



Jehungir Agha, lord of the coastal town of Khawarizm has been tracking down the leader of the Kozaki bandits, Conan, for some time. His new plan is to lure him alone to eliminate him on Xapur, an island in the Vilayet Sea, with the forced help of Octavia, an enslaved Nemedian princess.

Conan attracted by false information, tries with some Kozaks to find the seductress on the island and explores the ruin which is there, the forgotten capital of the fallen kingdom of Dagon. As Jehungir and his men approach the shore, night comes and reveals to Conan a ghostly town, which forever mourns its fall from the time of the Wizard King: Khosatral Khel. The last day of the kingdom is replayed magically in front of him and features the rebel Yuetschi slaves who massacre the population and slaughter their King with an enchanted blade. The border between the real and the dream is more and more tenuous because of the recent awakening of Khosatral Khel; fate having recently led a stranded fisherman to greedily remove a jeweled Yuetschi Knife from the chest of a decomposed old mummy. Conan walks through a palace, discovers many remains, a throne room, a huge serpent statue ... then manages to find Octavia, who had taken refuge in the ruins to attract him, according to Agha's plan. Horrified by the situation, Octavia finally decides to team up with Conan, as an evil colossus with metallic sheen, Khel, approaches them.

Outside, Jehungir Agha and his men are amazed to contemplate a real city, where there must have been a thousand-year-old ruin. Fearful and suspicious, they stay at a distance to observe the situation and ambush them as best they can.



Objectives



To win the heroes must send the "iron devil", Khosatral Khel, back to nothingness and slaughter Jehungir Agha before the end of turn 11.




To win the Overlord must prevent the heroes from killing Khosatral Khel and Jehungir Agha before the end of turn 11.




The game start with The heroes' turn.

- Conan the General (Chainmail, Conan's Sword)
- Octavia (Parrying Dagger, Throwing Knives) . This hero also has a Cape (Encumbrance value 2). Octavia has a new character sheet and is represented by Gitara model.

 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 3 in their Fatigue zone, and places the recovery token showing a recovery value of 3 in the Book of Skelos.



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Equipped with : Zingaran Bow

Special rules

Allies : Conan, by his authority, and Octavia, by his charm, are able to activate their Kozak bandits via their "Ally" tile (represented by a grey Pict hunters tile). A gem spent (1 maximum per turn) by one or the other activates, for that turn, all the Kozak models (represented on the board by pirate models without bases).

Jehungir Agha and his men : Jehungir Agha is represented by Kerim Shah's tile and model. He wears a Zingarean bow which adds a re-rollable yellow die to his distance base damage. Its archers are represented by Pirate archers (or regular Bossonian archers) with purple bases. His henchmen have the characteristics of Pict hunters and are represented by standard pirates models, with orange bases.

Khosatrai Khel : The awakening of the Witch King is not yet fully completed. Khel cannot leave the palace at this stage (beyond the double door where Jehungir Agha's men start). Also, the Overlord cannot spend gems in an attempt to defend Khosatrai Khel with Guard benefit.

Khel is a massive colossus, he cannot climb the cliff or climb ladders (circled in red on the map). However, he can jump off a ladder without risk of injury.

Injuring the King : Khel is a still partially intangible iron colossus (hence his enormous passive armor value). To get closer to the dream world and injure it more effectively, a hero can drink one or ideally two doses of Golden Wine of Xutual, containing enough Black Lotus to open up the dream world. Each dose drunk by the hero allows him to ignore 3 points of Khel's armor value. The Yuetshi Dagger is the only weapon capable of injuring the Witch King.

Black Lotus : Xutual's Golden Wine potions contain high doses of Black Lotus, with narcotic properties. Drinking such a potion does not cost an activation gem and allows up to 2 gems to be transferred from the wound zone to the fatigue zone but also causes the transfer of up to 2 gems from the reserve zone (if there is enough of it) towards its fatigue zone, because of the soporific properties.

Double agent : Octavia has finally decided to betray Jehungir Agha, despite the blackmail exercised, and tries to escape this nightmare with Conan. Agha and his men are not aware of this turnaround and mistakenly consider that she is still working with them. As a result, Octavia possesses the Fascination skill. This skill however does not work on Khel or the Animated Serpent Statue. As soon as Octavia performs an attack on Agha, or one of his men, then the skill will no longer work on either

Jehungir Agha or his men (word is spread). If Octavia is too encumbered she loses Fascination temporarily and will regain the effect of the skill if she is less encumbered and has not been present in an area containing Agha or one of his men in the meantime (and of course has not attacked them at anytime).

Open and block doors : Only the doors with a door token (circled in purple on the map) exist, all the other passages have no door and do not interfere with the lines of sight. Heroes can spend a movement action gem to open or close a door. They can also use a simple manipulation action gem to block a closed door (or unblock a door if they are on the correct side) using a stone bench present in the room (bench model on the board and represented by a green chair token on the map of this scenario). A locked door cannot be opened from "the wrong side" and is represented by the bench straddling the closed door and the area from which the door is blocked. A bench can also be transported to other areas (Encumbrance 3, a simple manipulation action gem to take it and then a gem to block a closed door).

A hero ally can convert a point of his movement to open or close a door, and convert his attack of the turn to block or unblock a door stoppered by a green bench (if he is on the correct side). The Overlord models can also convert movement point to open or close doors, but cannot block or clear doors with benches (even if they are on the good side of the door).

Smash a blocked doors : Only Khel has sufficient power to smash a blocked door from the closed side. For this, Khel must be in front of the barred door at the beginning of his activation and also spend his attack. This smash action can occur during his free inter-turn activation. If smashed, the tokens for the door and the stone bench, that was used to block it, is removed from the game board.

Cliffs : Only heroes have the climb skill (be careful, if they are too encumbered they can no longer use this skill), which allows them, if they wish, to go out through the cliff when moving. Climbing through a cliff simply costs 2 additional movement points to cross it.

Automatic activations : After the Heroes' turns and before the Overlord turns, the Overlord must freely activate Khel once (unless he is "slowed", see below / Slowing objects).

The Giant Serpent statue is animated at the start of this "inter-turn" when a Human has entered its zone for the first time. The snake must then freely be activated once during this and further inter-turns. Use the Giant Serpent tile with 6 life points. The serpent moves towards and attacks the nearest human target, of the Overlord's choice in the event of a tie between targets.

Khel scripted movement : Khel should always move to the nearest Human and attack him, if possible (whether during an inter-turn activation or during the Overlord's turn). In the event of a tie, it goes first to an area with the most humans. In the event of a tie it will go to an ally or an Overlord troop rather than a hero or Jehungir Agha. In case of a new tie then Khel goes and attacks at the choice of the Overlord. For his attack he uses the same priorities and will attack in priority an ally or a troop rather than a Hero or Agha if multiple targets are in the same area. The movement points needed to open unblocked doors are not counted in calculating the closest area he is heading towards (Khal must nevertheless pay the opening cost when moving). Blocked doors on the contrary add 1 distance from the target.

Coffers : Chests have a manipulation difficulty of 2. Chests, surrounded by white, randomly contain: 2 Golden Wine of Xuthual (Black Lotus, Encumbrance 2), a Holy treasure (Encumbrance 3) and an Idol of Yag Kosha (Encumbrance 4). The 5th chest (circled in red) located in the room behind the Giant Serpent statue contains the Yuetshi Dagger.

Slowing objects : There are some objects that can slow Khel's movements:

- Octavia, if in Khel's area, may spend a simple manipulation gem during her turn, and destroy her Cape equipment, to slow Khel in her veil and negate his next free inter-turn activation.
- To hinder Khel's movements, the heroes can also carry and use The Idol of Yag Kosha (randomly placed in a chest) or Sacred Treasures: 2 are placed visibly on the map with Spider Web markers (and / or the Skull Pile model on the game board) and require 1 simple manipulation Gem to equip them; the 3rd is randomly found in a chest. These are old statues or ruined columns that heroes can smash on Khel. To use these equipment, you must spend 1 simple manipulation gem and be in the same area as him. These massive objects are then destroyed and cause Khel to be moved back one area (not through a closed/blocked door), at the Hero's choice, in addition to the slowing effect (canceling his next free inter-turn automatic activation).

If Khel is slowed by a slowing object, place a spider web marker on its base to remember the canceled next inter-turn.

Too many enemies ! : Conan and Octavia, besieged by too many soldiers, can't get out of the palace until Khel is destroyed. It is only following the sounds of this final fight against the Devil in Iron that will frighten enough of Jehungir Agha's men (these fleeing extra men are not represented on the starting board). Only the most hardened will remain for the final ambush. Jehungir and his men, on the other hand, can decide to enter the Palace whenever they wish to take Conan down and his allies (and / or try to lure Khel's movement in a convenient direction).

