



Some time has passed since Conan, N'Gora and the others departed in search for clean waters. But a strange sound makes Conan feel nervous. He decides to separate from the others to see what's been following them when suddenly the poison from Black Lotus flowers hidden in the area makes him fall asleep.

In his dreams, Conan sees a forgotten city where a race superior to any other lives, beautiful humanlike creatures with wings. But suddenly the earth trembles and natural might turn the city into ruins as the winged creatures fall from grace turning into savage creatures that fight each other. These creatures live in the ruins, apart from the outer world as human evolves from apes. When the two races meet each other, the humans that come into the city are bewitched by the last of this winged creatures and turn into rabid hyenas.

A terrible scream sounds in the jungle and Conan finally awakes alone in the darkness.

He starts to look for his friends but they are nowhere to be found, except for their weapons and traces of battle. Suddenly, the light of the moon shows in a glare beyond the dead bodies of his friends surrounded by a pool of blood, and among them, a tall figure.

"At first, Conan thought it to be a great black gorilla. Then he saw that it was a giant black man that crouched ape-like, long arms dangling, froth dripping from the loose lips. It was not until, with a sobbing cry, the creature lifted huge hands and rushed towards him, that Conan recognized N'Gora. The black man gave no heed to Conan's shout as he charged, eyes rolled up to display the whites, teeth gleaming, face an inhuman mask". Robert E. Howard.



Objectives



If the Heroes finds N'Gora hidden by the Overlord in one of the numbered areas and kills it, Conan leaves the jungle and go back to aid Bêlit. The Heroes win the game.



If Conan turns into a rabid beast N'Gora runs away into the jungle to never be seen again. The screams from the **Tigress** helps Conan come back into sense to aid Bêlit and the others. The Overlord wins the game.



The game start with The heroes' turn.

- Conan (sword, leather armor) He can start with any Item in the Heroe's Inventory. His encumbrance must be equal or lower than 6.

After setup, the Heroes move 0 gem(s) from her Reserve zone to her Fatigue zone.



The Overlord starts with 8 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 receives 1 reinforcement point. This event can only be used once per Overlord's turn.

Laughs in the Jungle : The laughs of the rabid hyenas strengthen by the Lotus Flower can turn Conan into madness. Conan receives of sanity damage. The reroll action cannot be used. This event can only be used once per Overlord's turn.



5



Equipped with : tribal mace, tribal shield

Special rules

Impenetrable Forest : Forest areas block Line of Sight. A character can aim from but not shoot inside or through these areas. Entering the area costs an additional movement point. Leaving the area does not cost any extra movement points.

Rabid Madness : N'Gora cannot attack unless he is found. He has the ability to leap and swim.

Madness : Put the token on the 0. It is called the Madness counter. When it gets to 15, Conan turns into a rabid beast.

At the beginning of every heroes' turn, The Overlord throws a to cause sanity damage. Move the Madness counter the same number of symbols shown in the dice. The reroll action cannot be used.

Waters of Doom : To leap over the water a character must get in the dice, otherwise, he falls into the water and receives of sanity damage, or dies if he doesn't have the ability to swim. A character in the water must expend an extra movement point to get out of the water. Two characters with swim ability can fight in the water.

Chests : During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains: 1 explosive orb, 2 life potions, 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 the tribal mace and tribal shield with all the items he has by the end of the scenary. Each leader of the upcoming compaign'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 compaign's scenarios has extra life points. The items used by the heroes or in his control by the end of the scenary are discarded.