



WHILE SAILING THE COAST OF STYGIA, CONAN HAS BECOME AWARE OF AN OPPORTUNITY IN THE PORT CITY KHEMI OF A MERCHANT LOOKING FOR THEFTS TO HIRE. AS A TEST OF THEIR SKILL THIS MERCHANT HAS HIDE THREE RELICS IN THE PORT. WHOM EVER CAN BRING THE THREE RELICS TO HIM GETS THE JOB. CONAN, WELL AWARE OF HIS CURRENT ISSUES WITH THE PRIEST OF STYGIA, DUE TO A PRIEST THAT HAD AN ACCIDENT IN AN INN ONCE WITH CONAN'S SWORD, MUST TRY TO FIND THE RELICS AND HIS CONTACT IN THE PORT AS QUIETLY AS POSSIBLE. CONAN PREPARES TO QUICKLY JUMP SHIP AND FIND THE THREE RELICS AND THE MERCHANT.

Scenario Map Set-up is on the next page

Winning the Game:



If Conan has acquired the three relics and found the merchant contact before the end turn 15; the heroes win the game



If the Overlord has killed Conan or prevented him from making contact with the merchant by the end of turn 15; the Overlord wins the game.





The game starts with the heroes turn. Conan starts on the area of the map provided in set up.

Suggestions for 1 hero :

- * **Conan** (unarmed) Leather Armor



After setup Conan moves 4 gems from the Reserve Zone to the Fatigue zone.



Set up for Overlord:



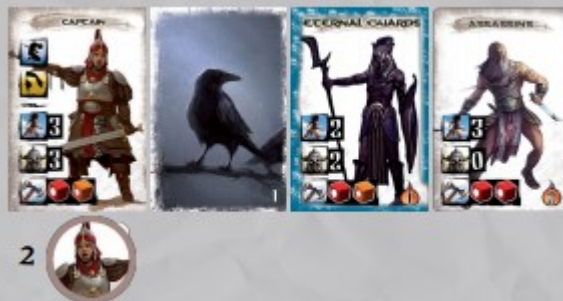
1 Hero: The Overlord starts with 3 gems in their Reserve Zone and 3 in their Fatigue zone, and places the token showing a recovery value of "3" in the Book of Skelos.



Reinforcements : 2 reinforcement points



The Overlord does not start with Green Pirate Tile. If Conan Attacks a pirate add the green pirate tile to the end of the river.



Special Rules:

Merchant: At the beginning of the game the Overlord choose one of the encounter spaces numbered 3,4,or 5. That encounter is replaced with the merchant 's location. The relic token in the adjacent area is removed. That relic is now on the body of the merchant and can be removed with a Complex Manipulation Success of 3. If a hero has all three relics with them and ends their turn in the merchants space they win. If the hero fails to remove the relic off of the merchant the Heroes loss immediately.

Encounters: If a hero choses to they can have an encounter in any of the spaces with a numbered token. The placement of the merchant eliminates one encounter and replaces it with rules above. Unlike other information in this scenario, the story and result of an encounter is only know to a hero if they chose to have the encounter. Once an encounter is activated the Overlord reads the narrative and the underlined choices and their cost. At this point the hero chooses and/or pays any corresponding cost or rolls the required action. Gems for these actions are spent as normal with all of the same freedoms and restrictions as the core rules for the game. If choosing an action would put a hero above their exertion limit they can not choose that action. Once heroes choose to have an encounter they must resolve it even if the outcome might seem negative. Encounters give the heroes more chances to decided what type of hero they will be. Ally tiles can not have encounters.

Note: Do not read the encounters on the following pages before playing the game.

Doors: A character other than [troop] can move across a door as though it were a border by spending 1 additional movement point. After a character moves across a door it closes. Doors block line of sight.

Swimming: A hero with swimming ability can move in water according to normal movement rules.

Loot: A hero can loot a dead Overlord character as a 1 Gem simple manipulation. Eternal Guards (Spear Item), Pirate (Pirate Sword item) , Captain (Sword Item), Assassin (Dagger Item)

Leap: If a hero, or [leader] fails to leap, the character remains in its area. If a minion or ally fails to leap, that character falls in the water and is eaten by sharks; the character dies.

Encounters 1: On the top deck of the ship you come upon a crusty pirate captain looking over the edge of his ship out at sea. You have been able to sneak up behind him without the captain noticing. Will you?

Catch his attention: Simple Manipulation (1 Gem) or Attack and rob him: Melee Attack (success 3) and Simple Manipulation (1 Gem) .

Catch his attention: The captain turns and inquiries who you are he is familiar with your name through none other than the pirate queen herself. He explains that the Captain of the port is keeping a close eye on him and will allow him entry to do his transactions. He offers you a sword and a bag of gold if you will slay him. (Receive Sword Item Card)

Attack and rob him Success: The captain's body drops to the deck as you carelessly try to grab anything you can. The noise seems to have alerted the other pirates on the ship. (Receive Sword item card, Overlord adds the green pirate tile to the right most space on the river)

Attack and rob him Failure: You try and grab hold of the captain but you are not quick enough he spins around and stabs you with his sword. (Move one gem to the wound zone Overlord adds the green pirate tile to the right most space on the river).

Encounters 2: (Overlord places the camel model on the board) As you walk the alley ways of the port city you come across a Camel, you both recognize each other. Will you?

Punch the Camel in its Dirty Face: Melee Attack Success (2) or Walk Away.

Punch the Camel in its Dirty Face Success: You swing hard and smash the beast's face. Its body fall limp into the dirt. (Receive nothing but the satisfaction).

Punch the Camel in its Dirty Face Failure: You swing hard but today the beast seems smarter than you. As you miss your body is sprayed with Camel spit. (Receive nothing but ridicule from the locals).

Walk Away: You have better things to do with your time. You move on to other things. (Receive one free movement, that cost nothing but must be used immediately).

Encounters Continued on Next Page...

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Encounters 3: Up on the roof top you spot another thief who seems to be tracking the same merchant. You have been able to approach him with out alerting him of your presence. Will you?

Strike up a Conversation: Simple Manipulation (1 Gem) or Take Out the Competition: Melee Attack (success 3).

Strike up a Conversation: You carefully introduce yourself to the thief as he sits along the wall. He is surprising not hostile. After speaking for sometime you realize his skill as a thief and decided to work together to complete the merchant's request. (Receive Shevatas tile and the ally ability for the rest of the game) .

Take out the Competition Success: The thief's small dark body falls lifeless in your arms as you crush the life out of him. (Receive the Kris and Throwing Knives item cards)

Take out the Competition Failure: You try and grab hold of the thief but you are not quick enough he spins around and stabs you with a small throwing knife. You have made a powerful enemy (Move one gem to the wound zone Overlord adds Shevatas Tile to the right most space of the River. Place Shevatas token on round 2 of the time marker for his health).

Encounters 4: As you enter the home of a local looking for one of the relics. You notice a sudden movement out of the corner of your eye and realize you are not alone. Will you?

Try and talk with them: Simple Manipulation (1 Gem) or Prepare to defend yourself: Melee Attack (success 3).

Try and Talk: You try to introduce yourself to the stranger. They mutter, "Talk is cheap" and punch you in the face. (Move 1 Gem to Fatigue Zone and add Taurus Tile to the far right slot of the Overlord's river. Place Taurus token on round 3 of the time marker for his health).

Prepare to Defend Yourself Success: You grab hold and throw the figure across the room. They stand up laughing, "I like the way you work, what brings you to Khemi?" (Receive Taurus tile and the ally ability for the rest of the game) .

Prepare to Defend Yourself Failure: You try to defend yourself but the stranger is much stronger then you thought. (Conan gets pushed out of the house, place model on any street space outside a door of the house and add Taurus Tile to the far left slot of the Overlord's river. Place Taurus token on round 2 of the time marker for his health). (Conan gain the battle Axe item card if he defeats Taurus).

Encounters 5: In a dark room near the back of the alleyway you come across a sorcerer practicing magic. Will you?

Walk Away or Engage the wizard (1 Gem Simple Manipulation)?

Walk Away: Move Conan to an adjacent Tile as a free movement.

Engage: "You dare interrupt me! He screams" (Overlord adds Giant Spider Tile on the left most space of the River.) (Conan finds one health potion if he kills the spider in the room)