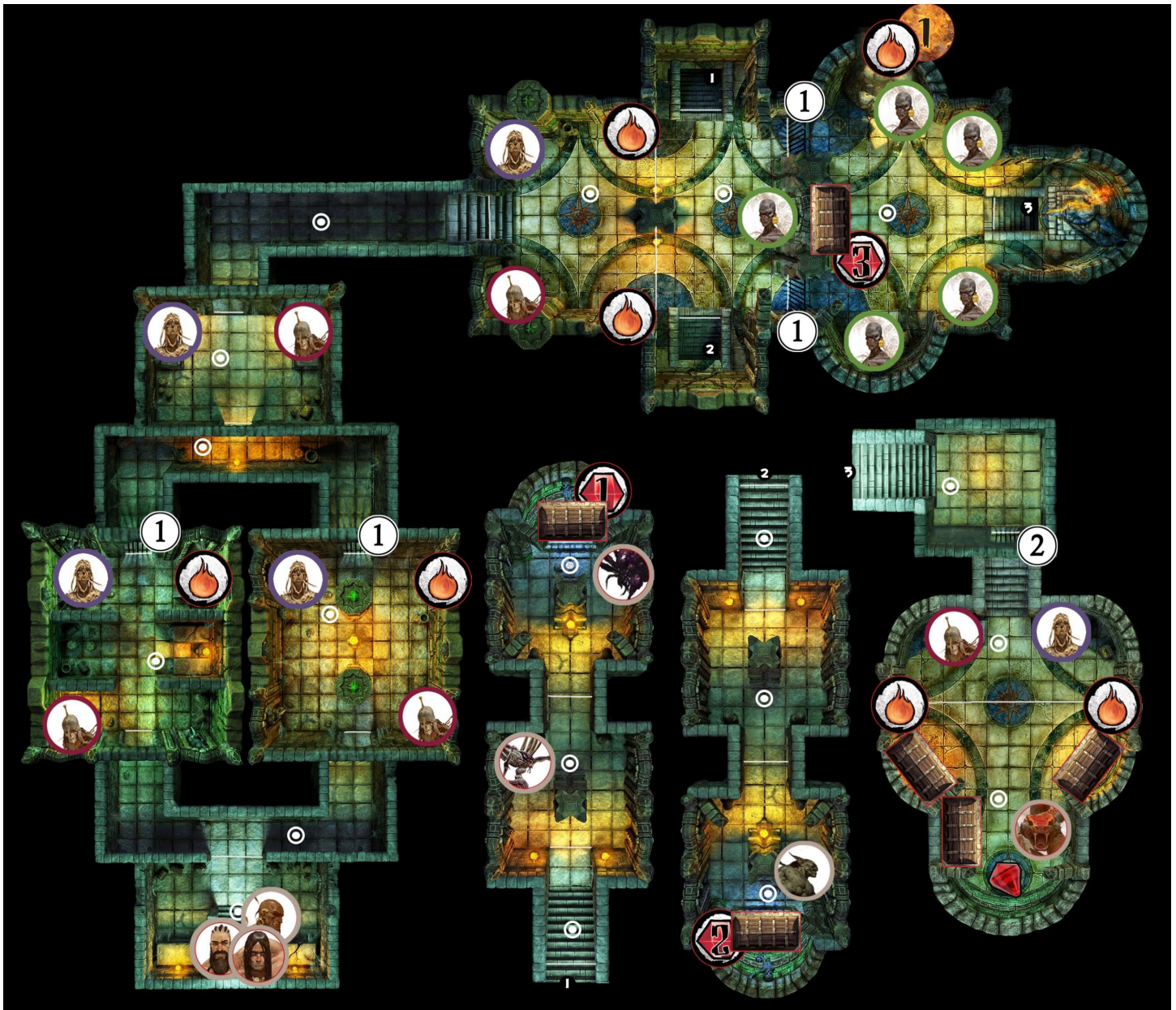




The world's three best Thieves combine to meet their greatest challenge. It is known that in the depth of the Stygian wilderness there is a alter to the their foul god Set. It is rumoured that for a period of 15 minutes each Autumn Solstice this alter moves aside to reveal the entrance to a tunnel. At the end of that tunnel is Set's eye.

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...



Winning the Game



If Conan and at least one friend escape with the eye of Set before the 15 turns are up, they win the game.



If at least 2 members of the party die, or if they do not come out with the gem the alter will close and will be impossible to open for another year. Conan and friends will join the other undead in the temple.

A round is finished when the heroes finish their turn.



This game starts with the Overlord's turn as descend heroes climb down to the first level of the dungeon.

- ❖ Conan the Thief – Conan's sword, Axe, Leather Armour, Shield
- ❖ Taurus - Yuetshi Knife, 2 x Javelin, Leather Armour
- ❖ Shevatas – Parrying Dagger, Throwing Knives

After setup each hero moves 4 gems from their Reserve zone to their Fatigue zone

If anyone wants to remove one of those three above, or when playing with 4 heroes, you can add:

- ❖ Valeria – Short Sword, Knife, Chain Mail



The game starts with the Overlord's turn. He has 7 gems in the reserve area and 5 gems in the fatigue (zero for 4 heroes) and places the recovery token showing the recovery value of "5" in the Book of Skelos ("7" for 4 heroes).



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 dies or both, then they can be replaced with their brothers and sisters, either alone or as a pair and they, and only they, can only arrive from special reinforcement area

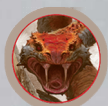
Giant Snake: Place the reinforcement tile at the end of the river, as usual, then the Overlord can replace either reinforcement tile with the "live" Giant Snake tile. The snake will not move from it's room unless the Eye of Set has been removed from the pedestal in which case it will give chase.



3 EACH



3 EACH











10







7



Special Rules:

- **The Black Men** These statues come to life when someone enters the area which also contains chest #3. While they will advance on the river, they will not be able to be activated until someone enters that area. They are immune to damage while in statue form.
- **The first two sets of Gates:** The gates labelled  can each be opened separately with a **Feat of Strength** of 15. If successful the gates cannot be closed again. In this case, the *Wall Wrecker* skill allows the user to roll  instead (see next paragraph).
 - **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 original weight carrying capacity  to that number rolled.
 - Unless otherwise indicated, monsters use their original life-points as a measure of their original weight carrying capacity.
- **The second set of Gates:** The gate labelled  can each be opened separately with a **Feat of Strength** of 18. 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, 3 or 3. If the key is found, it can open and close the gate.
- **Line of Sight & Stairs:** In or out of stairways areas the line of sight is blocked. The connected areas ,  and  link two separate areas together that are adjacent and do not provide line of sight to each other. Movement from one to the other is as soon as the line is crossed at the top of the stairs.

Chests:

There are 6 chests, one of the chests marked either , , or  contains the key for the gate labelled . 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 chests contain 2 x Life Potions; 2 x Explosive Orb; 1 x Scale 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 1.