*The world's three best Thieves combine to meet their greatest challenge. It is known that in the depth of the Stygian wilderness there is a alter to the their foul god Set. It is rumoured that for a period of 15 minutes each Autumn Solstice this alter moves aside to reveal the entrance to a tunnel. At the end of that tunnel is*
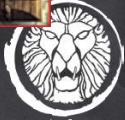*The Eye of Set !*
*Not only is this gem worth a King's ransom three time over, but anyone looking through the eye can make out deceptions, illusions, lies and glamour by the acrid smoky blur it generated in the gem.*
*There is a catch. It is meant to be guarded. So the team pull out their best weapons and armour, and head forth...*

**1**

## ...ectives

There can be only one! Any hero that escapes with the eye of Set before the 15 turns are up, wins the game.

If at all 3 members of the party die, or if they do not come out with the gem in time, the alter will close and will be impossible to open for another year. Conan and friends will join the other undead in the temple.

The game start with The Overlord's turn.
Suggestions for 3 Heroes :

- Conan the Thief (Conan's Sword, Leather armor)
- Taurus (Yuetshi Knife, Javelin, Leather armor)
- Shevatas (Parrying Dagger, Throwing Knives)

Suggestions for 4 Heroes :

- Valeria (Short Sword, Knife)

After setup, the Heroes move 4 gem(s) from her Reserve zone to her Fatigue zone.

### 3 Heroes

The Overlord starts with 8 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.

### 4 Heroes

The Overlord starts with 14 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.

**Reinforcements** : Roll 1 die for each hero still alive. This indicates how many reinforcement point the overlord gets. No re-rolls allowed. You cannot have more than 5 characters for each tile.

**Giant Scorpion and Spider** : If either the scorpion or spider or both die, then they can be replaced with their brothers and sisters, either alone or as a pair.

**Giant Snake** : Place the reinforcement tile at the end of the river, as usual, then the Overlord replaces both reinforcement tiles with two Giant Snake tiles (both for the same snake, increasing the number of activations for this creature). The snake will not move from itâ€™s room unless the Eye of Set has been removed from the pedestal in which case it will give chase to the hero carrying the gem. It can attack anyone in the room.

At this point, the Overlord loses the ability to place any other reinforcements for the rest of the game.

2  7  2
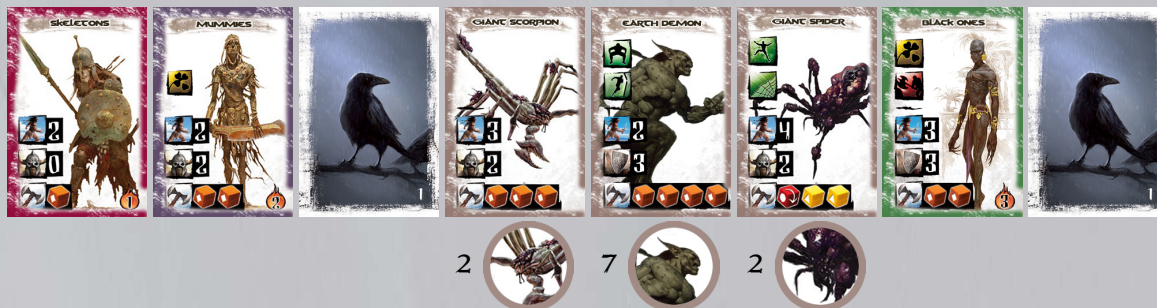
Each replacement/reinforcment has 2 life points

Each replacement/reinforcment has 2 life points

# Special rules

## The Black Men :

The tile will advance on the river for these ebony statues and can not be activated until someone enters the area which also contains chest #3. The statues then come to live. Once a hero enters the area the Black Men can be attacked and damaged, even if their tile has not yet been activated.

They are immune to damage while in statue form.

## The Scorpion's Tail :

Once a hero is stung by the giant scorpionâ€™s venomous tail and takes damage, his free movement is reduced by 1 for the rest of the game. This is not cumulative and so can affect each hero only once.

## Standard Gates : The 4 standard, unlabelled, gates can each be opened separately with a Feat of Strength of 15 . If successful the gates cannot be closed again.

## Gate marked with a '1' : The gate labelled ① can be opened separately with a Feat of Strength of 20. If successful the gates cannot be closed again. These gates can also be opened with a key that can be found in either Chest 1, 2 or 3. If they key is found, it can open and close the gate.

## Stairs and line of sight : The connected areas 1 , 2 and 3 link two separate areas together that are adjacent and do not provide line of sight to each other. Movement from one to the other happens as soon as the line is crossed at the top of the stairs. In or out of stairways areas the line of sight is not blocked to the neighbouring areas only.

## Chests x 2 sets : There are 6 chests, one of the chests marked either contains the key for the gate labelled 1, 2 or 3.
To identify which of those chests it is, create two randomised decks with 3 cards each. The deck that contains the key is for these chests. The second deck is for the final room.
The other 4 chest contain 2 x Life Potions; 2 x Explosive Orb; 1 x Chain Mail.
All chests require a complex manipulation with a result of 2 to open.

## The Eye of Set : The eye is a large ruby, the size of a fist. It is on a pedestal and requires a simple manipulation to pick it up. Should it ever be touched by daylight, it is automatically teleported back to the pedestal. It has an encumbrance of 3.

## Feat of Strength :
To perform a feat of strength the character has to successfully reach a target number set in the scenario. For each test he moves gems in to the fatigue zone, then rolls a 🔶 die for each of those gems. Then he adds his base: the original weight carrying capacity to that number rolled.

Unless otherwise indicated, Overlordâ€™s characterâ€™s use their original life-points + movement-value + armour-value as a measure of their base.

The Wall Wrecker skill allows the user to roll 🔴 instead of 🔶.

## Playing Maps : To my loyal fans :-D - maps available for printing here:
*Black:*
https://drive.google.com/file/d/0BzUGSak-AlHeVG42QTBjZGhrTkU/view?usp=sharing
*White:*
https://drive.google.com/file/d/0BzUGSak-AlHeQXYzQ1NRMWI3QzQ/view?usp=sharing
Some of you might be wondering why the Overlord starts the game with so many gems. This is because he will lose the ability to get reinforcements at the end of the game and will need to spend 2 gems to remove each of the dead tiles.

~ Lone Pathfinder

Lone Pathfinder