size, Thaug can be attacked from any adjacent area with a line of sight. However only tentacles have the reach skill as indicated on the tile.
- ◊ The clues of Arkamir - Thaug has a passive armor of 8. Each clue collected in Arkamir during act 1 lowers this value by 1 (thus to a minimum of 3 if all 5 clues were found).
- ◊ Akivasha, priestess of Thaug - If Akivasha was killed during act 2, Thaug has only 3 red attack die instead of 4. If she was captured, he has only 2.
- ◊ Break the focuses - Zogar Zag relies on 8 focus points for his ritual: the 4 candlesticks, the 2 piles of skulls and the sarcophagus. These can be disrupted using a complex manipulation (difficulty 3) or destroyed through melee attacks for a total of 5 points of damage. The Overlord cannot spend gems to defend the focuses. For each focus disrupted/destroyed, remove 1 life points to Thaug (without any possible defense).
- ◊ Jumps - The only authorized jumps are those between rocks in the central area of the map. All the jumps to or from the central rock are of difficulty 1, those from a peripheral rock to another are of difficulty 2. In case of failure, the figure stays in its starting area.
- ◊ Chests - There are 6 chests and the deck contains a scalemail, halberd, bossonian bow, javelin, explosive orb, and a life potion.

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