While visiting the South of the kingdom, Princess Olivia, daughter of King Ophir, is set upon by Kothian soldiers. The detachment assigned to protect her is massacred. After reaping a bloody harvest, even Conan succumbs to the overwhelming numbers and the fury of a strange man-ape.

Now Conan and Olivia are prisoners of Captain Arbanus, right hand of King Strabonus of Koth. In his quest to control the gold mines which feed King Ophir’s wealth, Strabonus has turned to kidnapping and extortion over costly military action. Conan paces in his cell like a caged lion. His incandescent blue eyes search for any means of escape, and he rages at his failure to protect the princess.

The Kothians have fallen back to an old fortification on the border of the two kingdoms. As they take defensive positions and install deadly machines of war, the Cimmerian’s brothers-in-arms mount a rescue mission. King Ophir’s message is clear: his daughter must not fall into Strabonus’ hands alive.

**Winning the Game**

- If a hero has fled the fort with Olivia, she is free from Strabonus’ grasp; the heroes win the game.
- At the end of turn 8, the Ophirians annihilate the fort using trebuchets, killing all of its occupants; the Overlord wins the game.
The game starts with the heroes’ turn. The heroes start in the areas indicated by the setup diagram.

**Suggestions for 3 heroes:**
- Conan (Battle Axe, Shield, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Hadrathus (Dagger, Teleportation, Mitra’s Halo, Lightning Storm). Hadrathus does not start with Mitra’s Halo cast.

After setup, each hero moves 5 gems from their Reserve zone to their 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 “5” in the Book of Skelos.

**Reinforcement:** 4 Reinforcement points

**Rocks Fall:** The Overlord chooses an area and rolls ⬤. Each character in that area suffers damage equal to the number of symbols shown on the dice.

**Special Rules**

* **Olivia:** Use the Princess model to represent Olivia on the game board. Olivia is unconscious, counts as an object with an encumbrance value of 6, and can be picked up by a hero by performing a simple manipulation. That hero takes the token ♦ and places it next to their character sheet. Olivia has one life point and no armor. She dies if she suffers any damage (such as an area attack). If she dies, the side which killed her immediately loses the game.

* **Olivia’s Cell:** The Captain is Arbanus of Koth. When Arbanus dies, place a Key in the area in which he died. If a hero is in an area adjacent to the door to Olivia’s cell and has a Key, the hero can perform a simple Manipulation to remove the door from the board.

* **Conan’s Cell:** A hero in an area adjacent to the door to Conan’s cell can perform a complex Manipulation with a difficulty of 2 to pick the lock. If the hero succeeds, remove the door from the board.

* **Doors:** A character other than a Hyena can move across a door (except the door to Olivia or Conan’s cell) as though it were a border by spending 1 additional movement point. After a character moves across a door, remove that door from the board.

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

* **Leaping from Walls:** A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls ⬤ for falling damage. If the character has Leap, the character rolls ⬤ instead.

* **Rock Slides:** 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 Climb.

* **Chests:** During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 2 Explosive Orb, 1 Chainmail, 1 crossbow.