



# THE PHOENIX AND THE DRAGONS

Conan has claimed the throne of Aquilonia, but all is not well. Having first welcomed the Cimmerian as a liberator, the people now turn against him, and a rebel band sneak into the palace to assassinate him in his sleep. Meanwhile, The Stygian sorcerer Thoth-Amon seeks his own revenge, casting foul magics to

summon a demonic beast.

Awakened from a prophetic dream, Conan seeks to arm himself and calls for the assistance of his Black Dragons, and their captain, Pallantides, as the conspirators burst into his chambers.

## OBJECTIVE

The Heroes win the game once all threats are eliminated. If Conan dies, the Heroes lose.

## SETUP

For this scenario, one player plays as Conan, and the other as Pallantides. This scenario uses the solo/co-op rules as found in the Tome of Skelos.

Pallantides starts with a Zingaran Breastplate and a Pirate Saber, and has 3 Black Dragons Allies. Conan starts with no equipment.

The game starts with the Heroes' turn.

- After setup, each Hero moves 6 gems from their Reserve zone to their Fatigue zone. During this scenario, the Heroes recover gems as if one hero had already died.

## ASSET DECK

Chests require a simple Manipulation to open: Battle Axe, Leather Armour, Conan's Sword, Throwing Knives

## RULES / EVENTS

**Event:** When the Event Tile activates, place the Dark Demon in the area with the 🔥, and replace the Event Tile with the Dark Demon Tile.

**Assassination Attempt:** Enemies will always target Conan if they are able to reach him.

**Desperate Measures:** The Overlord always activates 3 tiles every round.

**The Phoenix On The Sword:** When attacked by Conan's Sword, the Dark Demon has an armour value of 0.



*Barry Skinner*