



"By Crom, I'll make that bloody necromancer pay!" Conan crept across the grassy field like a panther, guided only by the half moon. Ahead, torches flickered from the walls of the ruined fort, silhouetting shadows of soldiers patrolling the parapet. The bulk of Conan's army rested a day's journey north, their bodies nourishing Aquilonian fields in one last service to their country. Yogah, once a friend—or at least an ally—now served Thoth Amon as general of the Stygian army.

Losing hope that any stragglers from his vanquished army would join him, Conan realized that nothing stood between Tarantia and these hellish forces save himself. Spying the crumbled ruins of the northwest tower, however, lifted Conan's spirit as he saw his chance to sneak inside and slay the beasts within—Thoth Amon and Yogah of Yag. Conan gritted his teeth, loosed his sword, and strode forward.

Meanwhile, unbeknownst to Conan, his three most trusted allies are penetrating the fort via the catacombs beneath below. Thoth, aware of their presence, has filled the catacombs with vile scorpions, his best soldiers, and a horrific demon to lead them - all tasked with keeping Conan's allies at bay until Conan falls into Thoth Amon's trap.



Objectives



If the Heroes kill Yogah of Yag and Thoth Amon, the Heroes win the game



If the Overlord kills Conan, the Overlord win the game



The game start with The heroes' turn.

- Conan (conan's sword, scale armor, bossonian bow)
- Shintu (khitai - kitan sword, khitai - kitan short sword, leather armor)
- Ikhmet (yuetshi knife, parrying dagger, throwing knives)
- Hadratus (grimoire, dagger et 3 spell(s) : Gift of Life, Lightning Strike, Mental Torture)

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



The Overlord starts with 9 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Yogah's Possession : Perform the following events IN ORDER:

1. Activate Yogah of Yag. Yogah's activation counts as a standard hero and begins by choosing a cautious or aggressive stance.
 2. After Yogah's activation is complete, Yogah tries to fight the mystical bonds that control him. Roll 1 yellow die. Yogah of Yag suffers the result in self-inflicted wounds. This die CANNOT be rerolled.
 3. The Overlord gains 4 reinforcement points to be placed on the marked areas of the ruined fort tile.
- Yogah's Possession can only be used once per turn.



Spells : Kiss Of Death

Spells : Set's Bite, Set's Halo, Pestilence Swarm - Thoth Amon begins the game with Set's Halo active.

Special rules

Lines of Sight : A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.

Leaping from Walls : A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls 🎲 for falling damage. If the character has Leap, the character rolls 🎲 instead.

Rock Slide : A character can move into a rock slide 🗑️ area from an adjacent area. The character must spend 2 extra movement points unless the character has Climbing.

Atali's Enthrallment : 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. 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.

Yogah's Tragedy : Thoth Amon controls Yogah of Yag. The Overlord controls Yogah of Yag as a standard hero, using red gems rather than blue. Yogah may only be activated by using an Event tile. Yogah may open doors and chests, and recovers gems by using either aggressive or cautious stances. Yogah does NOT gain additional gems when a hero dies. Yogah begins the scenario with the Ornamental Spear and the spells Bori's Rage and Mitra's Halo. He begins with 10 gems in his Reserve and 2 gems in his Fatigue zone.

Catacombs : The catacombs beneath the ruined fort have two levels. The stair with the green up arrow connects to the stair with the green down arrow, and the stair with the red up arrow connects to the stair with the red down arrow in the ruined fort. To move from one level to the corresponding zone on another level requires 2 movement points.

Chests : During setup, the Overlord places 6 chests on the board as indicated by the setup diagram and creates 2 separate asset decks.

The first deck belongs to the three chests in the catacombs. They contain life potion, life potion, and sorcerer's scepter. The second deck belongs to the three chests in the ruined fort. It contains: halbred, chainmail, battle axe.

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.

Sorcerer's Scepter : A spellcaster carrying the Sorcerer's Scepter gains access to the spell Mind Control.

Xuthal's Crown : If the heroes acquired one or two Xuthal's Crowns in previous scenarios, they may distribute them as desired at the beginning of this scenario. A character in possession of Xuthal's Crown is immune to the spell Mind Control AND gains 1 additional armor against all spell attacks (including unblockable damage). The crown DOES NOT protect Yogah from Yogah's Possession.

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