



The Heroes have just arrived to Messantia and booked rooms in The Drunken Sailor, while they are resting in their rooms a woman's scream sounds in the living room.

They see a bunch of army men attacking a woman (Sionne) and his bodyguards. Obviously they can't bear this and run to help the woman.



## Objectives



To win the scenario, the heroes should escape with Sionne from inn before the city's gards arrive to the inn in turn 7.



To win the scenario, the Overlord should capture Sionne and escape from the main door before turn 7 or kill the Heroes.



The game start with The Overlord's turn.

Suggestions for 2 Heroes :

- Conan (Dagger)
- Shevatas (Parrying Dagger, Throwing Knives)

Suggestions for 3 Heroes :

- Belit (Dagger)



After setup, the Heroes move 5 gem(s) from her Reserve zone to her Fatigue zone.



2 Heroes



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

3 Heroes



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



**Bounty for her** : The captain offers 10 solidus to anyone who help him to capture the woman. The Overlord roll 🎲 (re-roll) to hire volunteers. Put the blue pirate tile in the river if he hires anyone.



5





## Special rules

**Take your weapons :** In the chest of Conan's room ① there are a battle axe and a leather armor. Open the chest costs 1 ④ and 1 ④ gem to put on the armor.

In the chest of Shevata's room ② there are 1 life potion and 1 exploding orb. Open the chest costs 1 ④.

In the chest of Belit's room ③ there is a bossonian bow. Open the chest costs 1 ④ and 1 ④ to string the bow.

**Jumping from the balaustrade :** Any Hero can jump from the balaustrade to the adjacent zone in the living room suffering damage of 1 ⑤. With the jump skill they can spend 1 ④ per damage point to avoid it. Armor or parrying are not used.

**Jumping from the stairs :** Any Hero can jump from the balaustrade through the stairs to the next zone suffering damage of 1 ⑤. With the jump skill they can spend 1 ④ to avoid all the damage. Armor or parrying are not used.

**Jumping over the enemies :** Any Hero can jump over the enemies. Use the rules depending from where jumps and roll 1 ⑥ of damage to 1 enemy. Heroes spend 1 ④ to perform this action.

### Sionne's bodyguards :

They act in the Hero's turn. Use the statistics of Belit's guards. They perform one movement action and one attack action. They try to protect Sionne and let her escape upstairs.

### Sionne :

Sionne is a well dressed wealthy woman, but she is not powerless. She has 3 HP and 3 movement points. She fights anyone who tries to capture her. Attackers must obtain 2 damage points to reduce her, even that she keeps fighting and slows enemy movement in 1 point until two guards are devoted to keep her.

### The City Guard Arrives :

In turn 5 someone shouts "The city guard is here". The mercenary troops and the captain change their strategy and try to kill Sionne.

The hire troops (pirates tile) left the scenario.

### Escape from the Inn :

The Heroes can escape through the main door. They need to spend 3 ④ each and can perform a move action out of the map (pay attention to hinder rules).

The Heroes can escape through the window ④. They need to spend 2 ④ each and can perform a move action out of the map (pay attention to hinder rules)

### The Guard is here :

In turn 7 the Inn is surrounded by the City's Guard. The surviving mercenaries throw their weapons. and with Sionna, if is alive, are captured by the Guards. Conan and Shevatas can choose: 1) surrender themselves or try to escape through the window ④.

If the Heroes try to escape, the Overlord move at the end of the river the bossonian guards tiles -than become the City's Guard- and turn down the rest of the tiles. The rest of the figurines left the scenario.

### Aftermath : This story continues...

If the Heroes escape with Sionne, they will follow her to Sionna 2.a The nightmare.

Heroes win 3 pool gems.

If the Overlord escape with Sionne, the Heroes will track them to Sionna 2.b The Encampment.

Overlord win 3 pool gems.

If the City Guard arrived and everyone is capture, go to Sionna 2.c The trial.

Heroes win 2 pool gems.

If the mercenary troops have killed Sionna, Conan will revenge in Sionna 2.d Cold Blood.

Heroes win 1 pool gems.

### Campaign rules :

The characters don't die until a scenario marked as ending chapter. If one character is knocked out he starts the next with injured status (consequences depend on the next scenario).

The characters keep all the objects (not used) they have obtained in the scenario. At the beginning of the next scenario they can distribute them between the Heroes.

In the Aftermath the Heroes win some extra gems for the Heroes pool. In further scenarios they can use this gems to boost their actions. Once an extra gem is used it's no longer available. This apply also for the Overlord.