



In the city of Shumballah, capital of Kush, the tensions are rising between the Gallah, the original inhabitants of the country, and the ruling caste know as Chagas, descending from Stygian adventurers who longed to create their own kingdom. When Tananda, sister of the King and effective ruler of the kingdom, leaves the wall of El Shebbeh, the inner city, to go hunting, she goes through Punt, where the Gallah lives. There Ageera, the Gallah witch-finder, appears before her, and stirs up the crowd anger. Soon enough Tanada's escort is killed by the mob. This happens just as Conan arrives in Shumballah, and while soldiers from El Shebbeh are trying to make their way.



Objectives



If at least one hero manages to flee the village with Tananda before the end of turn 7, the heroes win the game.



The Overlord wins the game as soon as the Subjugation marker reaches 5.

If the heroes are not able to flee with Tananda before the end of turn 7 the crowd and the soldiers start fighting each other, and in the confusion Tananda is killed; nobody wins the game.



The game start with The heroes' turn.

- Conan the Mercenary (conan's sword, axe, leather armor)
- Amboola (sword, chainmail) with a Bossonian Guard and a Bossonian Bowman as allies

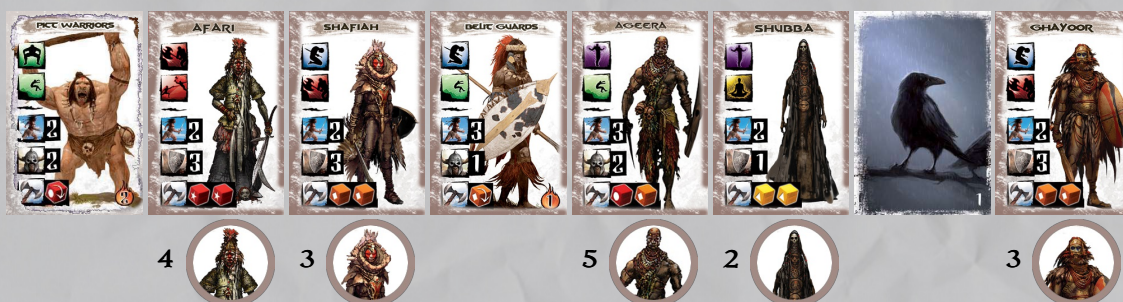
After setup, the Heroes move 5 gem(s) from her Reserve zone to her Fatigue zone.



The Overlord starts with 6 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Reinforcement : 5 reinforcement points 🔥.



Spells : Set's Possession




Spells : Mitra's Halo, Set's Bite

Special rules

Hut Flaps : a character must spend 1 extra movement point to move across a border into or out of a hut. Moving across an opening token does not cost an extra movement point.

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

Climbing : A character can move across boulders  as though they were a border by spending 1 extra movement points.

Tananda : Tananda has been bound by Ageera and she will move together with any Overlord unit that is currently holding her binds. She hinders the movement of this unit for each border between 2 areas they move through. Moreover she hinders the Overlord unit as if she was the heroes' ally.



The binds can be transmitted or taken by any active Overlord unit before this unit movement or after this unit movement is complete.


Tananda is freed whenever a hero unit and no Overlord unit is in the same area as Tananda. When Tananda is freed, her tile is placed next to the character sheet of the hero who freed her. She will act as an ally, even if the hero unit not have the Leadership skill.



If Tananda is alone in an area and an Overlord unit enters in this area, she is caught by this unit and becomes bound once more. Tananda tile is removed from the side of the character sheet of the hero who had freed her.

Mystic Barrier : Ageera starts the game as if the spell Mystic Barrier had been cast: no unit, whether hero unit or Overlord unit, can enter the area where Ageera is. Tananda is already in this area when the game starts.

This Mystic Barrier disappear as soon as Ageera is activated. This spell cannot be cast again.

Subjugation : When Ageera and/or Shubba are with Tananda in the hut  or  they can perform a Subjugation separately or together as if it was a spell.

The first time a Subjugation is performed, a Subjugation marker  is placed on space 0 of the track.

The next time a unit who performed a Subjugation is activated, the Overlord rolls . Energy cannot be spent to reroll this dice. For each symbol shown on the dice, the Overlord moves the Subjugation marker  1 space toward the space 15 of the track.

Fleeing the Village : A hero, Tananda or an ally can flee the village by reaching the starting area of either Conan or Amboola.

Chests : During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains 1 Life Potion, 1 Bossonian Bow, 1 Tribal Mace, 1 Tribal Shield.