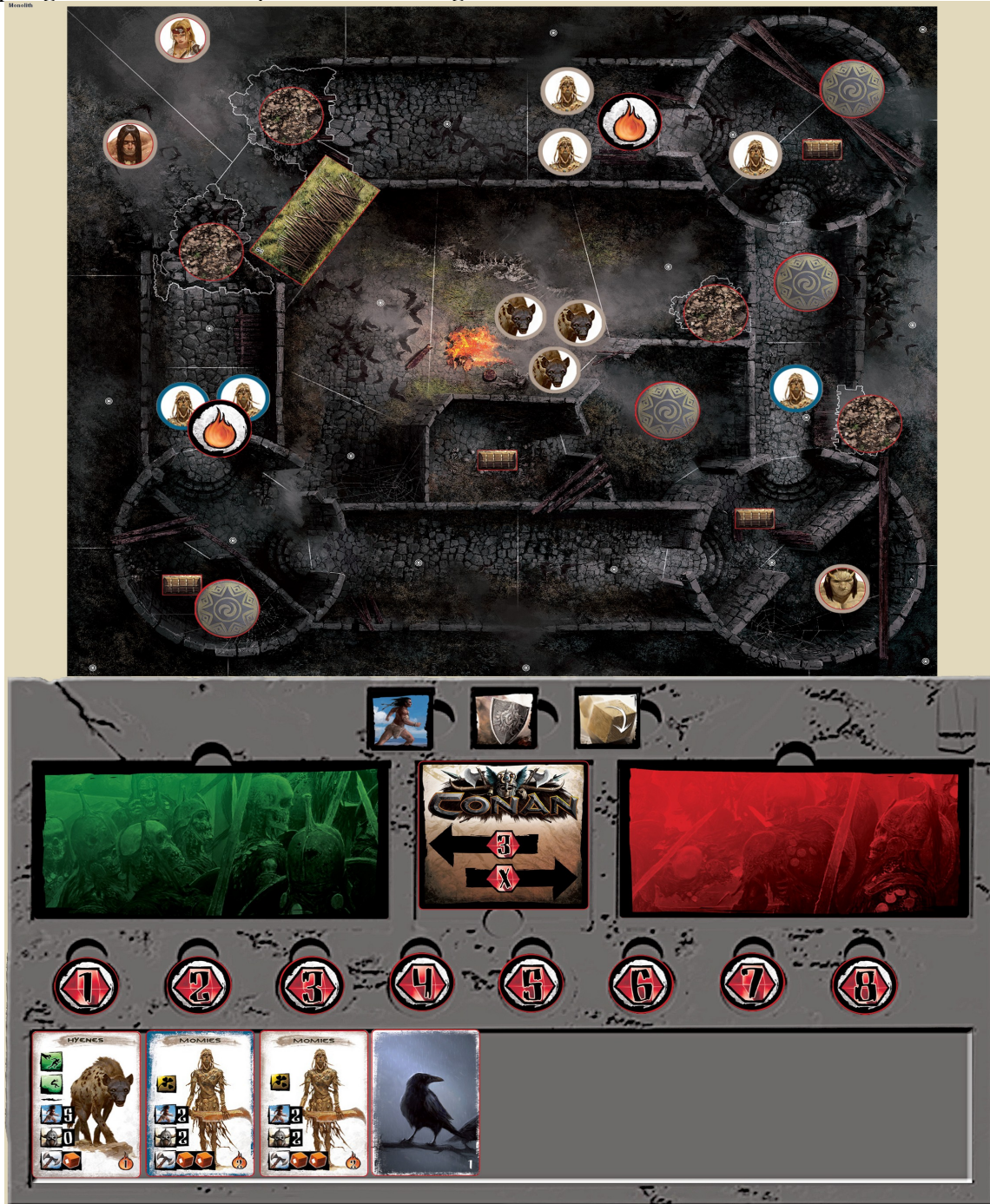


After escaping the doomed city of Xuchotil, Conan and Valeria journeyed on, seeking fame and fortune in the ancient land of Turan. Their quest for treasure led them to plunder the abandoned fortress of Kaldaha, once a glorious stronghold for the esoteric order of Khel.

Lyrical chantings surrounded Conan and Valeria as they stepped into the shadow haunted fortress. Much to Conan's surprise, the remnants for the priests of Khel are performing an unholy ritual to resurrect their god, Khosastral Khel. Now, Conan and Valeria must either stop Khel's return by interrupting the ritual, or vanquish Khel once again and send him to the iron Hell whence he came.



Recommended heroes:

Conan (Battle Axe, Leather Armor)

Valeria (Parrying Dagger, Sword, Leather Armor)

Starting condition:

- Heroes start the game with all life gems in the reserve zone.
- The Overlord starts with 4 life gems in the reserve zone, and 4 in the fatigue zone. The Overlord recovers 3 life gems per round.
- Khel's life token starts at 0 on the turn track sheet

Winning the game:

- Heroes win the game if before the end of round 8, they slay all 4 priests without Khel being resurrected.
- If Khel is resurrected, then heroes can only win the game by slaying Khel before the end of round 8
- The Overlord wins the game if all heroes are dead

Event tile:

- 4 reinforcement points

Special Rules:

The Resurrection of Khel:

At the start of every turn, the priests chants otherworldly spells to further the unholy ritual. The Overlord casts **orange** die, and move the life token of Khel towards 10 on the turn track sheet according to the results on the die.

- After Khel's life token reaches 5, the Overlord can prematurely finish the ritual and wake up Khel during the Overlord's turn
- When Khel's life token reaches 10, the ritual is fully completed and Khel is resurrected.
- 4 priests on the board, roll 1 orange die
- 3 priests on the board, roll 2 orange die
- 2 priests on the board, roll 3 orange die
- 1 priest on the board, roll 4 orange die

Killing the priest of Khel:

- The faced down number tokens represent the priests of Khel.
- When a hero is in the same area with a priest, the hero can move 1 life gem to the fatigue zone and throw 1 **red** die. At a result of 1 or more, the priest is dead.

When Khel is resurrected:

- Take 2 of Khel's tiles, put one tile at the end of the river; and then replace the event tile with the second tile of Khel
- Khel carries Yusheti knife and he can attack with it

- Conan can use “Wall Wreck” and charge into Khel - move 2 life gems into the fatigue zone, roll **2 red** die, if the result is 3 or more, Khel drops Yusheti knife on the ground and he is thrown 1 space away from Conan. Then move one of Khel's tile (the one that is closest to the beginning of the river), towards the back of the river, by the number of successes on the die.
- When a hero attacks Khel with Yusheti knife, Khel's armor value is reduced to 3

Leaping from the wall:

- A hero can move from the wall area to the ground area. The character rolls **2 red** die for falling damage. If the character has leap, then roll **1 red** die.

Rock Slide:

- Unless a hero has “climb” ability, otherwise a hero must spend 2 movement points if he/she wants move to the rock slide area.
- Conan cannot use wall wreck to move between any boundary on the board.

Line of sight:

- A character in the wall area has line of sight to each area on the ground that falls WITHIN the fortress walls.
- An area outside the tower is considered in the line of sight ONLY if it is adjacent to an area in the tower.

Palisade:

- A character can attack the palisade, it has 12 life points.

Chests: 2 Life potions, 1 explosive orb, and 1 Halberd