



Yellow smoke lingers in the air. A tea cup lays tilted on its side, the leaves oozing onto the table, staining the cloth. An arcane pendant, sparkling with a final jolt of sorcery, crackles, and grows dark. Hadrathus slumps in his chair, face pale, stunned at what the lotus dream had revealed to him.

The Priest of Yun, the Pendant, the ritual, everything Hadrathus had begun to suspect, was now clear. Exactly as the Priest had said when he gave Hadrathus the device at a secret meeting near the docks a fortnight ago.

Hadrathus wasting no time, entreated the favor of local Sorcerer, Shuang Mian, and was granted access to his Tower and library to learn more. What he discovered shook him to his core. Thoth Amon has returned. His power is growing. His reach is far and wide. His goal, to topple Aquilonia, humiliate the King and then subjugate all who oppose him.

Hadrathus now realizes that Shuang Mian has betrayed him and is in league with Thoth Amon. He quickly writes down what was revealed in the dream and begins to gather his belongings.

Ikhmet, renegade Stygian Assassin, arrived at the Tower too late, warning of whispers in Stygia. No time to prepare defenses, breaking glass and the stomp of soldier's boots reveal that the trap has been sprung. Shuang Mian's taunting laughter echoes through out the Tower as Assassins rush in, led by an unstoppable servant of the dark.

Shentu, the last guard loyal to Hadrathus, prepares to fight his own men. Reluctantly, he draws his swords.


Hadrathus turns to one from Beyond for aid. Yogah of Yag has returned, crossing space, time and the grave to help one he remembers as a Thief with the heart of a King.


The time for flight is nigh.





## Objectives

 To win the game, the Heroes must retrieve Hadrathus' Spellbook, the Warlock documents and the Stygian Artifact and Hadrathus must escape the Tower with the items before the end of turn 7 when Thoth Amon's minions arrive in force and overrun the Tower.

 To win the game, the Overlord must prevent Hadrathus from escaping the Tower.





The game start with The Overlord's turn.

- Hadratus (2 spell(s) : Mitra's Halo, Telekinesis) Starts with Mitra's Halo cast.
- Yogah of Yag (battle axe et 1 spell(s) : Gift of Life)
- Shintu (khitai - kitan sword, khitai - kitan short sword)
- Ikhmet (stygia - assassin's dagger, parrying dagger, explosive orb)

After setup, the Heroes move 3 gem(s) from her Reserve zone to her Fatigue zone.



The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



NA



The Evil Hound represents a Dark Demon that hasn't reach its full power yet. It may not be damaged in any way by the Heroes.



Does not activate.

## Special rules

**Escaping the Tower** : Shuang Mian's Tower is magically sealed. A Hero may not move or Teleport through the Outer Wall, Windows or Red Doors. Once Shuang Mian is defeated the seal is broken. Remove the Red Door tokens and the Heroes may exit the Tower through the Main Door on Level 1 or the Sewer Grate on Level 0. Once a Hero exits the Tower remove his model from the board. Once a Hero is removed he may not be returned to the board.

**Shuang Mian** : Shuang Mian is a coward and would never move against Hadrathus unless he was sure of victory. Nevertheless he has taken some precautions.

At the beginning of the game place Shuang Mian's model in the area with his symbol on Level 3. Each time a Hero makes an attack against him and rolls at least one success, no defense possible, do not remove Shuang Mian's model from the board, instead move it to the next lower level and place it in the area marked with his symbol on the map.

Once Shuang Mian is defeated on Level 0, remove his model from the board; he vanishes in a puff of smoke. His power broken, he can no longer command the Evil Hound. Disgusted by Shuang Mian's failure, Thoth Amon bids the creature to return to his side, remove the Evil Hound from the board and remove its tiles from the River.

**Through the Windows** : The Assassins start on the outside of the Tower. They must spend 1 extra movement point to enter the Tower through a Window.

**They Keep Coming** : Thoth Amon has sent a seemingly endless number of Assassins to the Tower. When an Assassin is killed do not remove the model from the board. Instead place the model on a space with a 🔥 token one level lower than the level it was killed on. If an Assassin is killed on Level 0 the Overlord places it on Level 1.

**Tower Key and Stygian Artifact** : Place the Tower Key in the area marked with the number 1. Only Hadrathus may pick it up. After he has picked it up it may be passed to other Heroes as normal.

The Tower Key unlocks the door in the area marked with the number 2. Once it is unlocked remove the Door and then it may be moved through as normal.

The Tower Key also unlocks the chest on Level 0 which contains the Stygian Artifact, that represents the Pendant given to Hadrathus by the Priest of Yun. Further proof of Thoth Amon's sinister plot. Any Hero with the key may unlock the chest and pick up the Stygian Artifact.

The Tower Key requires a Simple Manipulation to use.

**Hadrathus' Spellbook** : Place the Spellbook card in the area marked with the number 2. This represents Hadrathus' Spellbook. Only Hadrathus may pick it up. As long as it is in his possession he gains the Teleportation Spell for this scenario and may benefit from the following special item rules.

**Spellbook** : Place 3 Red gems on the Spellbook card. Hadrathus may use these gems to cast spells by moving red gems to a spell card. Gems used in this way must not raise the total number of gems on the spell card above its exertion limit. He may combine these gems with his blue gems. During the Start Phase and End Phase of each Hero's Turn move the red gems back to the Spellbook card. Red gems are never counted when calculating Hadrathus' life points.

Hadrathus may keep this item through out the Campaign.

**Warlock Documents** : Place the Warlock Documents card on the space marked with the number 3. This represents Hadrathus' research and evidence that he must get to Conan. Only Hadrathus may pick up the Warlock Documents. Once picked up the Warlock Documents may be passed to other Heroes as normal.

**Crowded Stairs** : The small Stairs areas on Level 1, 2 and 3 must have 2 models on them to be considered Occupied. The Stairs area on Level 4 must have 4 models on it to be considered Occupied. (Yoga of Yag and the Dark Demon count as 2 models for this purpose.)

All other Stairs areas use normal Occupied Area rules, keeping in mind that Yoga of Yag and the Dark Demon bases will hang over from side to side so only measure from front to back.

**Line of Sight on Stairs** : A Character always has Line of Sight to the next Stairs area immediately above or below the one he is currently in.

**Teleport** : A Hero may use Teleportation to move through an occupied stairway space to the stairway space immediately above or below the occupied stairway Space.

**Wall Wrecker Skill** : A character with Wall Wrecker may not use it to pass through the the outer wall of the Tower, or any stone wall in the Tower.

*Demauric with She-Crazy and J-Easy*