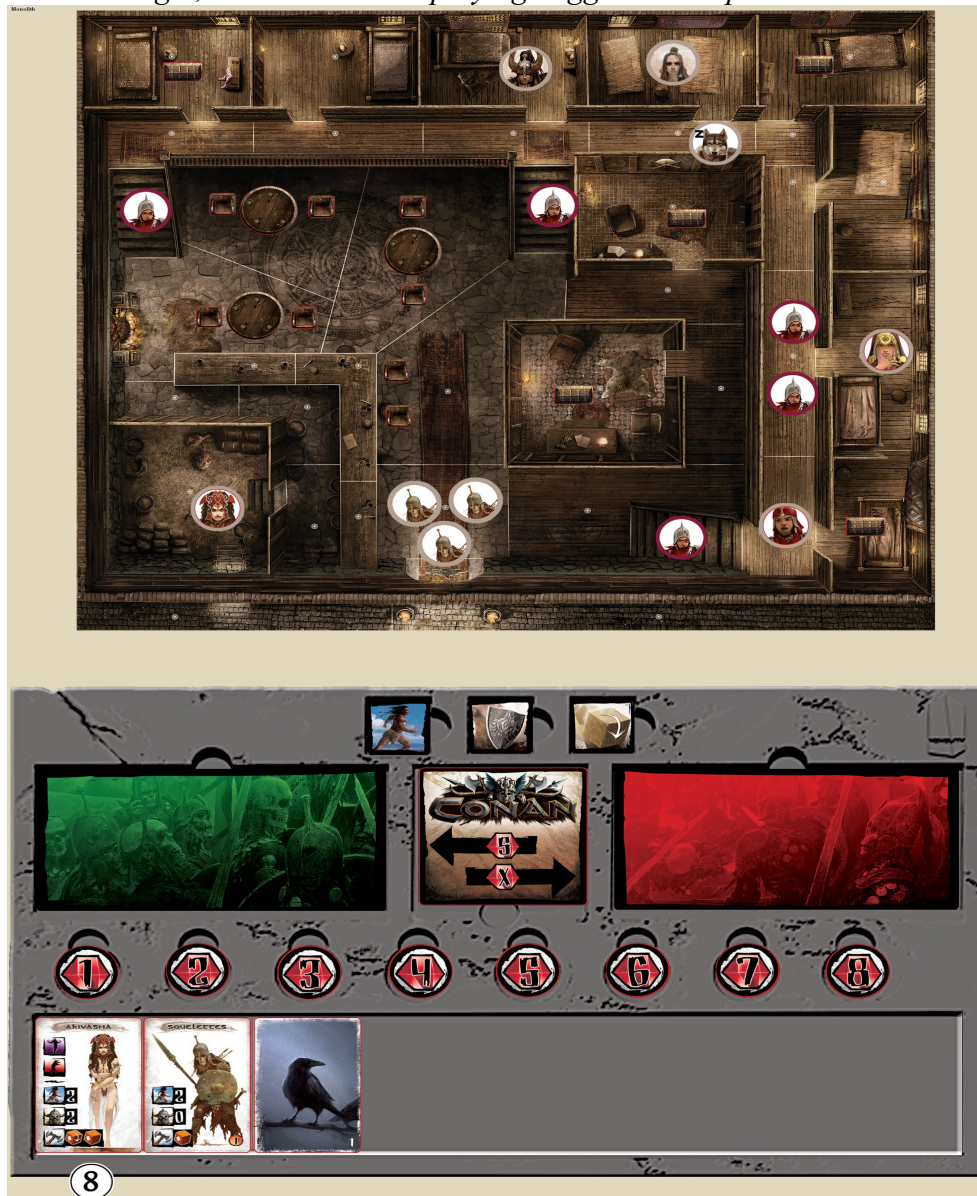


Zamora, a land sprawling with towers of spider-haunted mystery. Rumors of gold draws Conan and his friend, Zelata, to tread the cobble stoned streets of its capital city; a sign post attracted their fortune hungry eyes – the Zamoran princess and her convoy are on a diplomatic mission to Corinthia, and she is hiring seasoned warriors to escort her company. The pay is handsome, Conan and Zeleta took the contract and enlisted themselves under the princess' service.

On the seventh night of their journey to Corinthia, the company came to rest their weary bodies at a road side inn. While Conan, Zelata, and the princess were deep in their slumber, an assassin materialized in the inn's storeroom. The assassin is none other than Akivasha, the woman who never died. Contracted by the Turanian chancellor, Akivasha seeks to unravel the peace treaty between Zamora and Corinthia, by murdering the princess here in this wayward inn.

The cold moonlight reflects off Akivasha's ivory skin, lending a shard of deadliness to her unhuman beauty. Will this be the night, when Akivasha's preying dagger taste a princess' blood?



- Conan Mercenary (Sword, Axe, and Leather Armor)
- Zelata (dagger, Lightning Storm, and Mitra's Halo)
- Ally : Zelata's wolf

After the setup, heroes move 5 gems into the fatigue zone

- Akivasha (Yusheti knife, Tears of Dagon, and Mind Control), place her life token at 8 on the turn track sheet.
- Akivasha can attack with Yusheti knife.

The Overlord starts the game with 5 gems in the reserve zone, and 5 gems in the fatigued zone. The Overlord recovers 5 gems every turn.

Set aside the tiles for the Princess, (Red) Guard, and the Captain. These units are neutral, but they are controlled by the heroes.

Victory condition:

- Heroes win the game if they defeat Akavisha, or if the princess is still alive at the end of turn 8.
- The Overlord wins the game if the princess is killed before the end of turn 8.

The Event tile:

- 4 reinforcement points

Special Rules:

Heroes' slumber:

- Heroes, the wolf ally, and the princess are asleep and cannot perform any action until a guard, or the Captain, is attacking or under attack.
- The captain, the guards, and the princess activate during the heroes' turn
- Guards and the captain cannot move or defend; they can only attack an enemy unit in the same area and life gems cannot be spent to re-roll their attacking die.
- The Princess cannot defend, but during the heroes' turn, the heroes can move her.

Turning into the undead:

- When Akivisha attacks a guard, if the attack result is higher than the guard's armor value, then: 1) Replace the guard figure in the red base with a skeleton figure, 2) Place a reinforcement token in the area. 3) Finally, place the tile for the Red Skeleton Warrior at the end of the river on the book of Skelos.
- When Akivasha attacks the captain, if the attack result is higher than the captain's armor value, then: 1) Take the Captain's tile and add it to the end of the river on the book of Skelos. 2) Place the captain's life token at 5 on the turn track sheet. The captain becomes undead captain, and he is now controlled by the overlord.
- Only those guards who were turned by Akivasha into skeletons in the red base can enter the game. If the guard is killed by any unit than Akivasha, then remove the unit's red base from the game.
- The Overlord can have a maximum of 5 grey skeletons and 5 red skeletons on the board.

- There can only be a maximum of 5 reinforcement tokens on the board.
- Guards are blocking the stairs. Overlord's characters cannot spend movement points to move past a guard on the stair area.

Other rules:

- When a hero is in the same area as a reinforcement token, the hero can move 1 life gem to the fatigue zone and roll **1 red** die. On a result of 2 or more, remove the reinforcement token.
- A character can spend 1 movement point to stand on the table. An attacking character on the table can roll an **extra yellow** die.
- When a character is in the area with chairs, the attacking character can discard one chair and roll an **extra yellow** die.
- When a character attacks the princess, if the attack result is higher than 0, the princess dies.

Leaping from the balcony:

- A character can move from the balcony area to the ground area. The character rolls **2 orange** die for falling damage. If the character has leap, then roll **1 orange** die.

Leaping from the stairs:

- A character can move from the stair area to the ground area. The character rolls **2 yellow** die for falling damage. If the character has leap, then roll **1 yellow** die.

Climbing the balcony:

- ONLY characters with climb ability can move from the ground area to the balcony, by spending 1 movement point.

Line of sight:

- A character on the balcony or stair has line of sight to each area on the ground unless it is obstructed by the walls of the rooms.

Items in the chests:

3 life potions, explosive orb, and the chain mail.