

Traveling through the Kithai region, Conan and Shevatas share for a time the adventures of Shentu, a mercenary whose fame has already crossed the great wall. They are recruited alongside him by a wealthy local lord, whose daughter Li-Chen has been abducted by a powerful sorcerer with dark intentions. Arrived at the tower he uses as a lair, our heroes are worried. Indeed they learned that Shuang Mian has snatched the young lady to sacrifice her during a ritual aimed at conjuring a maleficent god they know nothing about, and they are hardly overjoyed about it. They know they will have to act fast if they want to reach the top of the tower in time to stop it. A firm grip on their weapons, the three men move cautiously on the stone path...



Objectives:



To win, the heroes must kill Shang Mian before the end of turn 6.



To win, the Overlord must keep Shang Mian alive until the end of turn 6.



The game starts with the Heroes' turn. We suggest the following heroes:

- Conan (battle axe, leather armor).
- Shevatas (crossbow, kriss)
- Shentu (sword, parrying dagger)

All Heroes start with 3 gems in Fatigue.



The Overlord starts with 11 gems in his Reserve and 0 in Fatigue. He recovers 5 gems per turn.



Reinforcements: 4 reinforcement points

Exhaustion: the sorcerer targets an area (no line of sight is required). All Heroes in this area must move 1 gem in Fatigue.



Shuang Mian has the following spells for this scenario:



Psychic control (cost: 2 gems; saturation: 2): forces a Hero in line of sight to attack another hero in his area with and without weapon bonus. For defense, no parry is possible, only armor is taken into account.

Lotus powder (cost: 2 gems; saturation: 2): during next phase, a Hero in line of sight will have to declare a cautious stance.

Special rules:

- ◇ **Climbing the tower:** at the beginning of the game, Conan must place either 1 or 2 gems in move action. With 1 he reaches the first floor and with 2, the second floor. In both cases his base movement points are spent after climbing. Conan always climbs the building, he cannot use his first move outside or on the ground floor.
- ◇ **Windows:** windows on levels 2 and 3 provide a line of sight on the outside areas of level 1 that are directly below the windows.
- ◇ **Stone walls:** stone walls or outside walls cannot be broken with the Wall wrecker ability.
- ◇ **Doorsteps:** crossing a doorstep requires one additional move point.



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