



It is Asgalun that the bold pirate captain Conan and his companions from Red Fraternity decided to use as a port of call, to benefit from the treasures filling the holds of their vessel. After weeks of plunders along stygian coasts, they are enjoying a deserved rest in the pelishtim city while squandering their loot.

All good things must however come to an end and it's time for the filibusters to weigh anchor. While Shevatas oversees the loading of clear water and victuals, Conan and the formidable swashbuckler named Valeria complete the hiring of local sailors. Back to the vessel, Conan helps with the loading and grab the reins of a camel carrying amphora full of fine wine.

But the beast of burden is suddenly struck with horror while realizing that the man coming to him is the very man who violently put it to the ground with a raging fist after a drunken night. Savagely snorting, the camel runs away, grunting its dread through the crowded streets of the small town, desperate to flee from this humanoid beast known as Conan.



### Winning the Game:



To win the game, at least one hero must escape from the board with the camel before the end of Round 9.

The Overlord wins the game at the end of Round 9, or if Conan has 8 gems or more in his Wound zone.






The game starts with heroes' turn. The heroes start in the area indicated by the setup diagram.

Suggestion for 3 heroes:

- Conan (Conan Sword, Leather armor)
- Valeria (Sword, Dagger, Leather armor)
- Shevatas (Kriss, Throwing knives)


 Exhausted by a festive night, each hero moves 7 gems from their Reserve zone to their Fatigue zone.

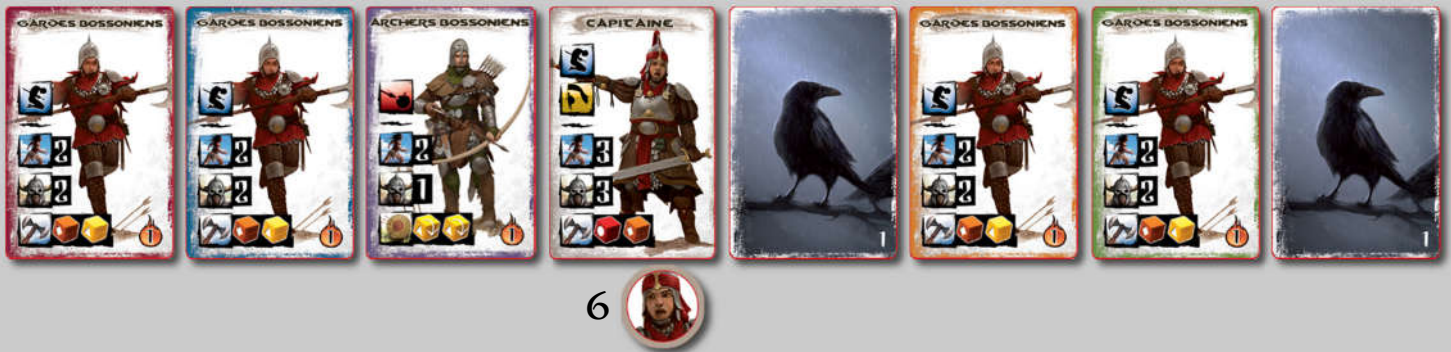


 The Overlord starts with 3 gems in their Reserve zone and 5 in their Fatigue zone, and places the Recovery token showing a recovery value of "4" in the Book of Skelos ("X" with X=4).






**Reinforcement:** 3 reinforcement points .

**Crowd control:** The Overlord can place two additional Crowd Tokens  (see 'Crowded Streets') in the streets. There cannot be more than 3 Crowd Tokens on the board.



Special rules:

- ★ **Crowded Streets:** At the beginning of his turn, each Crowd Token can be moved in an adjacent area. Crowds can only move in the streets and on the harbor deck and there can only be one Crowd token per area. A Crowd token costs 2 additional movement points to each hero wishing to leave this area (except with Evasive), and for the Camel as well. However, the crowd steps aside to let the guards and their captain cross without penalty. Only the deflagration of an explosive orb can scatter a crowd (the Crowd token is then removed from the board). Throwing an orb on the camel could kill it, or worse, shatter the amphoras.
- ★ **Camel Movements:** At the end of his turn, the Overlord can move the Camel with 5 movement points (no possible extra movements with Movement benefit). It can enter the buildings but cannot enter an area where a hero is present (he can however leave an area in which heroes are present). The Camel is hindered by the crowd and by heroes in his movements, but not by the Overlord characters. It does not hinder any other characters.
- ★ **Talk to the Hand:** To quiet down the camel, a single unarmed attack (no possible defense) with 5 points of damage is required (after unarmed reduction is applied). It is not possible to stun the camel if an Overlord character is present in the area. If the unarmed attack succeeds, the Overlord cannot move anymore the camel until the end of the game. A hero can grab the reins with a simple manipulation. Pulling the reins to move the staggering camel is like carrying an object with an encumbrance value of 9.
- ★ **Jump from the Roof/Climb:** A character can jump from the bottom left building into an adjacent street area. The character rolls   for falling damage (no possible defense). If the character has Leap, the character rolls  instead. The camel cannot jump. A character with Climb can reach the roof from an adjacent area by spending 2 extra movement points.
- ★ **Chests:** During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potions, 2 Explosive Orbs.