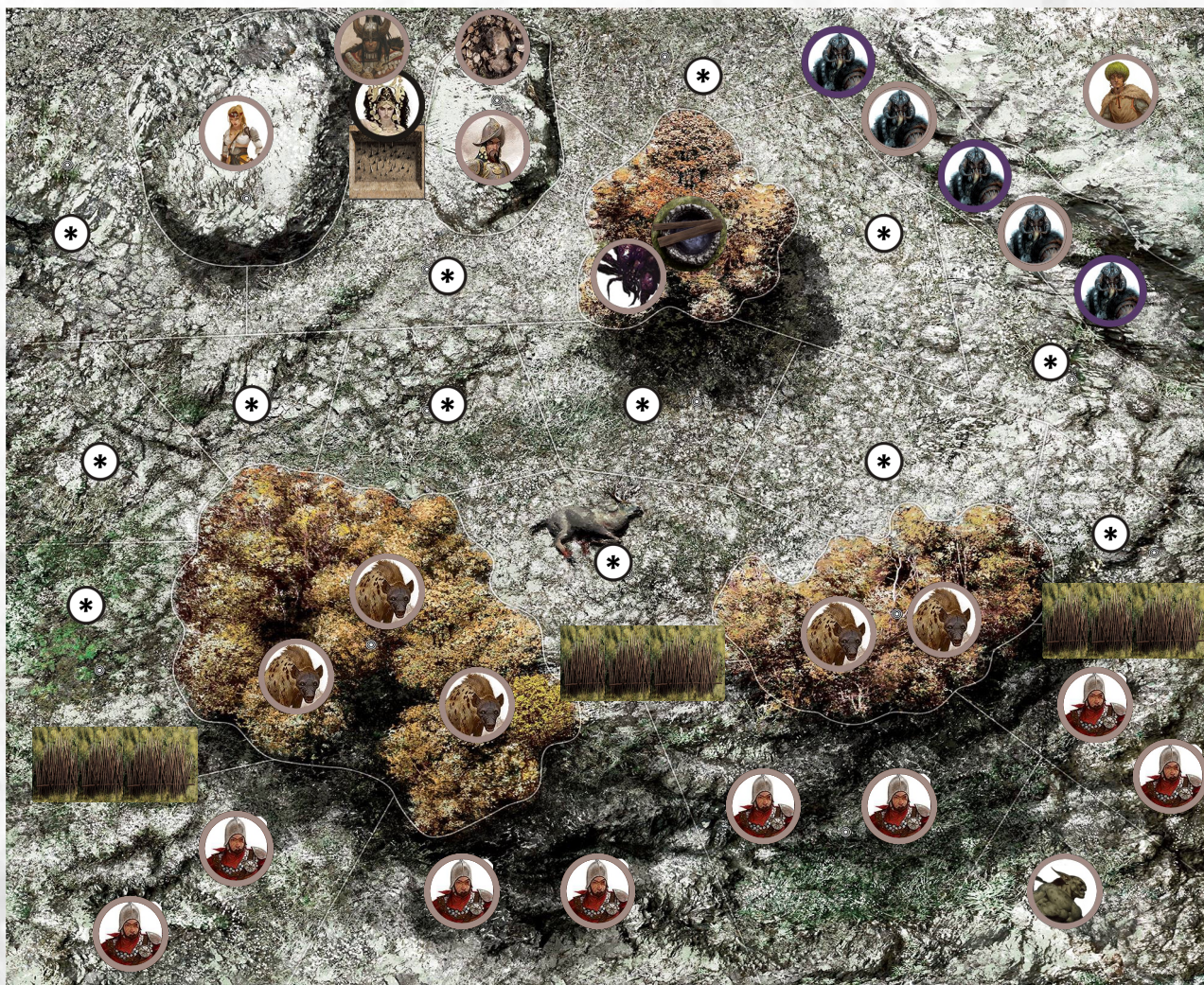




Heading down south into Corinthia the temperature suddenly dropped. Conan and Belit fastened their pace, not willing to let their latest haul get in the hands of one of the many thieving guilds in Corinthia. There is no better place than the black market of Zavaret, where jewelry passes many hands before finding their new suitor. The town Zavaret was almost in view, located just behind these rocky outcrops.

Conan stopped, something was not right. It was way too quiet and the temperature had dropped to a level which could freeze the blade in its scabbard. Carefully taking his sword out, Conan and Belit steadily moved forward, ready for an ambush.



Objectives



If both Khemsa and Demon of the Earth have been defeated, heroes win the game.



If at any moment there are no heroes/allies in the town area or 1 hero dies, the overlord wins the game.



The game start with The heroes' turn.

- Conan the Mercenary (conan's sword, leather armor)
- Belit (ornamental spear)

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



The Overlord starts with 3 gems in their Reserve zone and 12 in their Fatigue zone, and places the recovery token showing a recovery value of 3 in the Book of Skelos.



A demon prowls inside the Town Area. If you do not have the Demon of the Earth, please replace it with the Forest Demon. For each guard it kills, increase its life points by one, up to a maximum of 8.

If Valeria dies, she drops the Parrying Dagger.




The Spider (2 life points) and Hyena tiles are set apart and are placed in the 1st position of the river once heroes/allies enter their respective area.

If Zaporavo dies, he drops the Zingaran Breastplate.

Spells : Withering, Energy Drain plus the following abilities 1) Hypnotism: For 1 gem Khemsas can possess a hero/ally in line of sight and move him 1 space independent of the movement cost or hindering. Each hero/ally can be possessed only once per round. Area effects will trigger when being moved into them. 2) Corrupt Mind: In an adjacent area in line of sight, turn an aesir warrior into an aesir zombie. Attach the purple base to the miniature. This ability is limited to once per activation.



Special rules

Impenetrable Forest : These 3 Forest zones block Line of Sight. A character can aim from but not shoot inside or through these areas. Entering the area costs an additional movement point. Leaving the area does not cost any extra movement points.


Rocky Outcrop : The 2 rocky outcrops block line of sight and grant the elevation bonus. Climbing costs 2 movement with the climb ability or 4 movement without the climb ability. Climbing down does not cost any extra movement points. You can leap from one to the other Rocky Outcrop with a difficulty of 1. Failure means you fall in between (player can decide which area) and take  falling damage or  with the climb ability.

Frozen Plains : Khemsa has cast a spell that froze the plains. Put a  in each area indicated with . It cost 1 extra movement to access this area and the character takes a  damage, which cannot be defended, however reroll to mitigate the effect is possible. Then remove the gem from the board and increase the life points of Khemsa by one, up to a maximum of 8. The Demon of the Earth, Khemsa, Spider, Hyena's and Aesir Zombies are immune.

Forest Animals : The spider and Hyena tiles are set apart and are placed in the 1st position of the river once heroes/allies enter their respective area.

Starting Ambushed : Zaporavo and Valeria laid an ambush, while searching for the Hyrkanian Mirror. In the starting phase, the only way out for the heroes is either by climbing the Rocky Outcrops or by dismantling the trap, which is a complex manipulation of difficulty 2. If successful, remove the trap, otherwise remove the trap and take 1 damage. Place a boulder token  as indicated to block passage around the north side of the 2nd Rocky Outcrop. Place a trap token , as indicated between the 2 Rocky Outcrops.

The Well : Heroes recover one additional gem when starting the round in this area. In addition, the well becomes a magical place if both heroes take a cautious stance, while no enemies/allies are present in the area. Only if these criteria are met, both heroes recover all gems from the Fatigue zone and up to 2 gems from the Wound zone to the Reserve zone. The well can be searched with a complex manipulation of difficulty 3. Hidden inside is the Hyrkanian Mirror, carelessly tossed away by Khemsa. The Hyrkanian Mirror imbues a female hero with 2 armor for 1 gem per round. At the beginning of the heroes turn, place the gem back in the reserve zone.

Town Area : Place 3 wooden barricade tokens  as indicated. These cannot be destroyed, except via wall wrecker. The region south of the barricade is the town area and not affected by the Frozen Plains.

Leadership Skill : Place the Bossonian Guards and Aesir Warriors ally tile next to Belit's character sheet.

springbringer