

# SCROLLS OF SKELOS: SKILLS



AYE.  
I AM  
CONAN.



# SCROLLS OF SKELOS: SKILLS

The Scrolls Of Skelos serve as a repository of knowledge for the Hyborian and Thurian Ages, through which strode Conan and Kull. Each collection of scrolls will focus on one aspect of such lore.

This, then, is a tome of skills by which heroes may overcome their foes and secure their place in the legendry of the Nemedian Chronicles!

I have included both the original texts and the addenda from version 2.0 for all skills. I have also included my own fan-made skills, for those that might also use my other fan creations for this amazing game!

Crom count the dead!



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# ALCHEMY

This skill's effect is defined by the scenario.



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## AMBIDEXTROUS

When this character performs a Melee Attack, the character can choose 2 of their 1-handed weapon cards to attack with.


This skill can be used only to perform Melee Attacks and cannot be used to perform a Guard action.



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## ATTACK FROM BEYOND

When this character dies, before the model is removed from the board, the character may perform a free unarmed Melee Attack, rolling  instead of their normal dice.

When using this skill, a character ignores penalties from unarmed attacks (see page 9) and cannot benefit from Melee Attack bonuses from weapons.



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## BESTIAL BLITZ

If this character moves from at least one zone away from a defender and then immediately performs a melee attack, if any die shows 2 or more symbols, the defender is knocked down/unstable and suffers a reduction of 1 to their defense power for the remainder of the turn.



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## BLOCKING

Enemy characters without Evasive cannot move out of this character's area.



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## BODYGUARD

When a friendly character in this character's area defends, this character can parry instead of that character's Guard action, adding the symbols shown on the dice to the character's defense power.

A character with this skill can only parry; they cannot dodge to defend a friendly character. The attacked character cannot perform a Guard action but can use their Armor in addition to the bodyguard's defense power. Any damage is dealt to the character originally attacked, not the bodyguard.



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## BY THIS AXE I RULE!

Upon this character dealing a killing blow with an axe, excess damage may be used to either move gems from friendly characters' fatigue zones to their reserve zones or activate allies at a rate of 1 gem/ally per axe symbol. Only one such gem may be used per friendly character per turn. Only characters and allies with line of sight to this character may be affected thusly. This may not be used on the character dealing the killing blow.



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## CIRCULAR STRIKE

When this character kills an enemy character with a 2-handed Melee Attack, another enemy character in the same area suffers the excess damage from the attack (if that enemy is killed, repeat the process).

The attacker decides the order in which damage is dealt to defending enemies.

Resolve the attack normally on one enemy before proceeding on to the next if there is still damage left to be dealt.



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## CLIMB

This skill's effect is defined by the scenario.



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# CONCENTRATION

This character's die rolls are not affected by hindering.



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## CONSTRICTION

When this character's attack power is determined, if any die shows 2 or more symbols, move the attacker's and defender's models together so their bases touch. As long as they remain in the same area, the defender treats the attacker as though the attacker had Blocking.


A character with evasive ignores Constriction's Blocking effect, but not the damage from the attack.



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## COUNTERATTACK

When a character attacks this character with a Melee Attack, after the attack is resolved, this character may immediately attack that character with a free unarmed Melee Attack, rolling  instead of their normal dice.

When using this skill, a character ignores penalties from unarmed attacks (see page 9) and cannot benefit from Melee Attack bonuses from weapons. A counterattack is a Melee Attack resolved after the first attack (whether damage was dealt or not) and can be performed only if the character with this skill survives the first attack.



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## DANCE OF DERKETO

This character may spend 3 gems in Movement per turn to engage in a dance of seductive power - enemy human allies/minions with line of sight to this character immediately attack their leader or nearest friendly model and continue to do so until slain or the dance ceases.

This character may engage in no other action while dancing.



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## EVASIVE

This character can move as if there were no enemy characters in this character's area.



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## ELITE SHOOTER

This character's Ranged Attacks are not affected by hindering and ignore Protected.

A character with this skill is not affected by hindering when performing Ranged Attacks. They also ignore the effects of Protected.



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## FASCINATION

A hero cannot attack this character unless this character has attacked that hero.

A character with this skill cannot be attacked by another character unless that character has been previously attacked by the character with Fascination.



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## FELINE GRACE

Moving costs this character 1 fewer movement point if the movement is affected by hindering.

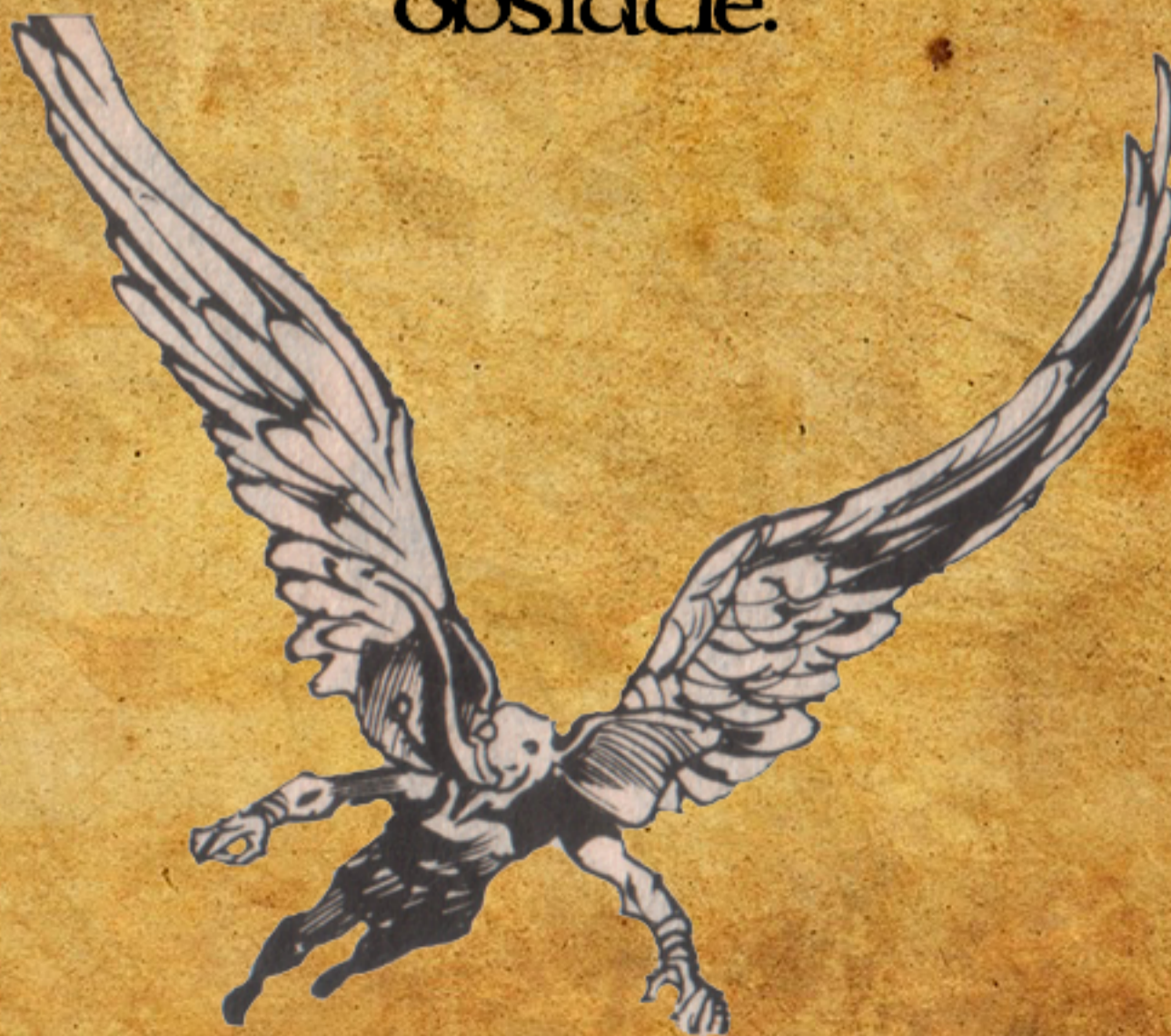


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## FLYING


This character can spend 2 movement points to move from 1 area adjacent to a leap area to another area adjacent to the leap area. This character can spend 1 movement point to move across an obstacle.



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## FRENZIED IDOLATRY

This character so inspires those loyal to them (as defined by the scenario) that should they be slain, all remaining such models are sent into a battle-rage that lasts until the end of the scenario and bestows upon their melee attacks a bonus 



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## GIFT OF JA-QUARI

This character may transform into a tiger/tigress. This action requires a full turn; no other action may occur that turn. Remove the character's model from the board, and replace it with a tiger/tigress model at the beginning of the next hero turn. This change lasts for the remainder of the scenario.

Turn the character sheet over for the animal form stats and skills. The tiger/tigress starts with full gems available.



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# HORROR

The exertion limit of Melee Attack, Ranged Attack, Move, and Manipulation actions of enemy characters in this character's area is 2.



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## INTANGIBLE

This character can spend 1 movement point to move across an obstacle from 1 area to an adjacent area. This character's movement is not affected by hindering.



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## JINX

Enemy characters in this character's area cannot reroll dice.

Reroll actions and free rerolls are not allowed in the area occupied by an enemy with this skill.



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## LEADERSHIP

This hero can move 1 gem from their Reserve zone to their Fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can be activated only once per turn.


See “Activating Allies” on page 22 of the Heroes’ Book v2.0 for further details.



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## LEAP

This character can spend 2 movement points to roll . If the die shows symbols equal to or higher than the number on an adjacent leap area, place this model in an area adjacent to that area. Leaping is not affected by hindering.


Leaping costs 1 movement point per crossed area border. For example, when leaping from one ship to another, a character crosses 2 area borders; they must spend 2 movement points to leap.



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## LOCK-PICKING

This character rolls an extra  when picking a lock.



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# POISON

This skill's effect is defined by the scenario.



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## PRECISION SHOT

When this character performs a Ranged Attack, the defender's armor value is reduced by 1 for that attack.

When a character with this skill performs a Ranged Attack, they automatically reduce the defender's defense power by 1.



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## PRECISION STRIKE

When this character performs a Melee Attack, the defender's armor value is reduced by 1 for that attack.

When a character with this skill performs a Melee Attack, they automatically reduce the defender's defense power by 1.



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## PROTECTED

This character can be attacked only with area attacks if there is a friendly character without Protected in their area.

Two or more characters with this skill cannot protect each other.



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## REACH

This character can attack a character in an adjacent area with a Melee Attack if there is no obstacle (wall, door, bar, flap, etc.) between the characters' areas.

A character with this skill still needs to have line of sight to attack an adjacent area.



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## REAP THE GLORIOUS SPOILS OF WAR

Whenever the final foe in this character's zone is slain, they may perform a simple manipulation to draw a card from the asset deck. Remove the nearest treasure chest (without special scenario-specific rules) from the board. This may be done only once per zone.

Further, when drawing from the asset deck upon opening a chest, this character may opt to redraw once and keep the second result.



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## ROAR

This character may bellow forth a roar/battlecry that inspires fear in their foes, causing them to be hesitant in their actions.

For the remainder of the turn, all friendly characters ignore the effects of hindering.

This skill may be used only once per scenario.



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## SACRIFICE

When a friendly character in this character's area is attacked, before dice are rolled, this character may choose to be attacked instead. This character cannot Guard for that defense.

A character using this skill can defend only using their Armor. That character suffers any damage from the attack to prevent the character who was originally attacked from suffering damage.



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# SPELL CASTER

This character can have and cast spells.



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# SUMMONER

Summoners may use Artifacts to call Demons to their aid. The specific Demons that may be summoned, and their Summoning Costs are listed in each scenario.

## Artifacts

Artifacts are items that Summoners use to summon or re-summon available Demons. Available artifacts are listed in each scenario. Each Artifact provides a number of one time use gems designated by the scenario for the purpose of summoning Demons. Place the indicated number of red gems on the equipment card at the beginning of the game. When they are used return them to the game box. Artifact gems do not refresh until the next scenario.

## Demons

A Summoner always starts with at least one Demon in play, designated by the scenario. Other Demons that may be summoned are listed in each scenario.

A Demon's default statistics are on its Overlord tile and it has 1 Life Point unless otherwise noted. Special rules, items and boons may change these statistics for a particular scenario. In addition, all Demons are considered to have the Sacrifice skill toward the Summoner.

A Demon is considered an Ally and is activated following the normal rules for Allies. All Summoners are considered to have the Leadership skill for their summoned Demons.

## Summoning a Demon

To summon a Demon, the Summoner, on the Hero's turn, must be in an Aggressive stance. He may then use his Spell Caster skill to remove a number of gems from any artifacts in his possession equal to the Demon's summoning cost and place the Demon's model in the Summoner's area. The gems used for summoning are removed from the game and will not refresh until the beginning of the next scenario.

## Targeting

When determining the Target Hero or Alternate Target Hero, a Demon is never taken into account unless the Demon is in the same area as the Summoner, then the player may decide which character is the Target. If no Hero can be Targeted than the Demon becomes the Target.

*Created by Dan Mauric of the Nemedian Chroniclers*



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## SUPPORT

Friendly characters in this character's area can reroll 1 extra die for each of their actions.

This skill allows friendly characters in the same zone as this character to reroll a single die for free, even if that die has already rerolled (exception to the rule on page 22 of the Heroes' Book v2.0).



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## SWIMMING

This character can move into water areas. Moving out of a water area costs 1 extra movement point.



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## TOTEM POWER

If any resolution of an action by this character results in a die showing 2 axes or more, Totem Power is activated and the character gains a bonus die that may be used once per turn for any action as long as Totem Power is in effect. The initial bonus die is yellow; further actions with a die showing 2 or more axes increases the bonus die to orange, then finally to red.


Totem power remains in effect until the character goes into cautious stance.




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## TRAMPLE

This character, when mounted, may spend 2 movement points to Trample an unmounted character - roll  for the attack. The defender may only dodge; neither parrying nor armor apply. If the Trample succeeds, the defender is Fallen.

A Fallen character cannot attack but may defend normally. Any attack against a Fallen character has an elevation bonus of  .

Mounted characters may only attack a Fallen character if they have reach.

A Fallen character may spend 1 movement point to stand up.



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## UNTOUCHABLE

When this character defends against a Ranged Attack, their armor value is increased by 1 for that defense.

A character with this skill ignores the first rolled symbol when defending against a Ranged Attack.



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## WALL WRECKER

This character can move across a wall or door by breaking through it.

When a character uses this skill, they spend 2 additional movement points and place the “Wall Wrecker” token on the board to indicate the opening they created. Then they immediately move to the other side of the wall. From now on, the two areas are adjacent and there is no penalty for moving from one to the other, and the two areas have line of sight to each other.


Stone walls cannot be wrecked.



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## WEB PROJECTION

Instead of their normal attack, this character can perform a Ranged Attack, rolling  instead of their normal dice. If the attack power is higher than the defense power, the defender places a web token on their model and suffers no damage. A character with a web token cannot move, but can spend 4 movement points to discard the token.

When a character uses this skill, place a web token  next to the attacked character to represent the web.



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## WHO DIES FIRST?

Like a wounded and cornered tiger, this character strikes fear into their foes when desperately fighting for survival. As such, when this character has 6 or more gems in their wound zone the Overlord must pay 1 gem per activated tile that attacks this character.



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# CREDITS

## Scrolls of Skelos : Skills V1.0

All non-Monolith skills : Kevin Deming (Primeval/Barbaric Splendor)

except Trample by the

“Battle of the Mounds” group at The Overlord.

A big thanks to Armin Welk and others who helped refine my  
fan-made skills!

## ART

Cover : Blas Gallego

Frontispiece : Ariel Olivetti

Alchemy, Horror, Spell Caster : Mr. Zarono

Ambidextrous : Art Adams

Bestial Blitz : Joe Jusko

Climb : Stephen Fabian

Dance Of Derketo : John Bolton

Elite Shooter : Rafael Lopez Espi

Fascination : Becky Cloonan

Flying : John Buscema

Intangible : Vince Evans

Poison : Frank Brunner

Protected : Mark Schultz

Swimming : Ernie Chan

Inner rear cover : Gil Kane/Ernie Chan

(First Conan comic I owned)



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