



After weeks of uneventful straight sailing, Balthus spots the island on the horizon. The "Stygian Wind" approaches and drops anchor just off shore and the three companions row to the misty shore. After a few hours of hacking their way through the dense, wet jungle, they emerge out onto a cliff edge with a rickety wooden bridge spanning a huge chasm. On the other side is a lone, dark citadel. The ancient structure is silent and partially shrouded in fog. There is no sign of life, no guards, no sounds except the wind and the creak of the wooden bridge. Conan pauses in thought for a while before striding with purpose across the bridge and towards the dark archway that leads into the citadel. Belit and Balthus hesitantly follow.



Objectives



If the Heroes unlock the door to the catacombs and all gather on the stairs space, the Heroes win the game.



If the Overlord kills all the players or prevents them from opening the door and descending to the catacombs by the end of round 9, the Overlord wins the game.



The game start with The heroes' turn.

Suggestions for 2 Heroes :

- Conan Starts with all equipment from part 1
- Belit Starts with all equipment from part 1

Suggestions for 3 Heroes :

- Balthus Starts with all equipment from part 1

 After setup, the Heroes move 4 gem(s) from her Reserve zone to her Fatigue zone.



2 Heroes

 The Overlord starts with 6 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.

3 Heroes

 The Overlord starts with 7 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.