


SOLO / CO-OP

TO RELEASE KING HSSS


Kobra Khan - a member of an unknown reptilian race, has found out that he's a descendant of the ancient Snake Men. The stories of King Hsss' great victories fascinated Khan. He started to collect testimonies and recreating the Snake Men's history on his own. His researches brought him to the discovery that King Hsss, along with his army, was locked in the Void. Kobra Khan joined the Skeletor's Evil Warriors and convinced Evil-Lyn to search the Snake Pit, steal Zodak's staff... and release his brethren. Would they succeed?






FACTION: SNAKE MEN




Setup

- ◆ Shuffle the 'Rise of the Snake Men' cards to be used as your scenario deck.
- ◆ You start this scenario with Kobra Khan and Evil-Lyn (for all game purposes, during this scenario, treat your heroes as .


Your base is the Temple of Hordak.

 **Note:** Temple of Serpos is treated as a standard outpost for this scenario (can be controlled and fortified but doesn't provide any benefits).


- ◆ Place He-Man and another  hero aside, to be used later in the game.
- ◆ Place 3 enemy soldiers in each , , and  outpost marked on the map with the enemy's faction symbol.
- ◆ Place  tokens as depicted on the map.


 **Note:** In this scenario areas with a  or  icon aren't considered adjacent!



Special Rules

 **Note:** To complete this scenario, you have to defeat Zodak in a wilds combat and gain control of the Temple of Serpos before the end of the 3rd Skull Event and maintain it to the end of the 4th Skull Event (you have to control the Temple of Serpos at the end of each relevant round).


Heroes Activation

At the end of the second Skull Event round, after all  heroes have activated, move He-Man 2 areas (Merciless: 3) towards the Temple of Serpos.

Beginning from the next round, perform each round in alternating order. He-Man will activate first, then one of your heroes, then the next  hero, and so on.

When any  hero enters the Temple of Serpos, recruit 3  soldiers there.




On a Quest for Zodak's Staff.

Undertake and complete 2 cards from the scenario deck, then on any area with a  token perform wilds combat with Zodak:


Zodak:


 4  4  2

Skill: Equipment and allies cards don't provide any hero bonus during this combat.


 **Note:** If you lose in this wilds combat, you can perform it again next turn, on the same or another area with a  token. If you win this wilds combat, remove the  token.

Mystic Enforcer Influence

After you defeated Zodak, place 1  token on each area adjacent to the Temple of Serpos.

To move into the Temple of Serpos, you have to undertake the 'Go on a Quest' action on at least 2 of these areas: Draw cards from the scenario deck until you find an epic beast card. Resolve epic combat but at the beginning of each round, roll 2 epic dice instead of 1. After you defeat the beast, remove the  token.

The Snake Pit Discovered


When you take control of the Temple of Serpos, swap Evil-Lyn's model and card with any  hero (place the chosen hero in the area where Evil-Lyn's model was, and keep all Evil-Lyn's cards for that hero, but discard damage and status tokens).


From this moment, you have to hold the Temple of Serpos until the end of the 4th Skull Event round. If the enemy controls the Temple of Serpos at the end of any round, you lose the scenario.

If you are controlling the Temple of Serpos and have defeated Zodak in a wilds combat before Skull Event 2, trigger it (do not resolve it again, when it should be triggered on the round tracker).


Additional Rules




Once per turn, you can pay 4 Eternium to reduce one enemy hero's movement by 1 for their next turn.

 **Note:** You can recruit Sabotage Squads after you defeat Zodak in a wilds combat and take control over the Temple of Serpos.

In this scenario, each Sabotage Squad's traps have an additional effect: they reduce the enemy's hero  by 1 to the end of their next turn (consider using an Eternium token to mark it).

Make the Way for the Snake Men

Gain  as follows:

- 2  if you take control over the Temple of Serpos first (before the enemy hero).
- 2  if you control either Anwat Gar, Aviopolis, or Arachnia City.
- 2  if you defeated at least two "special" epic beasts in a single round of epic combat (see: Mystic Enforcer Influence).
- 2  if at the beginning of the last day preparation phase you receive at least 12 Eternium.
- 3  if you control either 3  areas, 3  areas, or 3  areas.





Skull Events

1. To release King Hsss and the Snake Men from the Void, Kobra Khan and Evil-Lyn need Zodak's powerful staff. They wander Eternia to reach Zodak and take this stuff out of his hands!


When you undertake a 'Go on a Quest' action this round, draw 2 cards instead of 1, resolve 1 of them, and put the other on the bottom of the deck.

2. The Sorceress has sensed the new threat that would fall on Eternia if Khan and Evil-Lyn release the Snake Men. So, she alarmed He-Man and the Masters of the Universe.

Place both  heroes in Castle Grayskull. Starting from the next round onwards,  heroes will activate and

start to move 2 areas (Merciless: 3) towards the Temple of Serpos.

3. The ancient Snake Pit was discovered beneath the Snake Mountain! The strange magic energy emanates from it!... Energy dreadful for those who are good and pure at heart...

Each enemy hero within 3 areas from the Temple of Serpos rolls 3 dice. For each success rolled, that hero loses 1 .

4. Would Kobra Khan succeed? Would King Hsss and his army conquer Eternia again?

If you still control the Temple of Serpos at the end of this round, you are victorious!

STARTING SETUP

