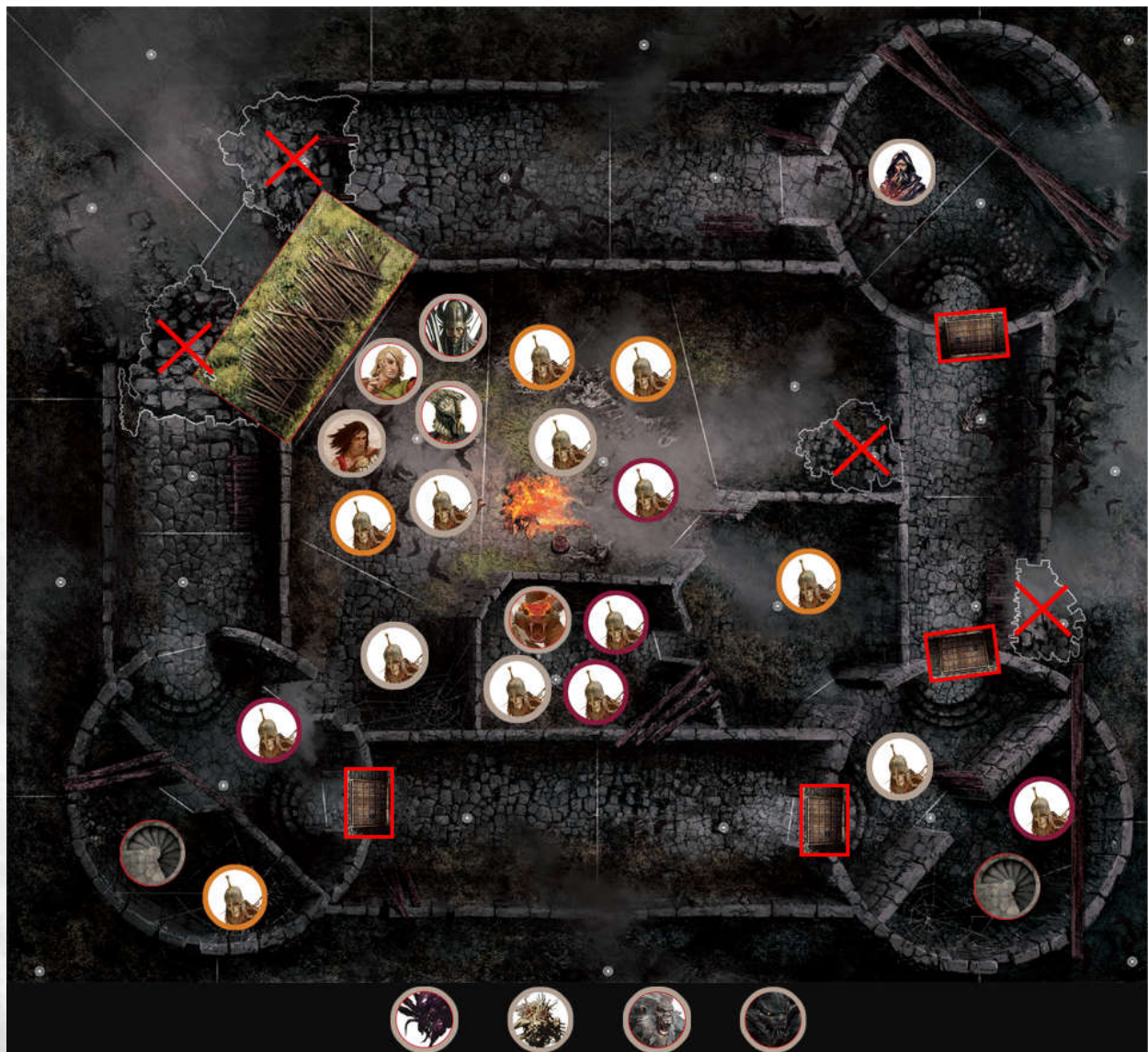




Conan still had in mind the ludicrous image of Tostha-lanthi's headless body, the black wizard that he just beheaded, running after his head carried away in the air by his rival Pelias the Sorcerer transformed into an eagle. His loathing for spell caster of all sorts reached its climax. His fortuitous alliance with Pelias certainly allowed him to retrieve his Aquilonian throne. Yet, he did not feel indebted at all as he previously freed the Sorcerer from the prison of pain in which the black wizard trapped him ten years ago.

An ill-feeling was however growing inside him. Was it due to the disturbing features of the sorcerer or the cursed monstrosities sensed when he was captive in the dungeons of the Scarlet Citadel, he could not say. But his decision was taken. He will return to the Citadel to empty the place from its damned inhabitants.

In the company of General Pallantides and of two exceptional bowmen, Conan's journey is uneventful and the Citadel walls are now in sight. Under cover of darkness, quiet as a shadow, the four men enter the walls of the Citadel. But the dark science of Pelias allowed him to anticipate the actions of the fools daring to defy him. The Citadel suddenly awakens from the necromancy powers of the sorcerer and from Tsotha's pets coming from the depths of the dungeons. Satha the Old One, the giant snake, at the front. Retreat is sealed.



Winning the Game:



To win the game, the heroes must kill Pelias.



To win the game, the Overlord must kill all the heroes.




The game starts with the heroes' turn. The heroes start in the area indicated by the setup diagram.

Suggestion for 4 heroes:


- Conan warlord (Battle Axe, Chain mail)
- Pallantides (Sword, Buckler, Zingaran breastplate)
- Balthus (Zingaran bow, Parry dagger, Javelin)
- Kerim Shah (Turanian sword, Bossonian bow, Leather armor)

If you are:

- 4 players: one player plays Pallantides and Balthus.
- 3 players: two players choose 2 heroes each.

 Each hero moves 6 gems from their Reserve zone to their Fatigue zone.



 The Overlord starts with 3 gems in their Reserve zone and 6 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.






Raise Again: 3 skeleton characters can be raised (no possible attack or move without activation).

Macabre Sorcery: The dead body of a monster is brought back to life. The resurrected monster has only 1 life point. His dead tile is flipped back face up but stays out of the River. He can be activated once per round by spending 1 gem (it counts in the tile activation limit). The tile of a monster killed for the second time is definitely discarded.










Pelias has **Set's Halo**, **Storm Lightning** and **Inversion**. He is represented by the Warlock tile and starts without Set's Halo.

Before the activation phase: the Overlord raise   skeletons per Round and summons the monster specified below, that comes out from one of the dungeon stairs () chosen by the Overlord. The corresponding tile is added at the end of the River.

Setup	Round 1	Round 2	Round 3 (*)	Round 4 (*)
 15	 5	 3	 6	 10

(*) For each Round, if a new monster cannot be summoned because the River is full, the summoning order of the remaining monsters is shifted by one Round but each Hero suffers one Wound (no possible defense).

Special Rules:

- ★ **Forever Alive**: When a skeleton is killed, the skeleton character is laid down in its area. If killed in a melee attack, the bones can be pushed in an adjacent area (but not outside of the walls). The fallen skeleton is not hindering anymore.
- ★ **Death of a Monster**: When a monster is killed, his dead tile is put beside the Book of Skelos. His body (pictured by his life point marker) remains in the area where he died. He can be resurrected thanks to "Macabre Sorcery" event.
- ★ **Dangerous Crossing**: Only heroes can move from one stair of the dungeon () to the other by spending 2 moves. Each hero going through the dungeon will roll    for crossing damage, with no possible defense.
- ★ **Shukeli/Doors**: The Overlord secretly places a mark under a skeleton to indicate the bearer of the key opening all the doors. The key is revealed and can only be taken if the skeleton is laid down, by performing a complex manipulation with a difficulty of 1. Opening each door with Shukeli's key is a simple manipulation (door token is then definitely removed). Doors cannot be broken will Wall Wrecker.
- ★ **Lines of Sight**: The central area of the courtyard (with the fire) has line of sight to each area of the two South towers. A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and a wall area are within each other's line of sight only if the areas are adjacent.
- ★ **Leaping from/Climbing Walls**: A character leaping from walls rolls   for falling damage (only  if he has Leap) with no possible defense. It is not possible to jump outside of the castle, or to climb the walls or the rock slides.