



Shevatas held a knife to the throat of the gaunt, sunken-eyed Stygian, and whispered threats of slow, agonizing tortures if he made any cry for help. Conan's sword hand itched to pull his blade from its scabbard and lop off the sorcerer's head before he could cast some foul spell or incantation upon him or his companions. The Cimmerian's sword was half-way from its sheath when Belit hissed, "No! We need him alive if we're to have any hope of finding the jewel!"

The three of them had captured the necromancer near the Pyramid of Tuthamon outside Luxur, after traveling through the night from the small bay where the Tigress lay anchored. Belit's corsairs awaited their return before dawn. The Stygian priest they had tortured after slaughtering the crew of his ship two days before had babbled, before he died, about the Heart of Luxur, a priceless ruby the size of Conan's fist, hidden inside this pyramid.

Now, perhaps, they had a guide who could lead them to this treasure. He had revealed his name was Skuthus ... after Conan dismembered his bodyguard, a walking corpse wrapped in moldy bandages. They interrogated him near the light of a sputtering torch mounted on a marble archway.

"What dangers await inside? More walking dead men? Worse?" Conan demanded. "Speak, dog, or I'll cleave your skull!"

Skuthus smiled, and it was like the grin of a skull. "Much, much worse," he said. "Akvasha is here, barbarian. The daughter of Tuthamon has returned!"

Belit backhanded the necromancer. "You lie! Tuthamon has been dead for 10,000 years. His bones are dust. His daughter cannot possibly be alive."

"Alive?! No, no, not alive," Skuthus mockingly replied. "Akvasha gave up her mortality when your ancestors were still dwelling in caves! She lusted for immortality, and she sacrificed her soul to join the blood drinkers of Khemi."

"What is she doing here, then?" Shevatas demanded.

"She has brought the same treasure you seek, fools! The Heart of Luxur, a blazing red jewel so precious, its value is beyond measure."

"Why would a vampire care about a ruby?" Conan asked skeptically.

"The Heart is much more than just a jewel," Skuthus said. "It contains the power to restore life to one long dead. And Akvasha has learned over the ages how to harness its secrets. She is resurrecting her father!"

Conan glared at the Stygian, his desire for the treasure outweighing his dread for foul necromancy. "If this ruby is bringing Tuthamon back to life, then my sword will send him back to hell," he promised. "Lead the way, sorcerer. And if you try to betray us, you'll be joining him."





Objectives

Conan, Belit and Shevatas must destroy Tuthamon within 25 turns, and Skuthus must die, so the three Heroes can claim The Heart of Luxur, a priceless ruby of mystical powers, and win the game.



Skuthus must reach Tuthamon so Skuthus can serve his resurrected master and help him kill the other Heroes (joint victory for Skuthus player and Overlord player) or claim The Heart of Luxur for himself (Skuthus victory alone) if Tuthamon AND the other Heroes die, within 25 turns.



The Heroes must all die, aside from Skuthus, or 25 turns must elapse for the Overlord to win.




The game start with The heroes' turn.

- Conan the Wanderer (Battle Axe, Conan's Sword, Leather armor)
- Shevatas (Kriss, Throwing Knives)
- Savage Belit (Pirate Saber, Parrying Dagger, Zingaran Bow)
- Skulthus (Black Staff, Dagger et 4 spell(s) : Putrescence, Set's Possession, Set's Blood, Hand Of Death) Set's Blood has a cost of 1, maximum of 3: Gain control of a skeleton (cost of 1) and/or mummy (2) for 1 turn.




After setup, the Heroes move 0 gem(s) from her Reserve zone to her Fatigue zone.

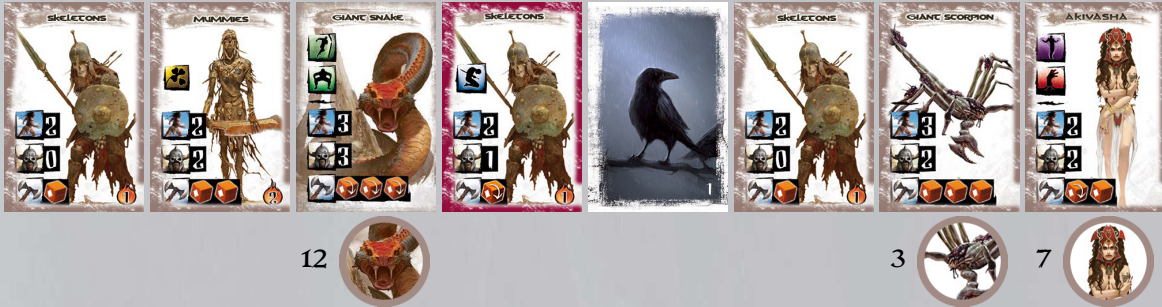


 The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



: Reinforcements: When the Event tile is played, the Overlord gets 5 reinforcements points to play immediately. These can be Skeletons and/or Mummies.

Reinforcements enter at either  location.



Poisonous



Poisonous



Spells : Pestilence Swarm, Set's Bite, Set's Halo Armed with Stygian Scepter



Poisonous

Special rules



The Necromancer: Skuthus has a spell (Set's Blood) which he can use to control skeletons and mummies, temporarily making them Allies and turning them against other Overlord units. It costs 1 to control a skeleton for 1 turn, and 2 to control a mummy. Control of these undead reverts to the Overlord after the Heroes' turn.


In the final battle, Skuthus will betray the other Heroes and try to win the game with the Overlord. As soon as a Hero attacks Tuthamon, Skuthus becomes allied with the Overlord and against the Heroes. In a 2-player game, the Overlord takes control of Skuthus at this point. In a game with 3 or 4 players, one Hero player should control just Skuthus, with the other Hero players controlling the rest of the Heroes.

Once Skuthus joins with the Overlord, place the Skuthus tile in the first (left-most) spot on the river and place his life token at 9, subtracting any wounds he had suffered previously, down to a minimum of 5. Add 2 red gems to the Overlord's reserve zone. Set aside the Skuthus character sheet at this point, but he retains his spells and any items he had. When the Overlord activates the Skuthus tile, the Skuthus player (if there is one) controls Skuthus, but he must request any gems for spells, rerolls, guard, etc. from the Overlord, whose decision is final! From now on, Skuthus can only target the other Heroes, and he cannot be attacked by other Overlord units. Remember that after 25 turns, if any Heroes and Tuthamon survive, the game ends and the Overlord wins, but Skuthus loses along with the Heroes.

The Undead: Playing a Skeleton or Mummy tile allows the Overlord to activate up to 5 of the corresponding Skeletons or Mummies.

Portals & Pits: Doors are locked and require a complex manipulation of 3 to unlock, except for the red door, which requires only the key to unlock. When doors are unlocked, remove them from the board. Overlord units cannot unlock doors.

The first time a Hero (except Skuthus) enters a space containing a pit, that Hero must roll   and suffer wounds equal to the result, with no active defense, only armor can be used. Only the first Hero must make this roll, as now the pit is revealed and others will not fall in.

A Hero with the Leap ability reduces this damage by . If the Hero takes any damage from this fall, then that Hero cannot continue to move or attack on this turn. Overlord units are not affected by either of the pits.

Poisonous Pests: The Giant Snake, Giant Scorpion, and Giant Spider each have the Poison ability. If it wounds a Hero, put a green base on that Hero. At the end of the Heroes' turn, move 1 gem to the wound zone for a poisoned Hero. Only consuming a Life Potion can cure the poison -- regain 2 wounds and remove the green base. If the Giant Snake or Giant Scorpion is killed (whichever dies first), replace its tile with the Giant Spider tile and move it to the right end of the River. When any of the remaining poisonous creatures dies, remove its tile from the River.

The Giant Scorpion and Giant Spider begin hidden in the shadows. They cannot be attacked until after they have attacked a Hero. Then they are no longer hidden for the rest of the game. Each begins with 3 life points.

The Ancient Vampire: Akiyasha is armed with the Stygian Scepter and may add it to her attack roll. If Akiyasha is killed, instead of making an Attack from Beyond, with her dying breath she curses the Heroes by summoning the Bone Golem on the lower level. Replace her tile with the Bone Golem tile and move it to the right end of the River. Place the Bone Golem in its designated space on the map in the lower level. It begins with 9 life points.



The stairs in Akiyasha's starting space lead down to the stairs in the lower level. None of the Overlord units can go up or down the stairs. The first time a Hero descends the stairs into the lower level, remove one of the gray Skeleton tiles and replace it with a blue Mummy tile.

If the Bone Golem is destroyed, remove its tile from the River.

The Prisoner: When a Hero opens the door to the Spider's chamber, if the Spider's tile is not already on the River, replace the Scorpion's tile with the Spider's tile and remove the Scorpion from the board.

Ageera had come to stop the resurrection of Tuthamon and was captured by Akiyasha. He can be freed from the webs by a complex manipulation of 3 (remove the web token), and then can immediately join the Heroes. The Hero player who frees Ageera gains control of him (unless it's Skuthus, then assign Ageera to the player controlling the nearest Hero); take his Hero card (see below) and place all 10 gems in reserve.

Ageera has the spell Mitra's Healing.

Set's Red Vortex: If a Hero moves into the space with the Red Vortex marker (center space lower level), roll   add them together and teleport the Hero to the resulting numbered space. If the result is 0, the Hero is instantly killed. If the result is a 6, replace the Event tile with Khosatrel Khel's tile (representing Tuthamon). and move it to the right end of the River.

Overlord units cannot move into the space containing the Red Vortex, unless it has been dispelled.

Only Ageera can dispel the Red Vortex. If Ageera has the Stygian Scepter (from Akiasha) and either the Stygian Artifact or the Ring (from chests on the lower level), he can cast a dispel (move 1 gem from reserve to fatigue) when he is in a space adjacent to the Red Vortex: remove the Red Vortex and replace the Event tile with Khosatrel Khel's tile (representing Tuthamon).

Final Battle: Tuthamon and his 2 bodyguards will not leave their starting space until a Hero enters the adjacent space containing the pit. Each time Tuthamon is activated, the Overlord gains 4 reinforcement points.

When a Hero carrying the Stygian Artifact is in the same space as Tuthamon, reduce his armor by half (from 12 down to 6). When a Hero attacks Tuthamon with the Stygian Scepter, reduce his armor by half against that attack (down to as low as 3).

Being freshly resurrected, Tuthamon has only 4 life points. But his armor is formidable, for he is protected by Set!

Chests: All chests (shown as barrels on map) require complex manipulation of 2 to unlock.

Chests for upper level each contain 2 items. Asset deck: Key, 1 Explosive Orb, Crossbow, Tribal Shield, 1 Life Potion, 1 Javelin. Chests for lower level each contain 2 items. Asset deck: Stygian Artifact, Ring, 3 Explosive Orbs, 3 Life Potions, Tribal Mace, 1 Javelin.

The Ring adds  passive armor whenever the Hero wearing it is attacked.

Notes: This is a long scenario, up to 25 turns, and many groups will likely prefer to break it up into 2 gaming sessions. After the Heroes defeat Akiasha and the Overlord completes his following turn is a logical place to take a break.

Special thanks to drmauric for helping to playtest. Any remaining problems are my fault and not his!

Google *youtube soundtrack mummy returns* for some thematic background music!

