



Yogah of Yag has been kept locked up for ages by the warlock Yara in his tower. His only hope of escape is the unlikely alliance of 2 thieves who have met outside the gate of Yara's tower after hearing rumors of grand treasure. "By Crom, are those two floating diamonds in the distance?" When he moves closer, Conan's instinct tells him to hide and wonders what other beasts than this formidable lion might be guarding the tower. Conan and Taurus night out will make an unexpected turn after realizing the tower holds an unearthly prisoner.

In the meantime in what seems like eons, Yogah has learnt the craft of alchemy and now has means to enhance exploding orbs. If only his hands were less clumsy, he might be able to open these chests strewn around in his chambers. Yara probably placed them here just to further ridicule this once magnificent creature who used to have wings that once, in a distant past, carried him through the cosmos faster than light.



Objectives



If the Warlock has been defeated before the end of turn 15, the Heroes win the game.



If the Warlock remains alive by the end of turn 15 or if Yogah of Yag is killed, the Overlord wins the game.



The game start with The heroes' turn.

- Conan (Parrying Dagger)
- Taurus (Throwing Knives, Buckler)
- Yogah of Yag (2 spells: Telekinesis and Mind Control) Yoga can use Mind Control on both friend or foe and provides 1 movement point per gem. The Warlock and Tentacles are immune to Mind Control.

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



The Overlord starts with 2 gems in their Reserve zone and 10 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.



Reinforcement : 4 reinforcement points to arrive at . In case of tentacles, they appear in the pond, see water token. The water token can also be replaced with the submerged tentacle model.

Sorcery : Alternatively trigger the spellcasting ability of the warlock if he is still able to cast spells.






Spells : Return Of The Braves, Set's Halo, Set's Bite, Dagon's Attack . Drops the Warlock's Blood card when wounded (not killed).













Drops the False Evidence card when killed. False Evidence represents a dagger laced with the spider's poison.

Special rules

Climbing the Tower : Climbing the Tower requires the Climbing ability. One additional movement is required between 1st and 2nd level and 2 additional movement points are required to move between 2nd and 3rd or between 3rd and 4th level.

- Falling damage causes  damage per floor level.
- Dropping into the pond reduces damage by .
- With the climb ability, the damage is reduced by .

The Alchemist : Yogah of Yag can use his spellcasting ability for alchemy. When the following items are in the same location as the Idol of Yag Kosha, he can spent a simple manipulation to combine them into a more powerful orb:

- Exploding Orb and False Evidence: Discard False Evidence and place  from the supply on the Exploding Orb card to indicate the upgrade. Deals    area damage and units lose their spellcasting ability for the remainder of the game.
- Exploding Orb and Warlock's Blood: Discard Warlock's Blood and place  from the supply on the Exploding Orb card to indicate the upgrade. Deals      area damage.

Grabbed through the window : Tentacles just outside the tower can Reach up to level 3 and attack an adjacent area through the window, in which case a hero can get Constricted and pulled out of the tower. Units in the pond will instantly die if not Constricted and if there is no friendly unit with Swimming in the same area. Leaving the pond costs 1 additional movement point.

Clarification regarding Tentacles :

- There are a maximum of 1 blank (use the longest Tentacle model) and 4 red Tentacles on the map at any one time.
- Tentacles are considered to have the Swimming ability and can appear in any area via the Warlock's spells.
- Dagon's Attack can be cast no more than once per tile activation on each Tentacle.

Sticky Stuff : The doors with the web token will get anyone who passes through for any reason, stuck in a web. Take the web token from the board and place it on your character. You are unable to move unless you get rid of the web token by spending 4 movement points. The spider is not affected when passing through a door with a web token. In addition, the Constriction ability of the Tentacles will have no effect on a hero with a web token.

Treasure Chests : The treasure chests contain the following items:

- Basement: Leather Armor and the Tower Key.
 - Tower Key: Can open both locked doors, which otherwise cannot be unlocked. Remove the door token when passing through without spending additional gems.
- Upper Floors: Exploding Orb x2, Tribal Mace and Idol of Yag Kosha.
- In addition, place the Ornamental Spear and Leather Armor face up in location ①

Table and Stairs : The stairs provide an Elevation bonus for Ranged Attacks against an enemy on a lower area. A character with or without Leap or Climb may move onto the table on level 2 of the tower by spending 1 extra movement point. That area provides an Elevation bonus. A character in the table's area, with or without Reach, may attack a character in an adjacent area with a Melee Attack. That area does not block line of sight.

Stone Wall : A character with Wall Wrecker cannot use it to move through a stone wall. The tower is entirely made of stone.

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