3 A Lion among panthers

The man with the broad shoulders grimaces protruding his muscles so as to break the ties that hinder him. His clothes are of quality, but of simple craftsmanship and he does not wear rings, or finery to the exception of a silver headband which encircles his head, holding his black square-cut mane. No Pict would be able to recognize in him the King of Aquilonia. Still, it is Conan, trying to escape the ferocious warriors of the Panther clan, who treacherously captured him the day before.

Weary of his royal obligations and state affairs, Conan found a pretext to get away from Tarantia and regain some of his original freedom. He rode relentlessly, his lion at his side, to rejoin the still wild province of Thandara where several Aquilonian colonists settled after the fall of the Conajohara. The Thandara, the one who in the old days at once stood up for Conan, when he opposed King Numedides.

When the Cimmerian finally breaks his bonds, he cannot help but to let go of a sonorous blasphemy, for he knows that the altar blackened by flames and stained with blood that sits in the center of the village awaits his imminent sacrifice. But he also knows that he can rely on another prisoner to get himself out of a bad situation; a young man, also a captive of the Picts, reminding him tremendously of Balthus, who was his valiant brother-in-arms during the fighting on the Black River banks.



Winning the Game:

If at least one hero flees with three Sacred Treasures before the end of turn 7; the heroes win the game.

If the Overlord prevents the heroes from fleeing with three sacred treasures at the end of turn 7; the Overlord wins the game.

The game starts with the heroes' turn.

Suggestion for 2 heroes:
- Amra the Lion: (Leather Armor) with Conan's Lion
- Balthus: (Leather Armor) with Slasher



After setup, the heroes move no gem from their Reserve zone to their Fatigue zone.

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



Reinforcement: 3 reinforcement points .



Zogar Sag has one spell: Set's Bite



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Special Rules:

Sacred Treasures: The three Sacred Treasure, the Pictish Fetish, and the Ahriman's Heart are considered Sacred Treasures. During setup, the Overlord places one Sacred Treasure card on the same areas as the tokens ①, ② et ③ as well as the Pictish Fetish and the Ahriman's Heart next to the board.

Equipment: During setup, the Overlord places the following cards on the area ④: 1 Axe, 1 Zingarian Bow, and 1 Life Potion.

Stone: During setup, the Overlord places a Stone token in each of the stone Huts as indicated by the setup diagram. These stones are considered Equipment cards with an encumbrance value of 2. When a hero carries a stone, they no longer suffer the penalty for Melee Attack without a weapon card.

Zogar Sag : When Zogar Sag dies, the Overlord immediately places the Pictish Fetish card in Zogar Sag's area.

Forest Demon: When the Forest Demon dies, the Overlord immediately places the Ahriman Heart card in the Forest Demon's area.

Door: Slasher and Conan's Lion are imprisoned. As long as the door is in play, the animals cannot be activated. Conan and Balthus cannot use their Leadership skills. The Door is considered impassable. A hero in an area adjacent to the door can perform a complex Manipulation with a difficulty of 2 to remove that door from the board. The heroes may use their Leadership skills to activate Conan's Lion and Slasher.

Slasher: Only Balthus can activate Slasher. If Balthus dies, Slasher has no longer reason to fight and is immediately removed from the game.

Conan's Lion: Only Amra the Lion can activate Conan's Lion. If Amra the Lion dies, Conan's Lion has no longer reason to fight and is immediately removed from the game.

Fleeing the Village: A model can flee the village from one of the three village entrance areas (northwest, southwest and east) by spending movement points as though the model was moving across a border. The model is then removed from the board. Once a model has fled, the model cannot be returned to the board.

Flaps: To enter or leave a hut, a hero must spend 1 extra Movement point because of the Flaps. The Flaps at the entrance of each Hut block the Line of Sight.

Climb: A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.

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

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