

HORNED KING

VILLAIN GUIDE



THE HORNED KING'S OBJECTIVE

Create Cauldron Born and defeat all Heroes

In order to achieve this objective, Hen Wen must be played to your realm, either by you or an opponent. You will need to move her to the Castle so you can unlock the Marshes of Morva. You will also need to play The Black Cauldron and move it to the Castle, too. Only there can you activate it to play Cauldron Born. When at least one Cauldron Born is in your realm and no Hero is, you immediately win the game.

SPECIAL SETUP

Place a Lock Token on the Marshes of Morva, as that location is locked at the beginning of the game.



THE BLACK CAULDRON



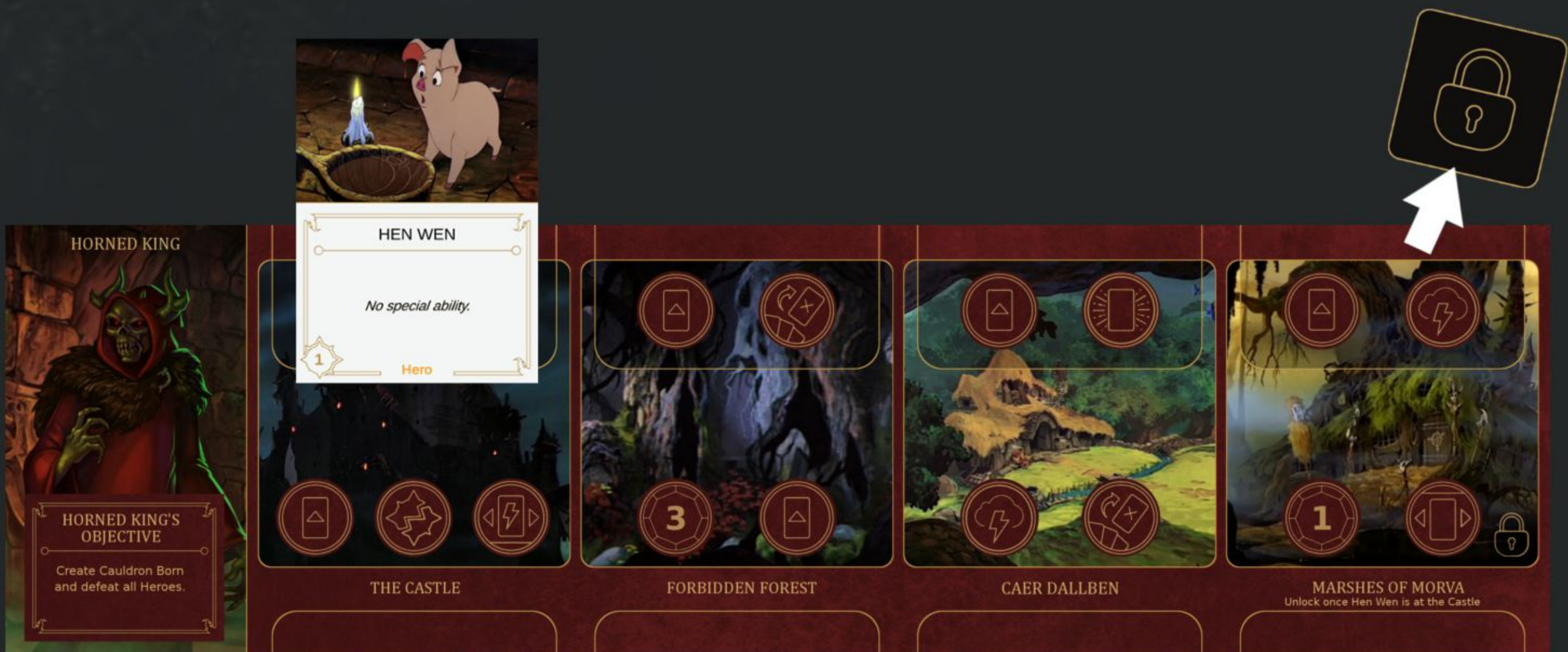
The powerful Black Cauldron is hidden deep in the Marshes of Morva. It can only be played there, but you can play it to the Marshes even if they are locked! Do so as soon as possible.

Note: You can't move the Cauldron out of the Marshes while they are locked.

To unlock the Marshes, you need the oracular pig, Hen Wen. Hen Wen is a Hero, but other players might not play her to your realm. Play He Knows! as soon as possible to find her and play her to Caer Dallben.



The Marshes of Morva are unlocked once Hen Wen is at the Castle. Once she is there, remove the Lock Token immediately. You can now visit the Marshes and play or move Items there.



GWYTHAINTS

These flying dragons are very useful for moving the Black Cauldron and Hen Wen to the Castle, but they also have good Strength.



CAULDRON BORN

Cauldron Born are the Horned King's undying warriors and your key to victory. They are never discarded once played, but also the Play a Card action is not enough to summon them. Instead, activate the Black Cauldron while it is in the Castle to play one from your hand.



The Cauldron Born have a special ability: Whenever you defeat a Hero, you may then perform a Vanquish action using them. Using this ability, you can potentially defeat all Heroes in your realm at once and win!

ACTION CHAINING

Several of the Horned King's cards allow him to perform additional actions under certain circumstances.



Creeper is a very useful Ally whom you can send to a location in your realm to perform an action for you. **Note:** Creeper will not enable you to use the same action icon twice in your turn.

On the Hunt is very powerful, yet cheap. It lets you find cards in your deck and even play them outright.



Cauldron Born can vanquish a Hero whenever you defeat a Hero. You can use Wrath to trigger this!

Dark Powers can activate a card. **Note:** You can activate the same card twice in a turn this way.

Note: While Creeper cannot activate cards on his own, he can play Dark Powers to activate a card, even himself.



HENCHMAN

The Horned King will gladly sacrifice his Henchmen to create Cauldron Born.

Whenever you activate the Black Cauldron, you can discard a Henchman from your realm (not your hand) to search your deck and discard pile for a Cauldron Born and play it instead of one from your hand.



THE THREE WITCHES

Orddu, Orgoch and Orwen are the three witches of Morva and love bargaining. After another player chooses one of them to play during a Fate action, you can choose to give up something to discard them immediately.

Note: Discarding them this way does not count as defeating a Hero.

Note: Cauldron Born cannot be discarded for Orgoch.

