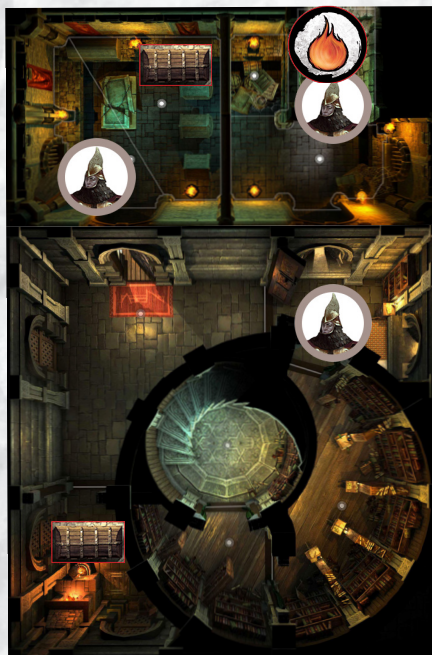




Conan smashed the innkeeper's head through the table. "What in Crom's name is going on?" he thought in disbelief, while he stood up, looking at his hands. Two bulky characters were advancing upon him, but were threatened to a halt by N'Gora, while Taurus threw some coin in front of the innkeeper "that must do, and some extra to upgrade the place." Taurus pushed Conan out of the inn, while curses were being thrown around.

"You believe us now?" N'Gora said, while catching up to the duo. "The same happened to us last night. Ever since we entered Khitai, there has been foul magic at play". Conan glanced at Taurus and turned back to the tribal commander of The Tigress. "Don't worry my friend. I have yet to meet a sorcerer who is not of flesh and blood and who does not fear a blade between the eyes. Me and Taurus have an old friend, who knows all about trickster magic, but locating him will be quite the trouble". "There is no need to find me..." a sorrow voice emanated from an alley, while some beggars scurried out of the way like rats, upon beholding the towering presence of Yogah of Yag. "I have been studying the rise of a recent sorcerer, who thinks he can replace the Warlock Yara. And I'm afraid, it leads us once again to a tower. We have to make haste, before his grip on the mind solidifies.



Winning the Game:



If the 3 candle stands have been destroyed or Shuang Mian lies defeated, heroes win the game.



If Shuang Mian has defeated or Broken the Will of 3 heroes, the overlord wins the game.



The game starts with the Overlord's turn. The heroes start in the areas indicated by the setup diagram.

Suggestions for 4 heroes:

- Conan (**Purple Base**, Two-Handed Sword, Leather Armor)
- N'Gora (**Orange Base**, 2x Javelin, Tribal Shield)
- Taurus (**Green Base**, Khitan Sword, Leather Armor, Buckler)
- Yogah of Yag (Kris, Scale Mail and 4 spells: Mitra's Healing, Eel Skin, Teleportation, Fleet Runner)



After setup, the Heroes move 2 gems from their Reserve to their Fatigue zone.



The Overlord starts with 0 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.



Reinforcements arrive: 4 reinforcement points



Spells: Shapechanger, Teleportation, Inversion, Deceleration



15



Special rules:

Like Puppets on a String: At the start of the game, take 1 Event tile (numbered 2) and also the 3 Overlord tiles of Conan, N'Gora and Taurus. Shuffle these 4 tiles and place them next to the Book of Skelos to form the Hero Stack. Defeated heroes remain in the stack. Also take the hero tokens and place them on position 2 of the Turn Tracker Sheet.

The Overlord activates for free the top tile of the Hero Stack at the start of his turn. Then place the tile on the bottom of the stack.

- Hero Tile: If the hero is still alive, activate the hero and reduce the value of the hero token by 1. When the hero token is at 0, the Overlord has Broken the Will. **The hero can only take a Cautious Stance, while the hero token is at 0.**
- Event Tile: Perform both effects described below.
 - » Place either the Giant Snake or Thog in location . Place the corresponding tile at the end of the river.
 - » Shuang Mian controls passage. Place a blocked doorway token . There are 8 doorways. Instead, Shuang Mian can also remove a wrecked wall token . There are 5 walls that can be wrecked, in addition to the blocked doorway tokens that can be removed via the Wall Wrecker skill.

Chests: Chests can be opened with a simple manipulation. The asset deck contains 2x **Toxic Mushrooms**, 2x **Ginger** and 2x **Toad Mucus**. Notice the color of the concoction. When a hero with the corresponding colored base is in the same room with the concoction, he can consume it as a free action. As a result, increase the value of the hero token by 1.

Candle Stands: The tokens represent the Candle Stands that are the source of Shuang Mian's power. Destroy them with a Complex Manipulation difficulty 2. When destroyed, remove the 1st Hero Tile in the Hero Stack from the game. If the heroes' Will was Broken, it still needs to be resolved with a concoction to regain control.

Tower: Climbing the Tower requires the Climbing Skill and 2 additional movement points. Jumping off the tower deals damage with or damage without the Climbing Skill with no possible defence. In addition, the circular staircases are connected to each other, however without Line of Sight.