2 YARA´S TRAP

Yag-Kosha has escaped from centuries of captivity and torture in the hands of the mad sorcerer known as Yara, a devil in human form and the terror of the kingdom of Zamora. The peaceful alien is now looking for a magical gem that once belonged to his people, a jewel of crimson crystal called the Heart of the Elephant. Thanks to this fabulous gem and the world it contains, he can be reincarnated as Yogah of Yag and end his days in peace as the last representative of his kind.

However, Yara, who aspires to use the magical properties of the gem to enslave kings and fulfill his fiendish ambitions, has not been able to discover all of its secrets. He suspects Yogah's wish to find the stone and as such sets a trap for him. Yara decides to hide the gem in a neighboring village, guarded preciously. As an additional precaution, the gem has been hidden among various magical objects and wrapped in a fatal life-draining spell.

Yag-Kosha has no other choice. If he wishes to leave this world which is not his own, and prevent Yara from getting what he wants, he must recover the Heart of the Elephant.



Winning the Game:

If Yogah of Yag has fled the village with the two Xuthal's Crowns in his possession before the end of turn 10; the hero wins the game.

If the Overlord prevents Yogah of Yag from fleeing with the two Xuthal's Crowns by the end of turn 10; the Overlord wins.

The game starts with the hero's turn.

Suggestion for 1 hero:

- Yogah of Yag (Halberd, Set's Possession, Mitra's Healing).

After setup, Yogah of Yag does not move any gems from his Reserve zone to his Fatigue zone.
The hero plays their stance phase as if one hero had died during the game. They move 3 gems from their Fatigue zone to their Reserve zone when they choose an aggressive stance and 6 gems when the hero is cautious.

The Overlord starts with 5 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.

Reinforcement: 2 reinforcement points .



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Special Rules:

Xuthal's Crowns: When Yogah of Yag picks up a Xuthal's Crown, place one gem from his Fatigue zone to the Xuthal's Crown equipment card. If there are no gems in his Fatigue zone, take a gem from those assigned to action spaces or spell cards. If those are also empty, take a gem from his Reserve zone. As long as this gem is on the Xuthal's Crown card, it is no longer available to Yogah of Yag and thus no longer counts toward his life point total.
If Yogah of Yag drops the Xuthal's Crown, move the gem to his Fatigue zone.

Hut Flaps: A character must spend 1 extra movement point to move across a border into or out of a hut. The hut flaps at the entrance of each hut block line of sight.

Climbing: A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.

Wooden Huts: A character with Wall Wrecker can use it to move across the wall of one of the wooden huts.

Fleeing the Village: A hero can flee the village from one of the three village entrance areas (northwest, southwest and east) by spending movement points as though the hero was moving across a border. The hero's model is then removed from the board. Once a hero has fled, the hero's model cannot be returned to the board.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains 2 Life Potions and 2 Xuthal's Crowns.

V1.1

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