



During a stop in a port, Belit and Conan find themselves in a cheering city, hosting the most sacred celebration of the temples of Ishtar: the renewal festival. The shepherd Dumuzi comes back from hell to love the divine Ishtar, their embrace ensuring prosperity of the lands for the coming year.

Seated at the Cinvalent inn and carried out by the festive atmosphere, Conan leans towards the queen of the black coast and whispers to her ear "tonight, you will be my Goddess and I will be your shepherd..." -"Oh, you don't know me, barbarian!" She yells, pushing him away with her ivory hand. "I have a better suggestion to celebrate the renewal with dignity!". Then, lowering her voice, she explains: "I heard Zaporavo's freebooters. He is meeting a captain here for a deal about sapphires as big as your fist! So I challenge you: the first to vanquish the captain to grasp the sapphires will be the other's slave until sunrise! What say you, barbarian?" The answer could be read within Conan's sparkling and admiring look.

This 2-player scenario is meant to be played without an Overlord.



Objectives:



Conan and Belit are competing with each other.

The Hero that kills the captain wins.



The game starts with Conan's turn. We suggest the following Heroes:

- Conan (no equipment)
- Belit (no equipment)

Conan starts with 6 gems in Fatigue. Belit starts with 4 gems in Fatigue.



There is neither Overlord nor river or events in this scenario.

The following tiles are placed on the side of the gameboard: the captain, Zaporavo, Thalís (equipped with the Yuetshi knife), pirates and Bossonian guards and archers.



Special rules:

- ◇ **Challenge:** Belit and Conan are competing with each other but they cannot attack each other.
- ◇ **Hostile environment:** There is no Overlord in this scenario. All the units in the inn are hostile. In addition to the hindering, each time a Hero moves through or stops in an area where there is a unit, this unit immediately attacks (before the Hero can attack).
- ◇ **Leadership:** Belit can use her Leadership ability to win pirates over to her cause. Once per turn, roll (reroll possible) to know the number of pirates with line of sight that rally her. They are placed with a red or orange base and she can activate them normally. These pirates under Belit's orders ignore the passive defense of their targets. They can hinder Conan but cannot attack him.
- ◇ **Support:** Belit can use her support ability on the pirates rallied to her, but Conan cannot use it for his rerolls.
- ◇ **Walls:** all the walls between two adjacent rooms on the same floor except the outside walls of the inn can be broken through with the Wall wrecker ability.
- ◇ **Doors:** opening the doors is a complex manipulation of difficulty 1. Only a Hero in an adjacent area can try it. If successful, the door is removed from the board. All doors can also be broken through with the Wall wrecker ability.
- ◇ **Jumping/climbing:** jumping down from the balcony inflicts (from the stairs) without possible defense and (from the stairs) if the character has the Jumping skill. Climbing back up to the balcony costs 2 gems (1 to climb back up to the stairs side) for a character with the Climbing skill.
- ◇ **Chests:** 5 chests are placed as shown on the map. Opening them is a complex manipulation of difficulty 1. The equipment deck contains: 1 sword, 1 ornamental spear, 1 parrying dagger, 1 leather armor and 1 throwing knives.

Doucetteville
Translated by Mathieu Platt