



Balthus parted the overgrowth of the jungle and paused, horrified, at the revealed grotesque stone face. The adventurers had been interrupted in their travels by one of Conan's barons who desperately pleaded for their help. Across the countryside animals had become far more predatory and aggressive. Careful investigation of the affected areas had revealed strange tribal markings.

A captured pict warrior provided the most important clue. His dying words were screamed into the night several times before he passed: "Jhebbal Sag." The name of the ancient master of beasts was known had great power, and now it was in the hands of the pict.

Scouting parties had revealed the location of the pict village. The sacrifice of a few scouts brought further intelligence: the pict were indeed channeling the power of the ancient god and his blood magic. Only one option remained: destroy the focuses for the power and any practitioner of its use before the animals reclaimed the land through the death of every settler.

Beyond the stone totem the pict village loomed, pict chanting and screaming into the night sky. The battle for the fate of the settlers had begun.



## Objectives



If the Heroes destroy the signs and kill Zohar Sag by the end of turn 10, the Heroes win the game. The sign of Jhebbal Sag is lost to the ages once more, and the Picts have been routed.




If the Overlord prevents the heroes from accomplishing their objective, the Overlord wins the game. The heroes are overwhelmed by the savage beasts, and Zohar Sag leads his army across the wilderness, slaughtering farmers.






The game start with The heroes' turn.

 After setup, the Heroes move 4 gem(s) from her Reserve zone to her Fatigue zone.



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



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Spells : Hand Of Death

## Special rules

**Setup :** The heroes start in area 1. Place the Sabertooth Tiger, Snake, and 3 Hyenas to the side of the round counter. Place the hit point tracker for the Snake and Sabertooth Tiger at 5. Place four chests on the board as shown on the map. The chests contain a spellbook with the spell "Set's Halo," an Axe, a Pirate's Saber, and Leather Armor.

**Sound the Alarm!** : The activated raven provides 3 reinforcement points.

**The Signs :** Each relic marker is a carved totem to Jhebbal Sag. The totems glow with his power, and are difficult to destroy; each has 10 health and 0 armor. The Overlord may allocate gems to the defense of the totems. Place a relic token on the 0 space of the round tracker to indicate the power of the signs. Move it up one position at the beginning of each Overlord round for each active totem. Additionally, move it up one position each time a hero or allied unit takes damage.

The Overlord may spend the accumulated power of the signs, moving the relic token back down the track. The power is spent during Overlord upkeep, before restoring gems. Place the new unit(s) at any reinforcement point and place their tile on position 1 of the river. Three hyenas may be added for 3 power, the Sabertooth Tiger for 7, and the Snake for 10. The Sabertooth Tiger and Snake count as lieutenants for scoring. The hyenas may be reinforced. If a tower is destroyed remove the reinforcement marker from the space it was in.