





Was it all a dream, or did Conan truly catch a glimpse of Ymir's icy realm? Even Niord, a sword-brother from the Conan's past is dubious of his account of the frost giant's daughter – and it was Niord himself who found the awe-struck Cimmerian shortly after the supposed encounter. But one thing concerning this strange tale is certain, Thoth-Amon knows that Conan's memory of the woman has never dimmed, nor has his desire to continue the chase.

And so the sorcerer has breathed deeply of the lotus blossom and traversed strange realms where the feet of mortal men are forbidden to tread. But so too has Hadrathus, and it is at the threshold between the material world and realm of eternal frost that the two sorcerers meet. Thoth-Amon Plans to lure Atali from her home and capture her to use as bait for King of Aquilonia. It is up to Hadrathus to disrupt the Stygian's plot, so that Conan may prepare for the battle ahead without being disturbed by visions of a woman "like Dawn running naked on the snows".




Objectives

-  If at least one Hero or Ally (Aesir Warrior or Frost Giant) shares a zone with Atali at the end of Hero turn 10, the Heroes win the game.
-  If at any point during the Overlord's turn Atali does not share a zone with a Hero, an Aesir Warrior, or a Hero-controlled Frost Giant, and shares a zone with Thoth-Amon, the Overlord wins the game. The Overlord may also secure victory instantly if they have placed six blue gems on thier altar (zone marked 2).




The game start with The heroes' turn.

- Hadratus (kriss, mitra's staff, sorcerer's document et 3 spell(s) : Mitra's Halo, Mitra's Healing, Bori's Rage) Sorcerer's Document is the Spell Book card
- Shintu (khitai - kitan sword, khitai - kitan short sword, leather armor)
- Ikhmet (parrying dagger, stygia - assassin's dagger, bossonian bow)
- Niord (aesir sword, aesir sword, leather armor)

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



 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 6 in the Book of Skelos.



: Event: When the Overlord activates an event tile (either '1' or '2') he may choose one of the following effects:

: Reinforcements: 5

: Earthquake: The Overlord chooses a zone and rolls an orange die. He may then move an equal number of miniatures in that zone to any adjacent zone or zones he so chooses.



Special rules

: Atali: Atali is placed on the board at the beginning of Hero turn 8 in the area shown on the setup diagram. She is not controlled by the Heroes and more so functions as a token.

: Thoth-Amon: Thoth-Amon only ever has one Life Point. Whenever he suffers a wound, he is removed from the board and placed on the Book of Skelos. At the beginning of the Overlord's next turn, he is placed back in his starting zone. Thoth Amon can cast Lightning Storm, Teleport, and Set's Halo, and Push Back.

: Smoking Hearts for Ymir's Board: In this scenario when certain characters are killed, they will drop a gem that represents a heart. These hearts are important because they allow players to summon Frost Giants to join their side of the battle. To gain a Frost Giant as an ally, one side must drop three gems in the area representing their 'board' ('1' represents the Heroes' board and '2' represents the Overlord's board). Once 3 gems have been dropped, the player whose miniature dropped them chooses one of the Frost Giant tiles and places it with their things on the table, and places the corresponding Frost Giant miniature in the zone indicated on the setup diagram. This Frost Giant may be activated by that player, or any player on their side, once each turn (including the turn it has been summoned). The player may not augment the Frost Giant's attacks in anyway, nor its defenses. It is activated by player and not Hero; therefore, the Command ability, nor the spending of gems are necessary. Each Frost Giant starts with 6 wounds.

: The gems/hearts function as follows:

On the Overlord's side, each Vanir Warrior slain drops a single heart which is represented by a red gem. On the Heroes' side, each Aesir warrior and each Hero slain drops a single heart which is represented by a blue gem. Only Heroes and Aesir Warriors may pick up red gems, and any of the Overlord's miniatures may pick up blue gems. A single miniature can only ever hold one gem at a time. Heroes must spend one gem for a simple manipulation (not affected by hindering) to pick up a gem. A miniature controlled by the Overlord may pick up a blue gem as part of their action, for free. These gems stay in the possession of the miniature until they are dropped or the miniature carrying the gem is slain (they may not be passed or thrown), in which case, that gem is dropped in their zone. The gems do not have an encumbrance value.

