



Far to the south, the warlock Nesbit has conquered a garrison of Aquilonian soldiers and raised them as skeletons to defend him. King Conan has gathered his forces for a frontal assault. Knowing time runs short and that the Warlock is performing a ritual that will raise a horde large enough to overwhelm his entire army, Conan, Pallantides, and a handful of soldiers have pushed forward, prepared to storm the citadel.

Meanwhile, the necromancer Pelias has decided to take advantage of the raging battle to steal the ancient Stygian artifact that grants Nesbit the power to raise the dead--the Idol of Yag Kosha. With the help of a hired thief named Taurus, Pelias has infiltrated the citadel's rear entrance. Time is running out, however, because Nesbit has bound the Idol to his life force. If Nesbit dies while the Idol is still within the citadel, it will also be destroyed.



Objectives



● **Royal Team** - If the warlock Nesbit is killed before the end of round 8 while the Idol of Yag Kosha is still within the citadel, the Idol shatters. Conan and Pallantides have saved the realm from the undead incursion.



● **Necromancer Team** - If Pelias flees the citadel with the Idol of Yag Kosha (or if Taurus flees the citadel with the Idol and Pelias also flees) while Nesbit is still alive, the Idol is no longer bound to Nesbit. Pelias now controls the powerful artifact and can begin building his own undead army.


● **The Overlord** wins if the Warlock survives until the end of round 8 and the Idol of Yag Kosha has not been removed from the citadel.




The game begins with The heroes' turn.

Heroes suggestions :


- Amra the lion - King Conan (conan's sword, chainmail) Conan's Lion
- Pallantides (two handed sword, javelin, zingaran breastplate) Bossonian Bowman, Bossonian Guard
- Pelias (stygian scepter, mitra's staff, ring et 3 spell(s) : Set's Bite, Hand Of Death, Set's Halo) Pelias begins with Set's Halo active.
- Taurus (sword, throwing knives, leather armor)

 Each hero begins with 3 gem(s) in their fatigue zone.



 The Overlord begins with 15 gems in his reserve zone and 3 in his fatigue zone. He recovers 7 gems each turn.



Reinforcements : The Overlord gets 8 reinforcement points. 

The Curse of Yag Kosha : The Overlord can move the hero carrying the Idol of Yag Kosha up to 3 spaces. This movement is not affected by hindering.



Spells : Lethal Cloud, Teleportation, Energy Drain



Spells : Pestilence Swarm, Yajur's Awakening, Withering

Special rules

Doors : The red door is magically sealed and can only be opened with the key (as a simple manipulation). The Warlock may freely open this door without a key, but if he does so, the door is then removed from the game. Other doors can be opened as a complex manipulation with difficulty 3. Overlord units may freely move through these doors without removing them from the game.

Chests : The overlord places 4 chests marked with the Number 1 as indicated. The asset deck contains a spellbook, a life potion, an empty chest, and the Idol of Yag Kosha. These chests require a complex manipulation with a difficulty of 4 to open. The overlord places 5 chests marked with the Number 2 as indicated. This separate asset deck contains 2 life potions, 1 explosive orb, 1 key, and a crossbow. These chests require a complex manipulation with a difficulty of 2 to open.

(For ease of use, use different chest miniatures to represent the two chest types.)

Spellbook : A spellcaster carrying the spellbook may add the spell Lightning Storm to their spells as a simple manipulation. Once used, remove the spellbook from the game.

Ring : During setup 2 red gems are placed on the Ring card.

These gems can be used by the hero carrying the Ring only to cast spells. When the hero carrying the Ring wants to use these red gems to cast a spell, they move them from the Ring card to the spell card. The gems used in this way must not raise the total number of gems on the spell card above its exertion limit. A hero can combine the red gems with their own gems from their Reserve zone to cast a spell. During the start phase and the end phase of each heroes' turn, the carrier of the ring moves the red gems from the spell cards to the Ring card. The red gems of the Ring card are never counted when calculating the life points of a hero.

Army Reinforcements : At the beginning of the Royal Team's turn:

If there are no Bossonian Bowmen on the board, the Royal Team may place one Bossonian Bowman at the citadel's entrance (with the green arrow).


If there are no Bossonian Guards on the board, the Royal Team may place one Bossonian Guard at the citadel's entrance (with the green arrow).

Conan's Lion : Only Amra the Lion can activate Conan's Lion. If Amra the Lion dies, Conan's Lion has no reason to fight and is immediately removed from the game.

Three Team Special Rules : The heroes turn is divided in two halves.



The Royal Team takes their complete turn first. When they have no actions remaining, or chose to end their turn, the Necromancer Team proceeds with their turn.

Opposing teams may attack each other and count for hindering.

Speedy Recovery :  Heroes recover gems at one rate higher than normal. Thus, they start at a recovery rate of 3 gems while in an aggressive stance and 6 gems from the cautious stance.

Pit : A character must spend 1 extra movement point to move out of the pit area.

Cellar windows : The cellar windows do not block line of sight.

Leaping From/Climbing a Balcony : A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls  for falling damage. If the character has Leap, the character rolls  instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.