



[Read scenario text from A Bloody Burglary]



Objectives



To win the game, the Heroes must kill Shuan Mian before the end of the 8th turn.



To win the game, the Overlord must prevent Shuan Mian's death for 8 turns.



The game start with The heroes' turn.

- Conan (Battle Axe)
- Shevatas (Knife, Throwing Knives)
- (Sword, Short Sword)

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



The Overlord starts with 5 gems in their Reserve zone and 9 in their Fatigue zone, and places the recovery token showing a recovery value of X in the Book of Skelos.



3



5



\ "Mental Torture" \ spell

Special rules

A Bloody Burglary : Use all special rules from the Khitai scenario "A Bloody Burglary", with the changes listed below.

Unsuspecting : Until the Alert level has been raised at least once, the Overlord may only activate 1 Tile per turn.

Tunnel Entrance : A hero in the area marked #1 may attempt a Complex Manipulation of difficulty 2 to open the grate, revealing an underground passageway to Level 0.

Any hero may then pay 1 gem to move from area #1 into area #2.

Porticulis : The Porticulis on Level 0 is locked. A character in an area adjacent to the porticulis may perform a Complex Manipulation with a difficulty of 2 to open it. Once opened a character can move through it with no movement penalty.

Freeing the Prisoner : The daughter of a wealthy Khitan merchant (represented by the Princess model) is held captive in the lower level of the tower. To free her, a hero in her area must perform a Simple Manipulation. This validates a secondary objective for the heroes.

Victory Points (addendum) : Along with the victory conditions described in "A Bloody Burglary", the heroes may gain 1 additional victory point if they successfully free the Prisoner. If they do not free the prisoner, the Overlord gains 1 additional victory point.

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