



Frustrated time and again by Conan and his allies, Thoth Amon has lured a powerful eastern sorcerer, Shuang Mian, to Khemi. Shuang Mian carries a shard of a powerful amulet that, when united with Thoth Amon's shard, will summon the mortal incarnation of Set. When word of this evil alliance reaches Aquilonia, King Conan summons his allies and embarks on a journey to the heart of Stygia to put an end to Thoth Amon's plots.

Emboldened by their recent victories and armed with Xuthal's Crown to protect them from the most heinous sorceries, 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, flooding 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.

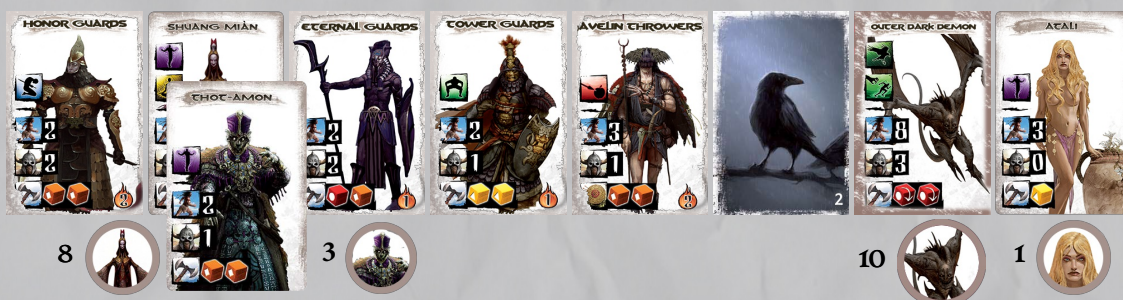



 The Overlord starts with 14 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.




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.

 Spells : Kiss Of Death

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: Sorcerer's Scepter, Halbred, Crossbow, Shield, Life Potion, Life Potion.

Sorcerer's Scepter : A spellcaster carrying the Sorcerer's Scepter gains access to the spell Lightning Storm.

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.

Atali's Enthralment : Conan is the only hero who can see or interact with Atali. While Atali is alive, Conan is enthralled. Every movement point spent must bring Conan closer to her. He must LEAP if it is the shortest path to Atali. Conan must spend at least one free movement point in this manner.
If the heroes won the previous scenario, DO NOT USE Atali in this scenario. Remove her tile from the river and the Atali miniature from the board.

Hadrathus' Spell Book : Place 3 red gems on the Spellbook card. Hadrathus may use these gems to cast spells by moving them 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 Heroes' Turn move the red gems back to the Spellbook card. Red gems are never counted when calculation Hadrathus' life points.

Shared Power : At the start of the game, stack both the Thoth Amon tile and the Shuang Mian tile in slot number 2 (one on top of the other). This is called the sorcerer stack. Whenever the Overlord activates the sorcerer stack, he must choose which villain to activate. Once the chosen villain activates, the tile for BOTH sorcerers are moved to the end of the river.