



Although frustrated time and again by Conan and his allies, Thoth Amon has discovered that Shuang Mian, a powerful sorcerer from the east, owns the second half of a powerful amulet that, when united, can summon the mortal incarnation of Set. Thoth Amon lures the eastern sorcerer to Khemi with the promise of riches and power. Word of this evil alliance soon reaches King Conan and his allies. Emboldened by their recent victories and carrying Xuthal's Crown as protection from the most heinous sorceries, Conan decides to travel to the heart of Stygia and put an end to Thoth Amon's plots.

Conan, Hadrathus, Ikhmet, and Njord sneak into Khemi and watch from a nearby rooftop as Shuang Mian's ship pulls into port and ranks of soldiers disembark and flood the streets of Khemi.



## Objectives



To win the game, the Heroes must prevent Thoth Amon and Shuang Mian from joining forces to complete the amulet. If either sorcerer is killed before the two meet, the heroes win.




To win the game, Thoth Amon and Shuang Mian must join forces to complete the ritual. If they are in the same zone at the beginning of the Overlord's turn, the Overlord wins.






The game start with The heroes' turn.

- Conan (battle axe, leather armor)
- Hadratus (sword et 3 spell(s) : Bori's Rage, Mitra's Halo, Carried By The Wind)
- Niord (tribal mace, parrying dagger)
- Ikhmet (stygia - assassin's dagger, stygia - assassin's dagger)

 After setup, the Heroes move 0 gem(s) from her Reserve zone to her Fatigue zone.




 The Overlord starts with 14 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.





**Mind Possession** : The Overlord takes control of a character who is not wearing Xuthal's Crown. The Overlord may move up to four gems from their reserve zone to their fatigue zone. For each gem moved in this manner, the Overlord may move one gem from the possessed character's reserve to any of the character's action spaces, but may place a maximum of 2 in any one action space. This must follow exertion limits. The Overlord may not use the character's free movement points, may not instruct the character to inflict self-harm, or use community gems.

Once the Overlord chooses to stop using gems to activate the character, Mind Possession ends. The Overlord then gains 8 reinforcement points.



 Spells : Set's Bite, Set's Halo, Set's Possession A magic aura protects Thoth Amon from all damage except spell damage. This aura prevents Thoth Amon from moving more than his base movement during each activation.

 Spells : Energy Drain, Mental Control, Pestilence Swarm A magic aura protects Shuang Mian from all damage except by someone carrying the Stygian Artifact. This aura prevents Shuang Mian from moving more than his base movement during each activation.

 When the Outer Dark Demon dies, place the Stygian Artifact in his zone.

## Special rules

Jumping into Water : a character adjacent to a water area may move into that area with no movement penalty. When a character without Swimming moves into a water area, that character dies immediately.

Moving Back onto the Docks : a character in a water area adjacent to a ladder may move back onto the docks by spending 1 extra movement point.

Roof Top : the areas located on the roof top of the building on the left side of the board provide an elevation bonus, including on the stairs areas. A character may jump from these areas to the areas of the street level. That character rolls 🎲🎲 for falling damage. If that character has Leap, that character rolls 🎲. A character cannot move onto the roof top areas directly from the street level except when moving through the stairs areas.

Wall Wrecker : a character with Wall Wrecker can only use this skill to move across the wall in the warehouse on the right side of the board.

Chests : During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains: Spellbook, Halbred, Crossbow, Shield, Life Potion, Life Potion.

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.

Xuthal's Crown : A character in possession of Xuthal's Crown is immune to any form of mind control. This includes the spells Set's Possession and Mind Control, as well as the Mind Possession Event.