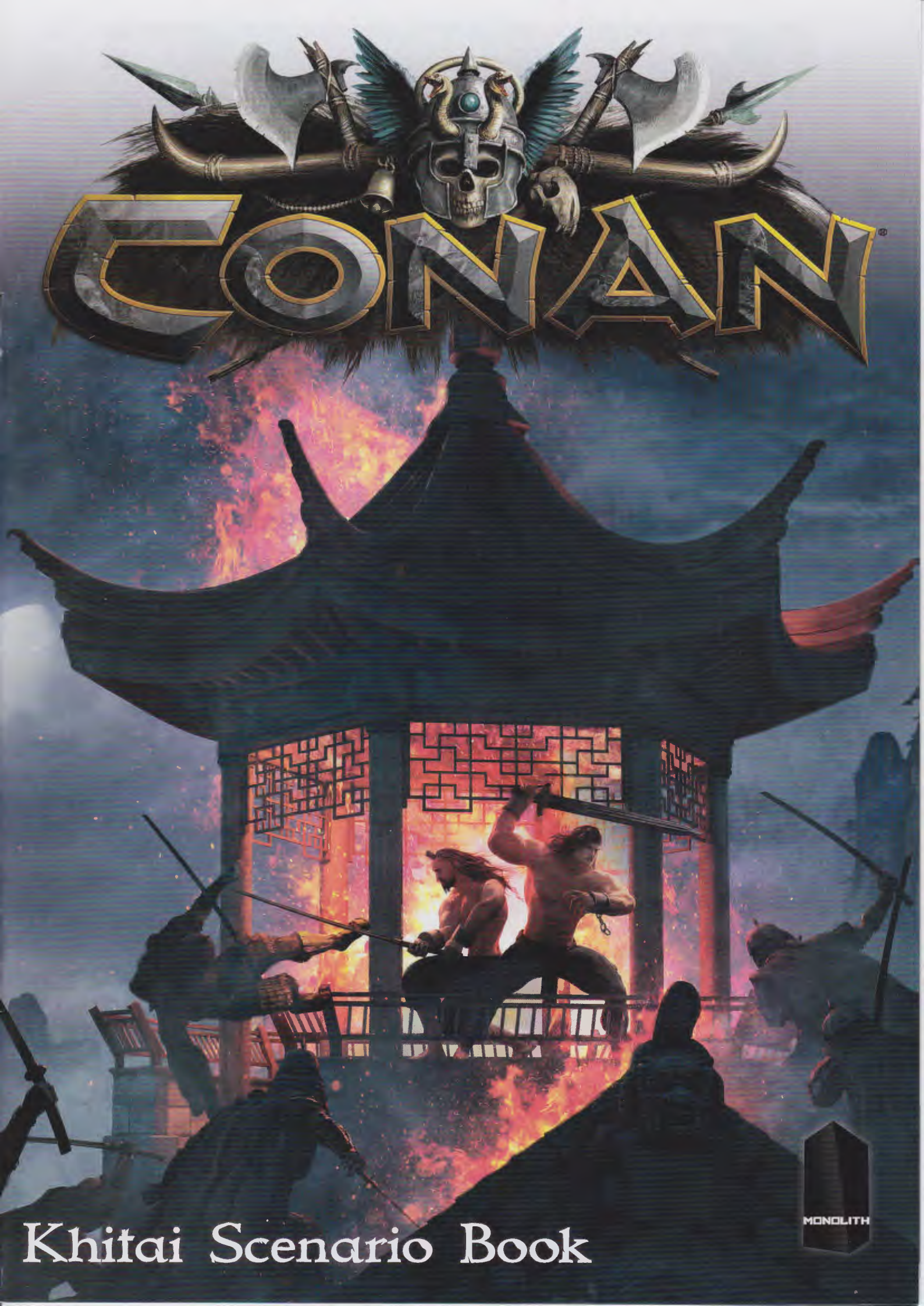


Khitai Scenario Book

4 A BLOODY BURGLARY

Conan has reached the kingdom of Khitai and the city of Païkang, the town of purple towers whose sumptuous pagodas overlook the bamboo jungles adorned with lianas.

The Cimmerian has ventured deep into the East, through the vast Hyrkanian steppe to escape from the Turanian army. He is one of the only survivors of a troop of five thousand ferocious Kozaki fighters defeated on the riverbank of the Ilbars river; the Turanians relentlessly hunting the remaining pillagers.

In Paikang, it did not take long for the barbarian to make a name for himself; this caused him to be hired by a well-known sorcerer determined to get rid of Shuang Miàn, a sinister rival who became a nuisance for his business. Conan heads to the sorcerer's dwellings guided by Shentu, a Khitan mercenary known to be as deadly as he is audacious.

Shuang Miàn lives in a district of Païkang, in a heavily guarded tower. However, it would be too easy for the mercenaries to simply enter the tower and kill the sorcerer. They also have to rob valuable documents and plant a false evidence behind them to mislead any investigation into concluding that Shuang Miàn was assassinated out of revenge. In the darkest hour of the night, the small group gets closer to the tower...



Winning the game:

If Shuang Miàn dies before the end of turn 8, the heroes win the game.

If Shuang Miàn is still alive at the end of turn 8, the Overlord wins the game.

The game starts with the heroes' turn.

Suggested Heroes and Equipment:

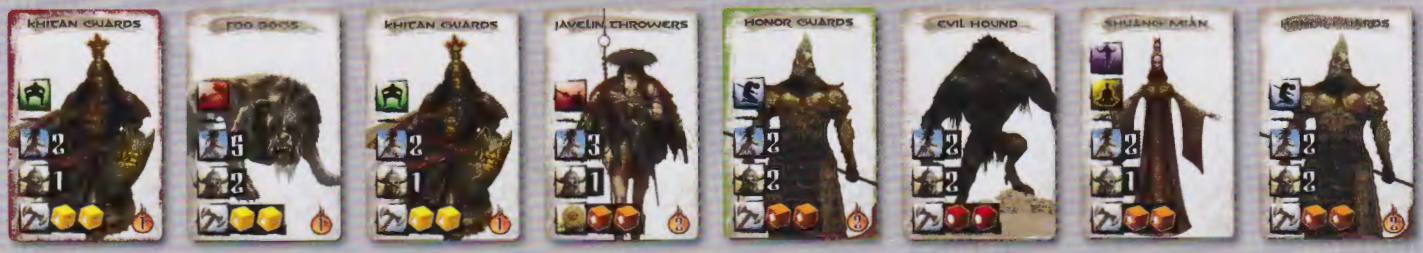
- Conan (Battle Axe)
- Shevatas (Kris, Throwing Knives)
- Shentu (Khitan Sword, Khitan Short Sword)

During setup, the heroes freely distribute the following 2 asset cards among themselves: "Tower Key", "False Evidence".

After setup, each hero moves 5 gems from their Reserve zone to their 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 value of "X" in the Book of Skelos. Then the Overlord places the token (3) on the recovery token to indicate both his recovery value and the Alert Level.

Shuang Miàn has the "Mental Torture" spell.



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Special Rules:

* **Ethereal Twin:** When Shuang Miàn's tile is activated, the Ovelord may move 2 gems from their Reserve zone to their Fatigue zone to create a double identical to the sorcerer. The Overlord places the second life token in Shuang Miàn's area; this represents the sorcerer's double. When Shuang Miàn moves, the Overlord moves the life token to the same area. When Shuang Miàn is attacked, after the attack power is determined, the Overlord secretly places a gem taken from the Energy gems left in the game box in one of their hands and presents them to the attacker. The attacker chooses one hand: if the selected hand contains the gem, Shuang Miàn is hit by the attack and the attack is resolved normally. If the selected hand does not contain the gem, the sorcerer's double is hit by the attack and the attack ends. The effect of Ethereal Twin ends and the life token is removed from Shuang Miàn's area. The effect of Ethereal Twin remains active until the sorcerer's double is hit by an attack and cannot be used if already active.

* **Hidden in the Shadows:** When a minion dies, lay the minion's model down in the model's area instead of removing the model from the board. This dead minion does not count for Hindering. If a hero is in an area with a dead minion and there are no living enemy characters in the area, the hero can perform a simple Manipulation to remove a dead minion's model from the board.

* **Alert Level:** The Alert Level is increased by 1 if:
  * At the beginning of the Overlord's turn, after the Recovery phase, a unit is in an area with a hero.
  * During the Overlord's turn, a unit moves into an area with one or more dead minions. After increasing the Alert Level, remove all the dead minions' models in that area from the board.

  The Alert Level may increase multiple times during the Overlord's turn. The Alert Level can only increase once per area and per turn. Each time the Alert Level increases, the Overlord replaces the numbered token on their recovery token with a numbered token of a value equal to the new Alert Level.

* **The Master Key:** The Tower Key opens any of the door or chest in the tower. A hero in an area adjacent to a door or in the chest's area can discard the "Tower Key" to open that door or that chest.

Special Rules (part two):

* **False Evidence:** A hero with the "False Evidence" asset card in the chest's area on level 4 of the tower may place that card in that area by performing a simple Manipulation. This validates a secondary objective for the heroes.
* **Shuang Miàn's Documents:** During setup, the "Warlock Documents" asset card is placed in the chest's area on level "2" of the tower. A hero in that area may perform a complex Manipulation with a difficulty of 2 to rob the documents. If successful, that hero takes the "Warlock Documents" asset card. This validates a secondary objective for the heroes.
* **Table and Stairs:** The stairs provide an Elevation bonus for Ranged Attacks against an enemy on a lower area. A character with or without Leap or Climb may move onto the table on level "2" of the tower by spending 1 extra movement point. That area provides an Elevation bonus. A character in the table's area, with or without Reach, may attack a character in an adjacent area with a Melee Attack. That area does not block line of sight.
* **Climbing:** A character with Climb may:
  * Move from level "1" to level "2" (and the other way) by climbing the tree and spending 1 extra movement point.
  * Move from level "2" to level "3" (and the other way) or from level "3" to level "4" (and the other way) by climbing the outside walls of the tower and spending 2 extra movement points.
* **Doors:** A character in an area adjacent to a door on levels "1" and "3" of the tower may perform a complex Manipulation with a difficulty of 2 to open it. The Overlord's units other than the Foo Dogs may move through those doors freely.
* **Windows:** During setup, place 3 tokens as indicated by the setup diagram. These windows are sealed off and cannot be opened, even with the "Tower Key". The windows on levels "2" and "3" have a line of sight on the areas of level "1" directly below them.
* **Stone Wall:** A character with Wall Wrecker cannot use it to move across an outer wall of the tower or a stone wall.
* **End of Game Scoring:** The Heroes and the Overlord keep track of the Victory Points earned at the end of the scenario to play the following scenario, "Smoke Screen", as a 2-scenario campaign.
  * The Overlord scores 1 Victory Point:
    * If the Overlord wins the game.
    * For each hero who died during the game.
  * The heroes score 1 Victory Point:
    * If the heroes win the game.
    * If the heroes successfully rob the documents.
    * If the heroes plant the false evidence.



Antoine Bauza et Ludovic Maublanc

4 SMOKE SCREEN

After executing their target and planting false evidence to distract any investigation, Conan and his companions are ready to leave the tower as discreetly as they got in.

A stroke of bad luck placed them in a difficult situation. A zealous guard started his patrol earlier and found himself face to face with the small gang. The sound of the alarm instigated a fight as brutal as it was short and lead to the capture of Conan and his men. They were all sent to rot in the underground level of the tower.

But no chain can hold the Cimmerian barbarian back for long, and thanks to his strength, the prisoners are now free. Unfortunately, they accidentally knocked a torch down in their violent struggle with the guard and started a fire. The flames, probably stoked by the powders and the strange potions brewed by the sorcerer set the basement and the first floor ablaze, blocking the exit through the main doors.

If they want to escape, Conan and his allies have no choice. They will have to reach the roof and jump in the pond at the foot of the tower. But to their surprise, on their way to the top floor, while fighting the guards, they come across Shuang Miàn!

Which sort of evil allowed the sorcerer to survive, Conan will never know, but he gives out a ferocious battle cry as he leaps in the flames, his axe in hand, determined to finish the contract.



Winning the game:

If one hero flees the tower with the head of Shuang Miàn before the end of turn 7, the contract is fulfilled and the heroes win the game.

If a hero has not fled the tower with the head of Shuang Miàn at the end of turn 7, the Overlord wins the game.

The game starts with the heroes' turn.

Suggested Heroes and Equipment:

- Conan (Battle Axe)
- Shevatas (Kris, Throwing Knives)
- Shentu (Khitan Sword, Khitan Short Sword)

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 5 gems in their Reserve zone and 7 in their Fatigue zone, and places the recovery token showing a value of "5" in the Book of Skelos.



Special Rules:

* **Starting Equipment:** During setup, place all the Equipment cards of the heroes faceup in area (1) indicated in the setup diagram. A hero in that area may perform a simple Manipulation to pick up one Equipement card.
* **The Towering Inferno:** The fire progresses upward after the End phase of the heroes' turn:
  * At the end of turn 1, the level "0" is on fire
  * At the end of turn 3, the level "1" is on fire
  * At the end of turn 5, the level "2" is on fire
  * At the end of turn 6, the level "3" is on fire
  * At the end of turn 7, the level "4" is on fire and the whole tower is burning in flames

A model in a level or moving into a level on fire is immediately removed from the game.

* **Exiting The Tower:**
  * Level "0": A character other than a Foo Dog may move across the heroes' cell door as though it were a border by spending 1 additional movement point. After a character moves across that door, remove that door from the board.
  * Level "0": The portcullis is locked. A character in the area adjacent to the portculis 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.
  * Level "1": A character cannot move across the main doors.
* **Climbing:** A character with Climb may move from level "2" to level "3" (and the other way) or from level "3" to level "4" (and the other way) by climbing the outside walls of the tower and spending 2 extra movement points. That character cannot reach level "1" by climbing because of the flames.
* **Windows:** During setup, place 2 tokens as indicated by the setup diagram. These windows are sealed off and cannot be opened. The windows on levels "2" and "3" have a line of sight on the areas of level "1" directly below them.
* **Shuang Miàn:** The Overlord cannot move Shuang Miàn into a level on fire to prevent the heroes from killing him. When Shuang Miàn dies, remove his model and place his life token in the same area. This represents his head. A hero in the head's area may perform a simple Manipulation to pick it up. The head has an encumbrance value of 2.
* **Call To Arms:** When Shuang Miàn's tile is activated, the Ovelord may move 2 gems from their Reserve zone to their Fatigue zone to summon his loyal hound. The Evil Hound's tile must replace a facedown tile. The Evil Hound's model is placed in Shuang Miàn's area or in an adjacent area and his life point token is placed on space "2" of the turn track.

Special Rules (Part Two):

* **Dive:** A character in an area marked with the Leap icon may leap in the pond's area of level "1" by spending 1 extra movement point. The character rolls for falling damage with no possible defense. If the character has Leap, the character rolls instead.
* **Fleeing The Tower:** A hero can flee the tower from one of the outdoor areas of level "1" by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot be returned to the board.
* **Table and Stairs:** The stairs provide an Elevation bonus for Ranged Attacks against an enemy on a lower area. A character with or without Leap or Climb may move onto the table on level "2" of the tower by spending 1 extra movement point. That area provides an Elevation bonus. A character in the table's area, with or without Reach, may attack a character in an adjacent area with a Melee Attack. That area does not block line of sight.
* **Stone Wall:** A character with Wall Wrecker cannot use it to move across an outer wall of the tower or a stone wall.
* **End of game scoring:** The heroes and the Overlord keep track of the Victory Points earned at the end of this scenario and add them to the Victory Points earned during the previous scenario, "A Bloody Burglary", to determine the winner of the 2-scenario campaign.
    * The Overlord scores 1 Victory Point:
        * If the Overlord wins the game.
        * For each hero who died during the game.
    * The heroes score 1 Victory Point:
        * If the heroes win the game.
        * for each hero who retrieves his whole starting Equipment in the tower.

The side with the most Victory Points at the end of the two scenarios wins the campaign.



4 THE REMEDY

Zelata the Witch has ventured beyond the lost and haunted jungles of the kingdom of Khitai seeking new knowledge since sorcerers from the East are known to be more powerful than the ones from the West.

Her encounter with a well-known Khitan sorcerer did not go as planned. Little inclined to share his knowledge, the crafty sorcerer poisoned the Aquilonian witch and stole her spellbooks. Her traveling companions reacted promptly and took her to the priests of Yun. Unfortunately, even they could not help her since the ingredients necessary to brew the remedy that might save her are hard to obtain.

Zelata's time is limited now, the Cimmerian warrior who is part of her escort decides to travel to the town where the sorcerer lives to get the missing ingredients with or without his consent. However, the task will not be easy because the sorcerer is constantly under the heavy protection of a detachment of mercenaries who serve him as his personal guard.



Winning the game:

If one or more heroes have fled the town with the 3 remedy ingredients before the end of turn 6, Zelata is saved and the heroes win the game.

If all heroes are dead or do not successfully flee the town with the 3 remedy ingredients before the end of turn 6, Zelata is doomed and the Overlord wins the game.

The game starts with the heroes' turn.

Suggested Heroes and Equipment:

- Conan (Battle Axe, Leather Armor)
- Shentu (Khitan Sword, Khitan Short Sword)
- Shevatas (Kris, Throwing Knives)

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 4 gems in their Reserve zone and 7 in their Fatigue zone, and places the recovery token showing a value of "5" in the Book of Skelos.

Each of the following effect can only be resolved once per game. Each time the event tile is activated, the Overlord must resolve one of the following effects. After both effects have been resolved, the event tile has no more effect.

Earthquake: The current of the river shakes the foundations of the town knocking the heroes down. If possible, each hero moves 1 gem from their Reserve zone to their Fatigue zone.

Rising Waters: The waters of the river running along the cemetery flood the bridges. To cross the river, a character cannot move through the bridges areas and must use Leap or Swimming. The effect ends at the beginning of the Overlord's next turn.

Shuang Miàn has the "Push Back" and "Blaze" spells.



5 3

Special Rules:

* **The Remedy Ingredients:** During setup, the heroes form an ingredient deck with 1 copy of the following cards : Black Lotus, Toxic Mushrooms, Saltpeter, Ginger, Toad Mucus, Warlock's Blood. The heroes secretly draw and look at 3 cards from that ingredient deck and place them facedown next to the board. These are the ingredients the heroes have to collect to save Zelata. The rest of the Ingredient deck is placed in the box without revealing them. Then the heroes place the second copy of the ingredients (except the "Warlock's Blood") as indicated in the setup diagram.
* **The Blood of the Warlock:** The first time Shuang Miàn loses at least 1 life point from a Melee Attack, place the card "Warlock's Blood" in Shuang Miàn's area. It can be picked up by performing a simple Manipulation.
* **Collecting Ingredients:** A hero in an ingredient's area (except the "Warlock's Blood") may perform a complex Manipulation with a difficulty of 2 to find it in the room. That hero immediately picks up that ingredient. "Warlock's Blood" and the urns containing the ingredients are fragile and cannot be thrown. The heroes may give or pick up an ingredient.
* **Fleeing the Town:** A hero can flee the town from the top-right area of the board by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot be returned to the board.
* **Reinforced Walls:** A character with Wall Wrecker cannot move through the reinforced walls of the barracks (south of the board) and the smoking room (north of the board).
* **Boats:** The areas with boats are considered normal terrain for Movement.
* **Swimming:** A character with Swimming may move through the areas of water next to the cemetery.
* **Leap:** A character with Leap may leap over the areas marked with the Leap icon . If a hero fails to leap, the character remains in its area.
* **Chests:** During setup, the Overlord places 2 chests on the board as indicated by the setup diagram. The asset deck contains: Leather Armor, Bossonian Bow.

Eric Gehres et Eric Bourlett

4 THE MAGNIFICENT THREE

A deceptive calm covers the small town nestled in the meanders of the river as the peace will soon give way to the chaos of steel and battle cries.

The mighty sorcerer who reigns over the vicinity decided to make an example out of the town that refused to pay the exorbitant cost for his protection. Well versed in the dark arts, the sorcerer now wants to show his terrible powers to remind everyone that he cannot be besmirched without consequence.

But when the troops of the sorcerer invaded the streets to put to the sword every inhabitant and destroy the place, three mercenaries emerged from the shadows, weapon in hand. Even if the villagers had not much to offer, they rallied the black haired mercenary coming from the edge of the world to their cause. This powerful warrior is accompanied by a Khitan named Shentu, known to be a fierce swordsman, and a priest whose enchantments have marveled the inhabitants of these eastern lands.

Facing such a large number of assailants , the mercenaries decide to cut the head of the snake and kill the sorcerer as soon as they can. However, he has already transformed into an evil creature with membranous wings. His terrifying dark magic is strongly powered by artifacts placed at the four corners of the town. It will be very difficult to eliminate the sorcerer without destroying the artifacts first.



Winning the game:

If the Outer Dark Demon or Shaung Miàn dies before the end of turn 7, his troops flee the battlefield and the heroes win the game.

If the Outer Dark Demon or Shuang Miàn is still alive at the end of turn 7, his troops have the time to destroy the town and the Overlord wins.

The game starts with the heroes' turn.

Suggested Heroes and Equipment:

- Conan (Battle Axe, Leather Armor)
- Shentu (Khitan Sword, Khitan Short Sword)
- Hadrathus (Dagger and 3 spells: Set's Bite, Set's Halo, Set's Possession). Hadrathus does not start with Set's Halo cast.

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.

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



Reinforcements: 4 reinforcement points.



12 5

Special Rules:

* **Source of Power:** During setup, the Overlord places 4 artifact tokens as indicated in the setup diagram. Shuang Miàn uses these artifacts as a source of power. When the last artifact is destroyed, Shaung Miàn returns to his human form. Remove the Outer Dark Demon model, life point token, and tile from the game and replace them with the model of Shuang Miàn and his tile. Place Shuang Miàn's life point token on space "1" of the turn track.

* **Destroy an Artifact:** A hero in an artifact's area may perform a Melee Attack and roll at least 3 symbols to destroy that artifact. This Melee Attack follows the same rules as any Melee Attack (Sacrifice, Circular Strike, etc.)

* **Reinforced Walls:** A character with Wall Wrecker cannot move through the reinforced walls of the barracks (south of the board) and the smoking room (north of the board).

* **Boats:** The areas with boats are considered normal terrain for Movement.

* **Swimming:** A character with Swimming may move through the areas of water next to the cemetery.

* **Leap:** A character with Leap may leap over the areas marked with the Leap icon 2. If a hero fails to leap, the character remains in its area.

Eric Gehres et Eric Bouffett

