



During a stop in a port, Bêlit and Conan find themselves in a jubilant city, hosting the most sacred celebration of the temples of Ishtar: the Renewal Festival. Legend says the shepherd Dumuzi comes back from hell to love the divine Ishtar, their embrace ensuring prosperity of the lands for the coming year.

Seated at the ill-reputed Sin Valent Inn and enjoying the festive atmosphere, Conan leans toward the Queen of the Black Coast and whispers in her ear, "Tonight, you will be my goddess and I will be your shepherd..." "Oh, you don't know me, barbarian!" She yells, pushing him away with her ivory hand. "I have a better suggestion, to celebrate the renewal with dignity!" Then, lowering her voice, she explains: "I overheard Zaporavo's freebooters. He is meeting a captain here to make a deal about sapphires as big as your fist! So, I challenge you: the first to vanquish the captain and grab the sapphires will be the other's slave until sunrise! What say you, barbarian?" The answer could be read from Conan's grin and admiring look.

This is a 2 Heroes scenario without Overlord.



Objectives:




Conan and Belit are competing with each other.
The hero who kills the Captain wins the game.



The game starts with Conan's turn. The heroes start in the area indicated by the setup diagram.

Suggestion for 2 heroes:

- Conan (no equipment),
- Bêlit (no equipment),

 After setup, Conan moves 6 gems from his Reserve zone to his Fatigue zone.
Bêlit moves 4 gems from her Reserve zone to her Fatigue zone.



 There is no Overlord, river or events in this scenario.


The following tiles are placed on the side of the gameboard: the Captain, Zaporavo, Thalís (equipped with the Yuetshi knife), Pirates, and Bossonian Guards and Archers.



Special rules:

Challenge: Bêlit and Conan are competing with each other, but they cannot attack each other.







Hostile Environment: There is no Overlord in this scenario. All the units in the inn are hostile. In addition to hindering, each time a hero moves through or stops in an area where there is a unit, this unit immediately attacks (before the hero can attack).

Leadership: Bêlit can use her Leadership ability to win pirates over to her cause. Once per turn, roll  1 Orange Die (reroll possible) to determine the number of pirates (in line of sight) she will persuade. They are placed with a red or orange base and she can activate them normally. These pirates under Bêlit's orders ignore the passive defense of their targets. They can hinder Conan but cannot attack him.

Support: Bêlit can use her support ability on the pirates rallied to her, but Conan cannot use it for his rerolls.

Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn nor to move between areas of different elevations.

Doors: A hero in an area adjacent to a door can perform a complex Manipulation with a difficulty of 1 to pick the lock. If the hero succeeds, remove the door from the board. A character with Wall Wrecker can use it to move across a closed door (the door is removed from the board).

Leap/Climb: A character can move across a railing from a balcony or a banister area to a ground floor area as though it were a border. The character rolls   from balcony (or  from banister) for falling damage. If the character has Leap, the character rolls instead   from balcony (or  from banister). A character with Climb can move across a railing from a ground floor area to a balcony area by moving 2 gems (1 gem to a banister) from their Reserve zone to their Fatigue zone.

Chests: During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains: 1 Sword, 1 Ornamental Spear, 1 Parrying Dagger, 1 Leather Armor, 1 Throwing Dagger.

Doucefenille