



Nahrok found a ring in the depths of hell. With this ring he has been able to summon a demon of the night, but has not yet been able to tame the demon and substantiate it's physical form. To do so he has to sacrifice the soul of a powerful warrior.

So, in disguise Nahrok poisoned the wine of Conan and took the drugged Cimmerian on to a ship called the Storm's Wake to smuggle him out of town, and to perform the ceremony of binding the demon without interruption.

It did not take Amboola and Balthus long to find out what happened to Conan.

Amboola and Balthus knew of a ship willing to chase down the Storm's Wake at all costs. Belli, captain of that ship had her own reasons to free Conan – simple lust, with maybe a bit of respect thrown in. With Belli's crew of five guards, Balthus' hired Kathien archer and Amboola's contingent of five city guard, they give chase.

The white speck on the horizon soon grows to a sail, and then the Storm's Wake. Seeing they will shortly be overtaken, Constantius, the evil mercenary and cunning captain of the Storm's Wake, steers towards shore, where his lighter vessel can escape over the coral reef's shallow depths from Belli's faster, but heavier pirate ship.



Objectives



If Conan is given the Elixir of Life before the poison consumes him and Constantius and Nahrok are vanquished, then the heroes win.



If Conan dies from the poison and either Constantius or Nahrok are still alive, or if the Storm's Wake manages to reach the reef and escapes without enemies on board, then the Overlord wins.



The game start with The Overlord's turn.

- Belit (Ornamental Spear, Yuetshi Knife) Belit brings along 5 of her best and bravest guards
- Amboola (Turanian Sword, Leather armor) Amboola brings long 5 of his most loyal city guards
- Balthus (Bossonian Bow, Knife) Balthus has hired an archer from Kothien of high repute to assist.



After setup, the Heroes move 3 gem(s) from her Reserve zone to her Fatigue zone.



The Overlord starts with 10 gems in their Reserve zone and 2 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Reinforcements :

5 Reinforcement points 5C* can only replace existing casualties (friend or foe) with a skeleton each. Leave the body of fallen friends and foes until they have risen as skeletons. Remove bodies as they are replaced or when Nathok dies.

Free the Wake :

Each Pirate or skeleton next to the areas marked with Leap 1 may attempt to cut the ropes holding the ships together. Damage of 2 is required to cut the rope. Remove the water tokens as required.

Fire at will :

Each unit with a ranged weapon may perform a Ranged Attack without activating a tile.



4



8



6



Spells : Set's Illusion, Set's Halo, Set's Bite Set's Halo is active



Starts off being insubstantial and cannot harm or be harmed

Special rules

Grapple the Wake: The initial players turn starts with the status of *“drifting apart”* unless they are grappled together by a minimum of 2 ropes. The four ballista on Belitâ€™s ship, next to the areas marked with the Leap 1 tokens can be triggered by anyone in those areas using their close combat roll. They need a score of strength 2 to successfully grapple a line. Each ballista can only be fired once per turn.

Mark each successful ballista with a water token on the map, and that ballista cannot be used again until that line is cut.

Less than 2 ropes connecting the ships and the ships will “drifting apart” and must be re-grappled. As soon as a minimum of 2 ropes are secured, the ships are back together but they have moved closer to the reef.

While the ships are “drifting apart” no-one can leap across. Flying creatures are not affected.

Place a water token on the counter sheet for “drifting apart” at number 4. When the heroes start with the status “drifting apart”, as is the case in the first round, this token counts down by 1 each time. After 4 such turns the Stormâ€™s Wake has reached the reef and the battle continues only with those still on the Stormâ€™s Wake, as the ships snap the grapple lines and the Belitâ€™s pirate ship drifts out of range. It cannot cross the reef.

Claiming Conan's Soul:

Nahtok needs to follow a specific ceremony in sequence to control the demon:

- 1.- Poison Conan
- 2.- Substantiate the demon in to Hyboreanâ€™s realm
- 3.- Conan needs to die by the poison

If any process is out of sequence, the Demon will disappear. Conan is unconscious for the entire battle and tied to the forward mast.

1.- The poisoning of Conan: Nahtok has 1 dose of a psychic poison that he needs to administer to the unconscious Conan. It is a simple manipulation to do so while touching base to base with Conan. Once ingested Conan dies in 8 rounds unless given the antidote (Start the count-down counter on 8).

The antidote: Some of the 8 chests on the two ships contain Life Potions. Simple manipulations in base to base contact with Conan is required to administer this to Conan to stop the poison. The Demon will disappear.

2.- Substantiate: There are two ways that the demonâ€™s insubstantial form can be wholly brought over to the Hyborean realm:

Force of will- When activated, Nahtok can spend 8 gems to bring the demon across to this realm

Meditation- If Nahtok is not activated and is not wounded for 3 turns, then he has built up the internal mana to drag the demon across the boundaries between the realms when he is next activated.

3.- Conan is dead, game over...


If steps 1 and 2 are complete, the Demon it will fight for Nahtok because it craves Conanâ€™s imminent soul. Flip the blooded demon tile over and it can now be activated as it is now physically “substantial”. It starts on the top of the rear mast.

Raising the Skeletons: The innate abilities of Nahtokâ€™s ring can raise any dead person (friend or foe) in the form of a skeleton under his (Overlordâ€™s) control, while Nahtok is alive. If Nahtok dies the skeletons will continue following his initial intent, but no more can be raised. It cannot raise more skeletons than there are dead people on board of the two ships. It cannot raise anyone that has fallen in to the water. It can raise a maximum of 5 skeletons in any one turn. Destroyed or “killed” skeletons can also be re-animated.

The Overlord must have up to 4 coloured sets of 5 skeletons and their cards ready. Start a new colour tile of skeletons when the skeletons count is raised beyond the capacity of 5 for the current colour tile, and place it at the end of the river. If there is no room in the river to add the tile then no skeletons can be raised.

Masts: Standing in the circle that is surrounding the masts will give the character +2 to armour for partial cover against ranged attacks.

Leap: If a hero, Nahtok or Constantius 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 and cannot be raised as a skeleton.

If anyone leaps in to an area where enemies exceed friends, then each of the enemies that exceed the friends will get a free attack with a  that cannot be blocked or parried (only worn “passive” armour can block).

Chests:

There are 8 chests, 3 chests contain Life Potions; 2 x Explosive Orb; Sacrificial dagger; Cross-bow; Shield. All chests require a complex manipulation with a result of 2 to open.

Lone Pathfinder