Conan and his comrades have been trying for hours to escape whatever slaughtered the camp in which they had stopped for the night. Out of nowhere, pale and twisted faces arising from the ancient tombs ridden Zamorian valley are closing in with creepy whispers. Guided by Zelata's wolf, the three out of breath companions glance through gnarled trees at the menacing silhouette of an abandoned stronghold, a silent witness to fighting of unbelievable violence. The Cimmerian quickly eyes some rusty weapons, a few powder barrels and the thick, still strong walls. "We shall not fall here, and not tonight!" he shouts, at both his friends and the damned beings pursuing them. Focusing on their survival, the survivors prepare to make steel sing until their last breath.

Objectives

The heroes have until morning (end of round 11) to prevent their enemies calling their demon masters for backup from the three towers (indicated by the 3 relic tokens).

The Overlord wins as soon as he has called for backup from the 3 towers (all three relic tokens have been taken) or if all heroes have been killed.

The game start with The heroes' turn.

- Conan the Wanderer
- Zelata (3 spell(s) : Eel Skin, Tears of Dagon, Mitra's Healing)
- Valeria

After setup, the Heroes move 5 gem(s) from her Reserve zone to her Fatigue zone.

The Overlord starts with 0 gems in their Reserve zone and 12 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.

Shout of the damned : the Overlord gets 5 backup points. Each figure arriving as backup gets 3 free movement points, which the Overlord has to spend immediatly.

Fury of the damned : the Overlord gets 2 free movement points for each figure of one skeleton tile, which the Overlord has to spend immediately.

Arrives during the scenario.

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Special rules

Call of the damned : if the Overlord has one figure or more in one of the three areas containing a relic token at the beginning of his turn, the token is removed. Then the Demon of darkness tile is added to the end of the river, and his figure is placed in one of the backup areas. When the second token is removed, the same process is repeated with the Bone Golem. When the third token is removed, the Overlord instantly wins.

The armory : it is identified with the green token. Weapons and armors have been left here. In this room, a hero can try to repair an object to equip it. The repair difficulty (complex manipulation) is equal to the object weight. If the test is successful, the hero can equip the object.
If not, the object remains in the deck. The deck contains: sword, battle axe, kris, javelin, ornamental lance, parrying dagger, bossonian bow, shield, chainmail, leather armor, scale armor.

Powder barrels : heroes can pick them up with an easy manipulation. Their weight is 4. With a successful throw using ranged attack, heroes can make the barrel explode in another area, inflicting 2 red die of damage (no defense possible) to all figures in the area. If there are other barrels in the same area, they do not explode.

Secret passages : stairs hide secret passages that link them all between them. Only heroes can go through them by spending 2 movement points.

Barricaded door : the map shows the three areas in which heroes can build barricades. There are none at the beginning. To barricade a door is a difficulty 2 complex manipulation. Neither heroes nor the Overlord's figures can go through them. The barricades have 1 life point and 1 point of passive armor. Place the doors near the areas where the barricades can be built so the heroes are reminded of them.

Lines of sight : due to the high walls, there is a line of sight from the walls to the interior court, but not the other way around.

Jumping from walls : Jumping from the walls inflicts 2 of damage (no defense possible). Only 1 if the character have jump.

Fallen rocks : these areas are considered as stairs but cost one additional movement point to leave them. If the character has the climbing skill, there is no additional cost.