



After being accepted as a crewmember of the Tigress, Conan and Bêlit venture into the Zarkheba, the death river of poisoned waters, until they reach an abandoned city, the ruins of a forgotten civilization. When arriving at the mysterious city a feeling of sorrow attacks them, and atop the tallest tower, in contrast to the white moon, they glimpse a tall shadow.

*"It is a great bird," said one of the warriors, standing in the bows.*

*"It is a monster bat," insisted another.*

*"It is an ape," said Bêlit.*

*Just then the creature spread broad wings and flapped off into the jungle.*

*"A winged ape," said old N'Yaga uneasily. "Better we had cut our throats than come to this place, it's haunted".* Robert E. Howard.

In their search for good fortune, the crew decides to venture into the ruins until they find a mysterious altar filled with stygian gold. When they get back to the **Tigress**, Conan discovers their water reserves have been mysteriously destroyed. Bêlit orders Conan, N'gora and others to leave in search for clean waters while she stays behind in the company of warriors, to guard the ship.

Some time has passed since the departure of Conan and the others, when suddenly, in the darkness of the night, they glimpse hundreds of reddish eyes that look at them.

"Sound the alarm! To arms! We are surrounded!" calls the Queen of the Black Coast to his men, and from the jungle emerges a pack of rabid hyenas followed by a winged silhouette that flies over the skies.



## Objectives



If the Heroes survive until the end of round 8, the Winged Ape stops the attack to plan a different strategy to defeat them. The Heroes win the game.



If Bêlith and her allies die before the end of round 8, the Overlord wins the game.





The game start with The Overlord's turn.

- Belit (ornamental spear, leather armor) Bêlit can start the scenary with any item in the heroes inventory as long as her encumbrance is equal or less than 5
- ◆ 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 3 in their Fatigue zone, and places the recovery token showing a recovery value of 3 in the Book of Skelos.



**Reinforcements** : The Overlord earns 2 reinforcement points



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## Special rules

**Lines of Sight** : A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.

**Rock Slide** : a character can move into a rock slide ⚡ area from an adjacent area. The character must spend 2 extra movement points unless the character has Climbing.

**Bêlit Guards** : Bêlit is accompanied by 5 Bêlit Guards. Each one has a free movement and attack for every heroes' turn.

**Winged hate** : The enemy wants to play with Bêlit before killing her. The Winged Ape cannot attack Bêlit as long as there is a Bêlit Guard alive.

**Chests** : During setup, the Overlord places four chests on the board as indicated by the setup diagram. The asset deck contains: 1 life potion, 1 explosive orb, 1 bossonian bow and 1 empty chest.

**Campaign Mode** : If the heroes win the scenary: Each hero earns an extra ◆ into his Reserve zone for the remaining of the campaign's scenarios. The hero keeps in his inventory every other item that he has by the end of the scenary. Each leader of the upcoming campaign's scenarios has ◆◆ extra life points.

If the Overlord wins the scenary: The overlord earns an extra ◆ into his reserve zone for the rest of the campaign's scenarios. Each leader of the upcoming campaign's scenarios has ◆◆ extra life points. The items used by the heroes or in his control by the end of the scenary are discarded.