



*Epemitreus, wise amongst the wise, watch over the kingdom of Aquilonia for millenia. From the bottom of his tomb, he contacts Zelata the Aquilonian witch to entrust her with a mission crucial for the future of Aquilonia. She must find a magical sword so that it may belong one day to the future king, Conan. She has managed to locate the sword in the heart of a pict village, far in the South of Aquilonia. She then recruits a mercenary, Balthus to accompany her. But Shubba and his witch hunters have also heard of Zelata's renown and want to add her to their trophies. A long hunt led them very close to her, and they hope they will defeat her. Arrived in sight of the pict village, they send their hyenas to the West in order to circle it and trap the witch inside. Zelata and her mercenary arrive at this precise moment. The pict village does not like intruders.*

This scenario is designed for 2 or 3 players.



### Objectives:



The heroes must get the sword on the central altar before the end of turn 10 and Zelata must get out alive with the sword through the area **1** before the end of turn 12.



The Overlord must kill Zelata before the end of turn 12.



The game starts with the Overlord turn





## heroes setup:



- \* Zelata (Staff of Mitra, dagger, Zelata's wolf, spells: *Mitra's halo*, *Dagon's tears*, *hand of death*, *Stone skin*)
- \* Balthus (Bossonian bow, sword, leather armor, Slasher)

- ♦ Slasher only obeys to Balthus. he has 2 life points.
- ♦ Zelata's wolf only obeys to Zelata. he has 2 life points.

Use red gems for their life points



All the heroes begin with 6 gems in their fatigue zone.



## Overlord setup:



The Overlord has 14 gems in total, starts with 2 in fatigue, and recovers 5 per turn.

Afari has 6 life points.

Ghayoor and Shafiah have 1 life point and a javelin. They can throw and pick up their javelin. Damage are 1 red dice + 1 orange dice.

Shubba has 5 life points and the spells *Set's possession*, *mental control* and *return of the braves*.



## Special rules:

- ◇ Entering the board - The heroes start outside the board. They enter through area ①.
- ◇ Picts patrol - Picts are not controlled by the Overlord. They are activated automatically by the Overlord after his turn. He moves the picts by one area following the arrows. If a figure is already in the same area as a pict, he moves anyway. Afterwards, the Overlord first resolve attacks with the archers, targeting as a priority any figure placed on the central pillar, otherwise any other figure as he chooses. He has to attack with the archers, including targeting the Kushites if he has no other choice. Then he resolves the melee attacks if necessary. Attacks are required but the one who activates choose the target if there is a choice to make. If for any reason a pict leaves the path, he will come back to it using the shortest path. There can be several such picts in the same area. When the sword leaves the altar, the Overlord can freely move the picts (one movement each) after the end of his turn. In all cases, the Overlord cannot defend, reroll or spend gems for additional movements for the picts.
- ◇ Picts - Use the pict hunters, warriors and archers tiles. Each pict has 1 life point.
- ◇ Pict altar - The sword is sealed within the altar. A hero must inflict 8 points of damage with a melee attack to free it (no passive defense). Place 4 flame tokens with a value of 2 next to the altar. Once freed, the sword can be picked up normally for 1 gem. Slasher and Zelata's wolf can neither free nor carry the sword.
- ◇ The sacred sword - Use the card "Conan's sword". The heroes can equip and use it.
- ◇ The Overlord life points - Use the tokens numbered 5 and 6 to track Shubba's and Afari's life points.
- ◇ Hyenas pack - The hyenas have been trained for combat by the Kushite hunters. If they attack together, their attack die are combined (the results are added) into a single attack.
- ◇ Javelin - The Overlord has 2 javelins. Only Ghayoor and Shafiah can throw them in place of their normal attack. To simplify, the Overlord can use any of the 2 fighters to throw the javelins. They can also pick them up for 1 gem. Place the javelins in the river under locations 7 and 8.
- ◇ Jump - It is possible to jump, following the same difficulty as in the scenario the thing in the swamp. Roll a red dice to evaluate the success of the jump. Characters with the jump skill do not need to roll. In case of failure, the character falls in the water area below.
- ◇ Get out of the water - Leaving a water area costs 1 additional movement point, 2 to get directly to a walkway area. The cost is reduced by 1 for characters with the swim skill. The starting area for hyenas is a water area. The starting area for hunters is a walkway area. Case ① is a walkway area.
- ◇ Chests - There are 2 chests containing 2 life potions. Opening a chest is a complex manipulation (difficulty 1).
- ◇ Spells - *Mental control* can be used on the picts. *Return of the braves* can be used on the hyenas. Use a blue base to represent *stone skin* and a red one for *Set's possession*.
- ◇ Do not forget... - Kushite hunters have precise strike. Balthus has precision shot. Hyenas begin in the water.

*Arzak*

*Translated by Mathieu Hatt*