



CONAN

CHRONICLES OF VENGEANCE



**THE NEMEDIAN
CHRONICLERS**



**CHRONICLES OF
VENGEANCE**



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SOLO/CO-OP CAMPAIGN

These scenarios are meant to be played as a campaign where the players accumulate equipment, spells, and other elements. It follows the solo/cooperative rules laid out in the *Monolith Source Book* published by Modiphius Entertainment for rules such as Overlord activations, hero targeting, Overlord re-rolls, and allowed skills. Please note that the Campaign rules for *Chronicles of Vengeance* differ from the *Monolith Source Book* campaign, *The Lost Scrawlings of Skelos*.

This campaign requires the *Conan Core* game as well as the following expansions:

King's Pledge, *Stygia*, *Khitai*, *Nordheim*, *Forbidden Places and Pits of Horror* (Modiphius tiles), *Perilous Ruins and Forgotten Cities* (Modiphius tiles)

The outcome of each scenario will determine how well equipped the heroes are for the final scenario, where they face off against Conan. Players should keep a tally of all the equipment & spells acquired.

STARTING HEROES

Players choose one Hero from each of these three Archetypes: Summoner, Warrior, Rogue. By default, Heroes always have access to their Archetype's starting equipment. Conan cannot be chosen for this campaign. **Note:** If your chosen Hero is used as an Overlord unit in a scenario, use the tile specified in the scenario but replace the miniature with a proxy.

WARRIORS

Warriors are heavy fighters. They are expected to deal death during every scenario. Options for Warriors:

- Shentu, Thak, Olgerd Vladislav, Pallantides, Vanir Valkyrie, Yogah of Yag, Constantius, Zaporavo, Valeria the Warrior

The starting equipment for the Warrior is:

- Conan's Sword



ROGUES

Rogues rely on their dexterity and mobility in addition to their martial prowess. They can be useful for securing objectives and/or acquiring equipment from chests. Options for Rogues:

- N'gora, Amboola, Kerim Shah, Taurus, Savage Bêlit, Balthus, Shevatas, Ikhet, Niord, Bêlit, Bêlit the Princess, Valeria

The starting equipment for the Rogue is:

- Dagger and Throwing Knives



SUMMONERS

Summoners are Sorcerers who turned to the darker arts. For this campaign, the Summoner archetype replaces the Sorcerer archetype. Only one Summoner is allowed in the game. Summoners use Artifacts to call Demons to their aid. Options for Summoners are:

- Zogar Sag, Skuthus, Hadrathus, Taramis, Zelata, Pelias, Thoth Amon*, Nathohk*, Ammaltor*, Shubba*, Khemsa*, Akivasha*, Shuang Mian*, Xaltukamen*

The starting equipment for the Summoners is:

- Black Staff, Pictish Fetish, Hand of Death (spell), Escape Route (spell)

*New character sheets are provided in the appendix

SPELLS & EQUIPMENT

Once equipment is picked up in a scenario, the Heroes have access to it for the remainder of the campaign. Each Hero must choose the equipment they are going to use at the beginning of each scenario. If, at the end of any scenario, all the Heroes are killed, they lose any gear they had with them (except for spells). If even one Hero survives to secure victory, they keep all equipment, in addition to any equipment stored in chests (opened or unopened).

Heroes always have access to their default equipment, even if they lost it during a failed mission.

Once Spells are picked up, they are never lost (not even during a defeat). Players controlling spellcasting Heroes split the spells between them before play begins. These spells do not need to be distributed evenly. During play, they may not share any spells, but between scenarios they may redistribute the spells in a different arrangement.

SUMMON SKILL

This campaign introduces a new skill: Summon. New Hero sheets with the Summon skill are available in the appendix of this campaign. You may also apply the Summon skill to Heroes with the Spellcaster skill.

Summon

This character may use Artifacts to summon Demon allies. Summoners are considered to have the Leadership skill for their summoned Demons.

If the Summoner loses their Summon skill (due to encumbrance penalty), any currently summoned Demon remains in play under their control, but they may not summon a Demon.



DEMONS

A Summoner starts with one or more Demon in play designated by the scenario. The Summoner always has access to the default Artifact and Demon. Other Demons may be acquired during the course of the campaign.

A Demon's default statistics are on its Overlord tile. A Demon is considered an Ally and is activated following the normal rules for Allies.

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, in which case the player may decide, or if no Hero can be Targeted, in which case the Demon becomes the Target.

SUMMONING A DEMON

To summon a Demon, the Summoner must be in an Aggressive stance during the Hero's turn.

To summon a Demon using an Artifact in his possession, the Summoner removes from the Artifact card a number of gems equal to the associated Demon's summoning cost. Place the model for the Demon in the Summoner's area. If the Artifact does not have enough gems, the Demon cannot be summoned using this method alone.

To summon a Demon using the Summoner's life energy, the Summoner removes from his Reserve zone a number of blue gems equal to the desired Demon's summoning

NON-CAMPAIGN MODE

The scenarios in this campaign may also be played as one-shot, individual scenarios. To play a scenario in this way, use the equipment, boons, and notes listed in the green box. All scenarios are still subject to the rules listed in the campaign rules.

cost. These gems can be combined with red gems from an Artifact, but then the Demon associated with that Artifact must be summoned.

Any gems, red or blue, used for summoning are removed from the game and will not refresh until the beginning of the next scenario.

ARTIFACTS

Each Artifact provides a number of one-time use gems for the purpose of summoning a specific Demon. 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.



Pictish Fetish: 1 Red Gem
Summons: Swamp Demon
Summon Cost: 1 Gem
Demon Health: 2 Life Points
Scenario Acquired: Starting Artifact



Amulet Fragment 1: 1 Red Gem
Summons: Blackbird Horde
Summon Cost: 1 Gem
Demon Health: 2 Life Points
Scenario Acquired: Blackbird



Amulet Fragment 2: 1 Red Gem
Summons: Outer Dark Demon
Summon Cost: 2 Gems
Demon Health: 2 Life Points
Scenario Acquired: Black Witch



Amulet Fragment 3: 1 Red Gem
Summons: Forest Demon
Summon Cost: 1 Gem
Demon Health: 1 Life Points
Scenario Acquired: Beheaded



Sorcerer's Scepter: 1 Red Gem
Summons: Dark Demon
Summon Cost: 2 Gems
Demon Health: 2 Life Points
Scenario Acquired: Seasons in the Abyss



Stygian Artifact: 4 Red Gems
Summons: Skeletons (group of 4)
Summon Cost: 1 Gem
Demon Health: 1 Life Point
Scenario Acquired: War Machine

DEMON TRANSFORMATION

During this campaign, some Heroes might be transformed into Demons. If this happens, remove the player's character sheet and replace it with a random Demon Hero sheet.* The player may choose any equipment in their inventory to meld with their Demon. The Demon gains permanent use of this equipment. The Demon is subject to the weight limitation of this equipment, and the equipment can never be removed. Any previously gained Boons are allocated to the Demon.

If you do not have Demon Hero sheets, ignore the transformation.

*Demon character sheets are provided in the appendix

HERO DEMON RULES

- At the end of each Hero phase, the Demon takes 1 Wound if it did not kill someone during the Hero phase. If the Demon did kill someone during the Hero phase, the Demon can move 1 gem from their Wounds to their Reserve.
- Demons cannot equip, remove, or use equipment that was not transformed with them. They may use the Manipulation skill to bust open chests (leaving the equipment in the chest's zone), consume potions, or to push siege equipment.
- Thrown weapons are magically retrieved after throwing.



VICTORY POINTS

At the end of each scenario, players will acquire 1 Victory Point for each Hero that did not die during the scenario. Some scenarios offer a chance to collect extra Victory Points. If a scenario results in a Defeat, the players receive -1 Victory Point. If they haven't collected any Victory Points when they suffer a defeat, their Victory Point tally drops to -1.

After playing the final scenario, players should consult this chart below to determine their rank.

DEFEAT AND HERO DEATH

When Heroes suffer a defeat, they must choose new characters. King Conan has accumulated a multitude of enemies over the years, another scoundrel gladly joins the quest for vengeance.

If the Summoner is killed, it is assumed that he uses his dark arts to elude his enemies. The player does not have to select a new Summoner.

VICTORY POINTS

Total	Rank	Description
Up to 8	Disgraced Initiate	Your failed efforts incur the wrath of the eldritch beings that you attempted to bargain with. The dark gods retract their power from you and drag you, shrieking, into the abyss. A black spot on the ground and a whisp of smoke that soon vanishes are all that remain of your efforts.
9 - 12	Ignored Neophyte	The dark gods neither bless you nor curse you. They completely ignore your effort. You continue to retain control over their foul children for now... and for a price that will be collected later.
13 - 15	Chosen Acolyte	The dark gods are pleased and allow you further access into their secrets. You continue to grow in power and ambition, watched carefully by the beings that you are indebted to.
16+	Dark Master	You have entered into legend. The foul mechanations that toppled Aquilonia are studied and your black name is only ever whispered in Sorcerer's circles. Initiates flock to learn the dark secrets available in temples erected throughout Aquilonia in your name. You lust for a seat amongst your former masters....

CHRONICLES OF VENGEANCE

Know, oh Prince, that in the early days of Conan's reign as King in Aquilonia, deep ran the inevitable streams of offense. Real or imagined, in all corners of the kingdom, sulked those whose pride, fortune or self was wounded in one manner or another by the Cimmerian's meteoric ascent to power.

The more courageous of the slighted raised armies to seek revenge. Vultures and ghouls now reap the rewards of those failed attempts that were decimated upon Aquilonian fields of battle.

One neophyte sorcerer, realizing the futility of earthly might against such a King, turned toward darker avenues of reprisal. Biding his time, he fueled his lust for vengeance with jealous thoughts, black musings and time twisted recollections of past wrongs. He aligned himself with votaries of Stygian necromancy and Khitan conjuration. He delved deeply into the foul wisdom of Acheron, seeking a way to call upon the darkness.

Certain dark, elder entities heeded his call for aid and granted him the ability to summon their vile children to his cause. Granted him power, that is to say, for now... and for a price.

Now, with eldritch might coursing through his veins, the Summoner arises, to seek artifacts that would allow him to maintain control over the demonic allies and, ultimately wreak his terrible vengeance upon Conan.

Know, for certain, oh Prince, the Age of Conan stands threatened, on the brink of turmoil... and herein these pages, for your examination, lay the Chronicles of Vengeance.





CAN I PLAY WITH MADNESS?

OPENING PROMPT

Madness! The pain was real, though the assault was upon my mind. Alternating streaks of sharp pain and intense pressure raked across my brain. In agony, on the brink of insanity, I clutched at my head, and stumbled down the ruined stairs. The Warlock's psychic attacks had been incessant from the moment the seal on the ancient tomb was broken. Now the frequency and magnitude were increasing.

Madness had seized most of the mercenaries and they fled, gibbering, off into the darkness. Spineless bastards. Bel take them all! Only the two stoutest remained, driven forward by pure force of will and a burning vendetta against the Aquilonian king.

Another shockwave blasted through my mind. I blanked out for a moment and collapsed to my knees. I braced myself against the wall and I wiped a trickle of blood from my nose.

We were close. And he was afraid. I could feel it.

I must have those scrolls. No matter the cost.

Once the Warlock's scrolls are in my possession I will know the location of three Amulet Fragments that will help me solidify control over my dark allies and ultimately gain vengeance against that wretched barbarian king...

WINNING THE GAME

To win the Heroes must kill the Warlock, recover the scrolls, and escape the tomb.

SETUP

The game starts with the Heroes turn. The Heroes set up on the stairs area in the room marked with the number 1. The Summoner starts with the Swamp Demon on the board.

Suggested Heroes (3)

For this scenario it is recommended that players choose one Hero from each of the three Archetypes. By default, Heroes will always have access to the starting equipment for each Archetype.



After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

Book of Skelos

- 1 - Warlock (10)
- 2 - Mummies
- 3 - Eternal Guards
- 4 - Event
- 5 - Tentacles

SPECIAL RULES

Can I Play with Madness? The area marked number 2 is the legendary Pool of Madness. Any Hero or Ally that enters the Pool of Madness suffers 1 wound. If a Hero or Ally ends their turn in the Pool of Madness, they suffer 1 wound immediately.

Depths of Madness: Never flip the Tentacles tile in the River. If all Tentacles are killed, the next time this tile is activated, return the Tentacles to the Pool of Madness area for that activation.

The Warlock: The Warlock acts in this order: 1) Attack, 2) Cast Spells, 3) Move.

The Warlock will always use his movement points to move away from the Heroes, will not end his move in an area with a Hero or Ally if possible, and moves to benefit from his Protected skill.

When the Warlock is activated, he will cast up to 2 spells in the following order:

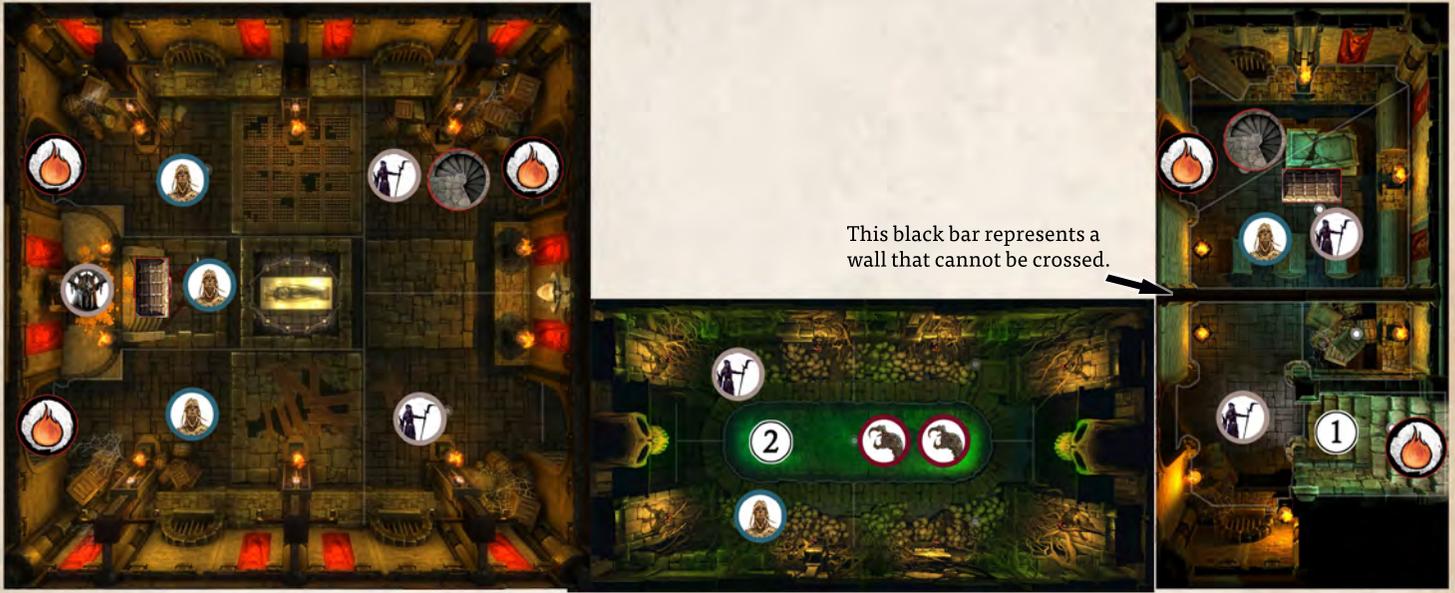
1. **Pestilential Swarm** - if any Hero is in his area. He does not cast this spell as a reaction to an attack.

2. **Mind Control** - The Target of this spell will be moved up to 3 movement points toward the Pool of Madness. If the Target Hero is already in the pool, choose another Hero following the normal Targeting rules. If the Target Hero is benefitting from the Protected skill, move the friendly character instead.

The Warlock always targets the Summoner with attacks or spells first, if possible. Otherwise he follows normal rules for the Alternate Target Hero.

Escaping the Tomb: To escape the tomb a Hero must move off the board from the area marked with the number 1. Once a Hero has escaped, he cannot be returned to the board.

Stairway: A unit may move from an area with a stairway token to the other area with a stairway token for 1 extra movement point.



Outworn Shadows: When a Mummy or Eternal Guard is killed, place it off the board adjacent to an Event Token of the Hero's choice. Do not flip the Mummies or Eternal Guard tiles in the River. Eternal Guards are considered Undead for this scenario. After the last Event token is removed, the Mummies and Eternal Guards follow the normal rules for units when they are killed. (See **The Restless Dead** Event.)

ASSET DECK

Pay one gem for a Simple Manipulation to open chests: Warlock Documents (represents the scrolls that the Summoner is seeking), Empty Chest

EVENTS

The Relentless Dead: Choose 1 area with an Event Token that has Undead models off board, adjacent to it. (See the **Outworn Shadows** Special rule). Discard the Event token. Move the adjacent Undead models into the area. Once all the Event Tokens are discarded, this event no longer happens.

VICTORY OR DEFEAT

If the Heroes win, they are awarded one Victory Point per Hero that escapes the tomb.

If this scenario results in a Defeat, move on to scenario two. It is assumed the locations of the Amulet Fragments are discovered another way.

NON-CAMPAIGN MODE

The Summoner is equipped with the Black Staff, Pictish Fetish, and the following spells: Hand of Death, Escape Route.

The Warrior is equipped with Conan's Sword.

The Rogue is equipped with a Dagger and Throwing Knives.



BLACKBIRD

OPENING PROMPT

North, over and through icy waters and past the land of the savage Picts we sailed, my 2 mercenaries and I. Lore gleaned from scrolls incensed with decay led us there, where the bleak frost-fields of the Vanir meet the cold, grey mountains that separate them from the Cimmerians, kindred of the loutish usurper king. Here the three parts of the amulet I sought were said to be, where last it was whole before its weakling owner fell afoul of the power of its grammarye. He - clearly my inferior in the arcane arts - and the amulet, were torn asunder, scattered about this area, including the field we now entered to find the first fragment. We had also to overcome the band of warriors we found guarding it, and preventing entry to a southeastern pass. A task....nay, no task at all for one such as I.

The pitiful - for certainly I feared none who relied on martial rather than mystical arts - bellow of a warhorn let us know we had been spotted, and before those it summoned arrived we must search, slay and be in that pass and away. My vengeance would not be delayed!

WINNING THE GAME

To win the game, the Heroes must recover the Amulet Fragment and exit the board through the zone marked with  by the end of turn 7, when the Vanir summoned by the warhorn will arrive and overcome the Heroes by sheer numbers.

SETUP

The game starts with the Heroes turn. The Heroes set up in the zone marked with 1. The Summoner starts with the Swamp Demon on the board.

Suggested Heroes (3)

For this scenario it is recommended that players choose one Hero from each of the three Archetypes. By default, Heroes will always have access to the starting equipment for each Archetype.



After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.



Book of Skelos

- 1 - Vanir War Leader (use Hyperborean Primitive tile)
- 2 - Vanir Hunters (use Pict Archers tile)
- 3 - Vanir Warriors (blue border tile)
- 4 - Vanir Primitives
- 5 - Event
- 6 - Vanir Archer (use Kothian Archer tile)
- 7 - Vanir Warriors Horde Vanguard (beige tile border)
- 8 - Crows

Set the Vanir Warriors and Crows tiles and associated Activation Tokens aside at the beginning of the scenario. They will be added to the River during the scenario.

A Javelin equipment card will be required for this scenario.

SPECIAL RULES

Impenetrable Forest: These 3 Forest areas block Line of Sight. A character can aim from but not shoot inside or through these areas. Entering the area costs an additional movement point. Leaving the area does not cost any extra movement points. Overlord models may enter Forest areas with no movement penalty.

Ebon-winged Fury of the Forest: Upon the first Hero's entry into a Forest area, a horde of crows will attack the Hero, who can defend normally against this attack. Every turn spent in the area thereafter, by any Hero, will incur this attack at the onset of the Hero's turn before any other action may take place. Determining the Target Hero for this attack is limited to the Heroes in the Forest area.

These crows:

- affect all Heroes in the area with Jinx
- do not affect hindering
- cannot be attacked
- do not benefit from the Vanir Primitive's War Cry

Rocky Outcrop: The 2 Rocky Outcrop areas block Line of Sight and grant the Elevation Bonus. The middle Rocky Outcrop does not block line of sight between the left and right corner Rocky Outcrops.

Characters with Climbing may spend 1 additional movement point to climb a Rocky Outcrop. Climbing down does not cost any extra movement points. The right corner Rocky Outcrop is higher and requires 2 additional movement points to climb.

Vanir War Leader: The Vanir War Leader starts with 8 life points. The Vanir War Leader, when activated, will cast Withering on the closest summoned demon if possible; if not he will follow normal activation rules.

Vanir Archer: The Vanir Archer starts with 6 life points. The Vanir Archer may shoot inside Forest areas.

Vanir Hunter: Vanir Hunters remain undetected until they attack; each model may only be attacked after it has made its first attack (mark with a colored base to denote this). Vanir Hunters may shoot inside of Forest areas. Vanir Hunters will not leave the Forest areas; if a Vanir Hunter model cannot target a hero model then it will not attack at all. Undetected Vanir Hunters do not affect hindering.

Vanir Primitives: The Vanir Primitives will not leave their area and will do everything they can to guard the pass that leads away from the field. The only way off the board and into the narrow entrance to the pass is through their area. Due to their massiveness and the small area, they are considered to have Blocking for this scenario.

If activated with no foe to attack, they bellow forth a warcry that grants an extra  to Overlord melee or ranged attacks for the remainder of the Overlord's turn. Place a  on the Book Of Skelos to denote this; remove at the end of the Overlord's turn.

Vanguard of the Vanir Horde: Before the Overlord activates on turn 5, add the Vanir Warrior tile to the end of the River and place 5 Vanir Warriors in an area marked with  that will allow them to immediately target a hero with a ranged attack and is closest to that Hero. If this is not possible, place them in the lower left corner area.

One Vanir Warrior is equipped with a Javelin. He performs a ranged attack using the Javelin's ranged attack rating if he can target a Hero without moving. This does not count as an activation. If he cannot target a Hero, he will reserve the Javelin attack until his first activation. To acquire this Javelin, a Hero must possess it and the Heroes must win the scenario.

Amulet Fragment (Blackbird):

Formed from a nameless stygian black wood of preternatural hardness and embossed with the shape of a raven emerging from the palm of a hand, this first fragment of the amulet is one of three that combine to form the disc-shaped amulet the Summoner seeks.



It provides one gem for summoning a demonic horde of blackbirds, which can be represented by the crows miniature. A printable tile for this demon, Blackbird Horde, is included in the appendix of this campaign.

EVENTS

Cry of the Black Witch: When the event tile is activated, a sudden gust of wind carries to the field flurries of snow and the faint, wordless but somehow provocative cry of the Black Witch; each human Hero and Ally will be vaguely aroused and distracted, such that their next turn's melee and ranged attack dice rolls will be hampered by a -1 symbol penalty. This effect is cumulative if the Event tile is activated multiple times in the same round.

Place  at the top of the map to denote this each turn it applies.

ASSET DECK

Perform a Complex Manipulation with a difficulty of 2 to search a Forest area; remove treasure token and draw from the Asset Deck upon success. The Lock-picking skill has no effect on this. Life Potion, Chainmail, Amulet Fragment (represents the Blackbird amulet fragment; see Special Rules)

After searching, the character may not leave the forest area until the next turn; the character may engage in any other actions while remaining in the area.

VICTORY OR DEFEAT

If the Heroes win they are rewarded with one Victory Point per surviving Hero. If all three items from the Asset Deck are obtained, add 1 Victory Point.

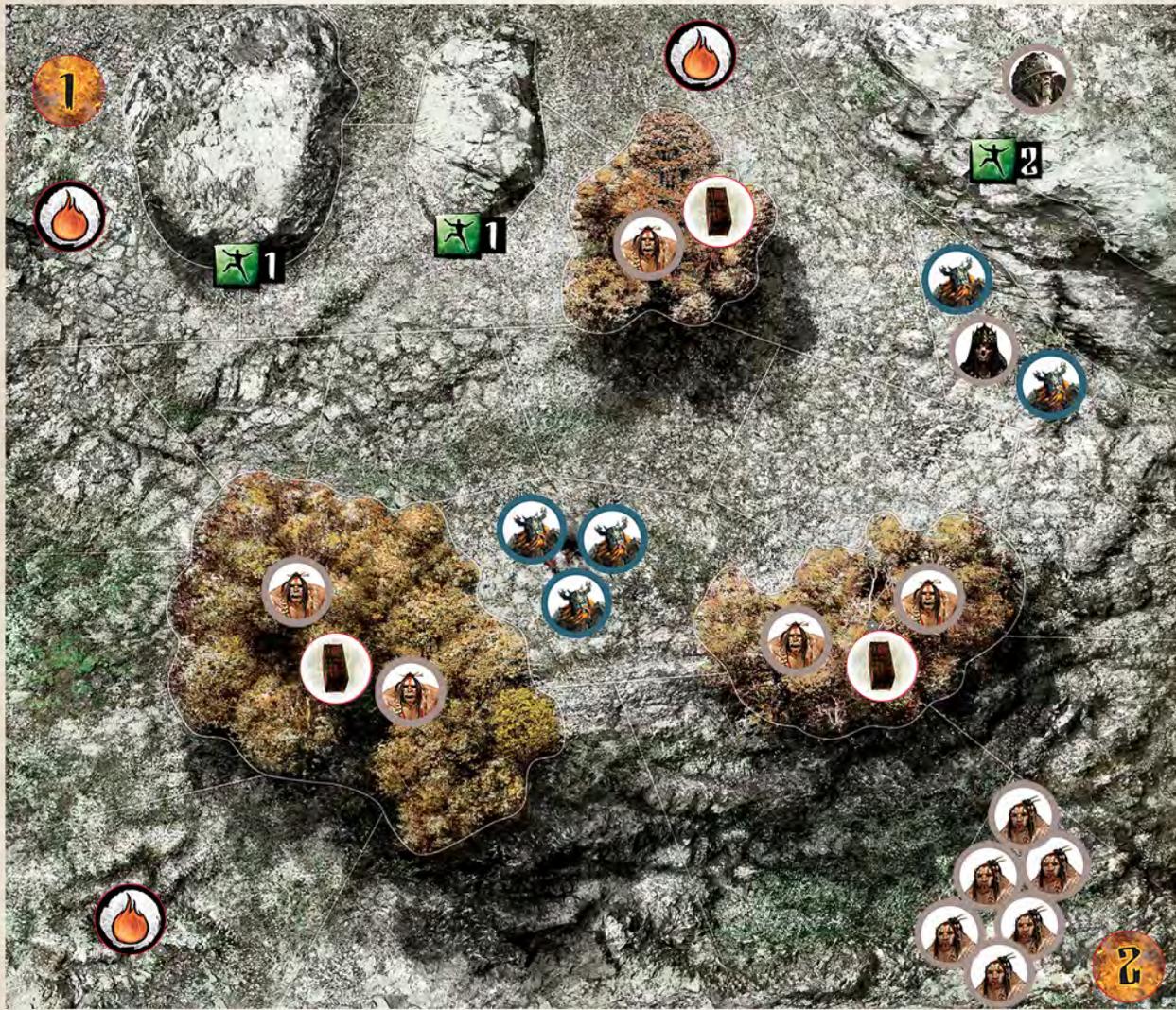
If this scenario results in a Defeat, replay the scenario after choosing new characters.

NON-CAMPAIGN MODE

The Summoner is equipped with the Black Staff, Pictish Fetish, and the following spells: Hand of Death, Escape Route.

The Warrior is equipped with Conan's Sword.

The Rogue is equipped with a Dagger and Throwing Knives.



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BLACK WITCH

OPENING PROMPT

The Vanir War-horde clamored for our blood at the entrance to the pass that the Vanir Primitives had sold their worthless lives to bar, but came no further for fear of legends of The Black Witch.

We camped, my mercenaries needing to regain their strength, whilst I studied the amulet fragment (concerns of the corporeal form being far beneath one such as I) as the northern winds howled and blew the falling snow into chaos about us. It was then that she strode - nay, appeared - from a sudden icy maelstrom, skin of like hue with the snow, hair of stygian blackness, form of a goddess, her lithe feet leaving no track as she came unto us. No word spake she, making gestures of grammar, calling forth our slain foes, who rose, shambling into view, following as she turned and disappeared from whence she came.

The howling of some primeval beast marked her departure, and words somehow carried back to us through the storm about us (or, mayhap, filled our heads), "Follow, come the dawn, to find that which you seek. Follow the drums, come the dawn."

Follow we did, to the primal thrum of drums and atonal cacophony of instruments and voices no human was meant to hear and retain sanity. At the end of the pass, The Black Witch engaged in movements erotic and disturbing atop a malign totem - on which I could see dangling the amulet fragment I sought. The air before us became a palpable wall of visions of lust and power that beset us with such vivid ferocity, we could no longer turn back. We found ourselves each mentally assailed with promises carnal and temporal, if only we were the Chosen One of the Black Witch. Fighting the rising urge to fall into savage melee, we pressed forward...

WINNING THE GAME

To win the game, the Heroes must disrupt the Black Witch's dance and recover the Winged Demon Amulet Fragment by the end of turn 5, before the effects of The Wantonness of Ymirsdottir take their final, terrible toll.

SETUP

The game starts with the Heroes turn. The Heroes set up in the zone marked with the number 1. The Summoner chooses one Demon to start on the board.

Suggested Heroes (3)

For this scenario it is recommended that players choose one Hero from each of the three Archetypes. By default, Heroes will always have access to the starting equipment for each Archetype.



After Setup, each Hero moves two gems from their Reserve zone to their Fatigue zone.

Book of Skelos

- 1 - Crows
- 2 - Vanir Zombies (green - activates all Vanir Zombies)
- 3 - Event 1
- 4 - Gray Man Ape (10 Life Points)
- 5 - Aesir Zombies (purple)
- 6 - Event 2

The Kiss of Death spell card will be required for this scenario.

SPECIAL RULES

The Black Witch: The Black Witch does not require a tile. She stands upon a totem performing the Wantonness of Ymirsdottir and performs no other actions. She has the Fascination skill. Use the Atali miniature to represent both Atali and the totem.

Totem of the Black Witch: The totem can be attacked as normal. It has 2 armor, 8 life points, and Protected. The Black Witch does not count for Protected. If the totem is destroyed, it disrupts the Wantonness of Ymirsdottir.

The Wantonness of Ymirsdottir: The Black Witch performs a depraved dance that mesmerizes the Heroes. This dance counts as one of the Overlord activations each turn. Starting with their first turn, Heroes suffer the following effects:

- Cautious stance is not possible.
- Heroes gain 1 success to all Melee and Ranged attacks and lose 1 success on all Guard and Manipulation rolls.
- Starting on turn 4, Heroes may no longer perform Guard actions nor cast spells/summon (unless the Spellcaster has the Concentration skill).
- End of turn 5, if the dance is not disrupted: The Heroes lose all control and turn upon each other; all are slain trying to be the one to realize the visions in their mind.

When the dance is disrupted, the Black Witch will immediately cast Kiss Of Death. All remaining zombies return to death, crows fly away.

Loose rocks: When a character performs a Melee Attack, the character may remove a Boulder token  in their area from the board to roll an extra  for that attack.



Activates green and red Vanir Zombies.

Aesir Zombies: Aesir Zombies will not activate unless a Hero or Ally occupies the same area as the Totem of the Black Witch, or a Hero or Ally occupies the same area as the zombies (or an adjacent area). If their Activation Token is chosen but none of these conditions are met, place the token in the Fatigue zone and choose another.

Amulet Fragment (Winged Demon): Formed from a nameless stygian black wood of preternatural hardness and embossed with the shape of a winged demon emerging from the palm of a hand, this amulet hangs upon the Totem of the Black Witch and may be claimed upon victory. It provides 1 gem for summoning an Outer Dark Demon.

Ethereal Walls of Lust: The starting area and the area containing the Totem of the Black Witch (marked in red) are both enclosed by an impenetrable magical barrier that manifests as a swirling, ethereal array of images conjured by the Black Witch's dance.

To dispel an Ethereal Wall:

1. A Hero may perform a simple Manipulation to strike the barrier. Resolve a Lethal Cloud in the Hero's zone with no defense possible (see spell: Lethal Cloud).
2. A Demon may move through the barrier. It's demonic nature absorbs the Lethal Cloud but the Demon is destroyed. No damage is done to the Heroes.

Crows: The Crows may only be targeted by ranged attacks, flying foes, or spells.

Impenetrable Forest: The lower left hand corner Forest zone blocks Line of Sight. A character can aim from but not shoot inside or through this area. Entering the area costs an additional movement point. Leaving the area does not cost any extra movement points.

Gray Man Ape: The Gray Man Ape does not Move and will not activate unless a Hero or Ally occupies his area. If his Activation Token is chosen and this condition is not met, place the token in the Fatigue zone and choose another. The Gray Man Ape chooses his Target Hero from those occupying his area.

If the Heroes reduce him to exactly 1 life point, he will be weakened such that he gives in to the lust for his human mistress and immediately turns his attention to her, disrupting The Wantonness of Ymirsdottir.

NON-CAMPAIGN MODE

The Summoner is equipped with the Black Staff, Pictish Fetish, Amulet Fragment (Blackbird Horde), and the following spells: Hand of Death, Escape Route.

The Warrior is equipped with Conan's Sword & Chainmail.

The Rogue is equipped with a Dagger, Javelin, Life Potion, and Throwing Knives.

EVENTS

Event 1 - Icy Maelstrom: A sudden blast of frigid wind and swirling snow erupts and ravages the pass during the next Heroes' turn. Place a  token at the top of the map to denote this until the end of the turn.

- Free Movement Points and Movement Exertion Limits are reduced by 1 for the turn.
- Flying creatures/Heroes have their Free Movement Points reduced to zero for the turn.
- All rolls suffer a -1 symbol penalty for the turn.

Event 2 - Swarm of Vanir Undead: Activate all Vanir Zombies.

ASSET DECK

Pay one gem for a Simple Manipulation to open chests: Pictish Drink, Leather Armor, Life Potion, Spellbook (Withering, Set's Halo, Eel Skin)

Pictish Drink: Discard Pictish Drink to restore one red summoning gem

VICTORY OR DEFEAT

If the Heroes win, they are awarded one Victory Point per Hero that survives and the Amulet Fragment. If the Heroes win through the Gray Man Ape's actions, add one additional Victory Point.

Each Hero is also granted a permanent Boon from the following list. (See appendix for printable Boon cards.)

- Manipulation dice permanently gain the re-roll symbol.
- Total Stamina pool is increased by 1.
- Free Movement value is increased by 1.
- A Hero with the Spell Caster skill may, once per turn, cast a spell a second time, ignoring the spell's threshold, so long as they have the Stamina gems to do so.
- May increase melee or ranged attack threshold by 1 (to a maximum of 6).

If this scenario results in a Defeat, replay the scenario after choosing new characters.





BEHEADED

OPENING PROMPT

Curse the North! Curse Ymir! Curse his wretched children! Curse the frozen ground that now has thawed into thick sludge as we return to the coast! Thick deep in freezing water, glowing eyes, chittering mandibles, razor claws and slithering forms fill the dense undergrowth. We press forward seeking our quarry.

Dark scrawlings wrested from the corpse of a Vanir shaman lead us into this foul place. A blasphemous shrine to an ignored deity. Legends tell of a beast empowered by a broken amulet embedded in its forehead. Said to have fallen from the sky, the creature appeared shortly after a night of strange cosmic occurrences, declared by the shaman to be the end of all things. For the shaman and his village, such was the case. The fragment's description is not unlike the final piece I seek to aid in my quest for vengeance.

The locals, when persuaded enough, whisper of an unstoppable creature prowling the marshes. No mob can frighten it. No rope can bind it. No fire can burn it. No offering, however bloody, can appease it. Perhaps it is time to employ another tactic...

WINNING THE GAME

To win, the Heroes must find the Battle Axe and use it to behead the Forest Demon. If the Summoner is killed, the Heroes automatically lose.

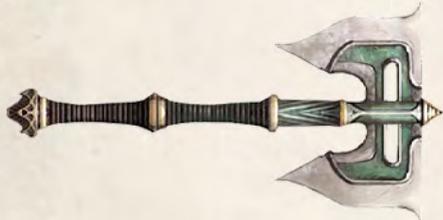
SETUP

The game starts with the Heroes turn. The Heroes set up on the area marked with the number 1. The Summoner starts with the Black Bird Horde on the board.

Suggested Heroes (3)

For this scenario it is recommended that players choose one Hero from each of the three Archetypes. By default, Heroes will always have access to the starting equipment for each Archetype.

-  After Setup, each Hero moves three gems from their Reserve zone to their Fatigue zone.



Book of Skelos

- 1 - Foo Dogs
- 2 - Giant Snake (7 Life Points)
- 3 - Giant Scorpion (KS Stretch Goal version)
- 4 - Forest Demon (2 Life points)
- 5 - Event

SPECIAL RULES

Muck, Vines and Sludge: Every time a Hero spends movement points to move, they must add 1 additional gem to the movement point total. This gem is placed in the Hero's Move space, but does not add a movement point. This effect occurs once per Move action. Overlord units and Demons are not affected by this rule.

Giant Snake: For this scenario the Giant Snake will target the Hero with the MOST stamina gems in their Reserve Zone

Beheading the Forest Demon: The Forest Demon may only be damaged when stunned, and only by a Hero using the Battle Axe.

Stunning the Forest Demon: To stun the Forest Demon, a boulder must be dropped on it. A Demon with the Flying skill may end its turn in an area with a boulder to pick it up. A Demon may not Attack while carrying a Boulder token. To successfully drop the boulder on the Forest Demon, the Hero's Demon must be in the same area as the Forest Demon. Return the Boulder token to its starting area. The Summoner must make a Complex Manipulation with a difficulty of 4. If successful, lay the Forest Demon model down; it is stunned. If the Forest Demon is not killed, it recovers at the end of the Hero's turn and must be stunned again; stand the model back up.

Poison: The Giant Scorpion's Poison skill is not used.

ASSET DECK

When a Hero is in the area marked with a Treasure token, he may perform a Complex Manipulation with a difficulty of 2 to search the area. If he succeeds, he may draw one card from the Asset Deck. The Asset Deck contains: Battle Axe, Shield, Zingarín Breastplate, Bossonian Bow

EVENTS

"You reek of power!" When the Event tile is activated, activate the Forest Demon and target the closest Demon. If 2 Demons are the same distance, the Players choose which one is targeted. If a Demon cannot be targeted, the Forest Demon will target the Hero with the MOST stamina gems in their Reserve Zone.



VICTORY OR DEFEAT

If the Heroes suffer a defeat, they may try again with new characters.

If the Heroes win, they gain 1 Victory Point per surviving Hero and the Amulet Fragment (Forest Demon). The Hero who beheaded the Forest Demon rolls 1 Red Die (no rerolls) and consults the Beheading table:

- 0 - The deed is done, prepare yourself for the next mission.
- 1 - The force of your swing knocks the Demon's head into a nearby thicket. Your comrades in arms are impressed at your brutality. Gain 1 extra gem during the first Recovery Phase of the next scenario.
- 2 - A nice clean slice through the Demon's neck. The head lolls to the side, tongue protruding, teeters and flops to the ground with a sickening thump. A few spurts of blood spray from the artery before the corpse collapses. Gain 1 extra Victory Point for your skill.
- 3 - Flesh, muscle and bone are torn asunder, an artery is ruptured spraying you and your companions with warm blood. The Demon's head tumbles through the air and lands at the feet of the Summoner with a fleshy thud. Your barbaric roar echoes throughout the frozen swamp. Your companions stare in an uneasy disbelief. Henceforth, they dub you The Butcher. Gain 1 extra Victory Point and The Butcher boon card.

"The Butcher" boon: The Hero has earned the title "The Butcher." This boon grants the Circular Strike skill. If the Hero already has Circular Strike, he gains 1 Orange die for any Circular Strikes he performs.



NON-CAMPAIGN MODE

The Summoner is equipped with the Black Staff, Pictish Fetish, Amulet Fragment (Blackbird Horde), Amulet Fragment (Outer Dark Demon), and the following spells: Hand of Death, Escape Route, Withering, Set's Halo, Eel Skin.

The Warrior is equipped with Conan's Sword & Chainmail.

The Rogue is equipped with Leather Armor, a Dagger, Javelin, Life Potion, and Throwing Knives.



SEASONS IN THE ABYSS

OPENING PROMPT

The journey had taken me far to the reaches of the land and beyond. From bustling cities to frozen tundras I ventured, but at last, all of the fragments were in my possession.

I studied with Stygian priests, read the pages of the iron bound Scrolls of Skelos and communed with beings beyond our realms. Their words all lead me to this place. Here, in this land long forgotten by civilised man, I will forge the amulet deep within the abyss and realise my vengeance upon the barbaric false king.

It will test every ounce of my being, for in these lands savages worship a dark evil and the dead do not rest easily. For a magic older than Acheron still lives within. As the abyss becomes closer, seconds become hours, hours become days and days become seasons.

WINNING THE GAME

To win the game, the Summoner must merge all the Amulet Fragments by starting the Ritual and surviving until the end of turn 10. The Heroes must also destroy the Dark Demon before the end of turn 10.

SETUP

The game starts with the Heroes turn. The Heroes set up in the zone marked with the number 1. The Summoner starts with the Swamp Demon on the board.

Suggested Heroes (3)

Choose one Hero from each of the three Archetypes. By default, Heroes will always have access to the starting equipment for each Archetype.

 After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

Book of Skelos

- 1 - Skeletons (Blue)
- 2 - Pict Archers
- 3 - Skeletons (Red)
- 4 - Event
- 5 - Mummies

- 6 - Dark Demon
- 7 - Bone Golem

Keep the Dark Demon and Bone Golem tiles and Activation Tokens aside at the beginning of the scenario. They will be added to the River during the scenario.

SPECIAL RULES

Sparse Forest: The Forest zones block Line of Sight. A character can aim from but not shoot inside or through this area. Entering or leaving the area does not cost additional movement points.

Bone Rattle: Whenever a Skeleton is killed, place a red gem  to represent the Skeletal Remains. At the start of each Overlord turn, choose a Skeletal Remain closest to the zone with the most Skeletal Remains and move it one zone closer. In case of a tie, players choose. Once 5 Skeletal Remains occupy the same zone, replace them with a Bone Golem, add its tile to the River and its Activation Token to the Fatigue Zone. Only one Bone Golem may be on the board at a time. Skeletal Remains do not move while the Bone Golem is alive.

Heroes in the same zone as a Skeletal Remain can remove it with a Complex Manipulation of one.

The Ritual: Starting the ritual requires the Summoner make a Complex Manipulation of two while in the Abyss zone . Once the ritual begins, add the Dark Demon to the board, its tile to the River, and its Activation Token to the Fatigue Zone.

Reanimation: At the end of each Hero phase, a Red Skeleton reanimates at an Event token. The last player to act rolls a . The number of axes determines which tile to place one Red Skeleton. If a blank is rolled, place one Red Skeleton on the Event token of all three numbered tiles, starting with tile 1.

Swarm of Bones: Each time a group of Skeletons of any colour attacks the same enemy, they add a  for each unit in the same group that attacked the same target this turn. For example, if three Skeletons attack the same model, the first Skeleton gets no additional dice, the second Skeleton gains , the third Skeleton gains  , the fourth Skeleton gains   , etc.

Demon Hunters: The Picts in the Abyss of Seasons worship the Dark Demon and do not take kindly to other demons on their land. Pict Archers act normally unless a summoned Demon is on the board, in which case they will target the closest Demon. In case of a tie, the players chose. When attacking a summoned Demon, upgrade their Yellow Dice to Orange.

EVENTS

Reinforcement: Reinforce a Pict Archer, a Blue Skeleton, and a Mummy on the Event token  on each numbered tile. Begin with tile 1 for the Blue Skeletons, tile 2 for the Pict Archers, and tile 3 for the Mummies.



ASSET DECK

Pay one gem for a Simple Manipulation to open chests: Life Potion, Turanian Sword and Exploding Orb.

VICTORY OR DEFEAT

If the Heroes win, they are awarded three Victory Points and they receive the Sorcerer's Scepter (Dark Demon). If all three items from the asset deck are obtained, add 1 Victory Point.

If this scenario results in a Defeat, replay the scenario after choosing new characters.

NON-CAMPAIGN MODE

The Summoner is equipped with the Black Staff, Pictish Fetish, Amulet Fragment (Blackbird Horde), Amulet Fragment (Outer Dark Demon), Amulet Fragment (Forest Demon), and the following spells: Hand of Death, Escape Route, Withering, Set's Halo, Eel Skin.

The Warrior is equipped with Conan's Sword, Shield & Chainmail.

The Rogue is equipped with Leather Armor, Bossonian Bow, Parrying Dagger, and Dagger.

WAR MACHINE

OPENING PROMPT

The powers of the Abyss are mine! Legions of lesser demons swarm the barbarian's kingdom, ravaging the countryside. His feeble army falls before their might, their flesh fueling my forces to grow stronger. Every step the usuper takes leads him further into my trap. Even now, the brute meets with his top generals in a pathetic attempt to devise a strategy to defeat my minions.

Little does he realize the hopelessness of his situation. While he works to defeat my horde of lesser demons, I shall shatter his walls like tinder to rain fire and brimstone upon his head with the aid of my greatest and most powerful minions: the foolish mercenaries who thought to share my triumph as equals.

WINNING THE GAME

To win the game, the heroes must kill Conan.

SETUP

The game starts with the Heroes turn. The Heroes set up in the zone marked with 

Suggested Heroes (3)

For this scenario it is required that players use one Summoner. Each other player may choose Demon Transformation (see campaign rules) if their character survived scenario 5, or else they may chose from the remaining Archetypes (Warrior or Rogue).

-  After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

Summoner

The Summoner chooses a Demon to start on the board.



The Summoner receives a new Artifact: the Stygian Artifact. It provides 4 gems. Each gem summons up to 4 skeletons, which is the maximum number of skeletons that can be in play at one time.



Skeletons: Summon Cost (1) Quantity (4) Life Points (1/each)
1 gem activates all 4 skeletons. Skeleton's Melee value can be used for Manipulation attempts. They are the only summoned Ally that can do this.

Book of Skelos

This scenario is divided into 3 phases, each with its own unique Book of Skelos that activates when Heroes reach certain location milestones.

Phase 1

- 1 - Javelin Throwers
- 2 - Pirates
- 3 - Zaporavo (8)
- 4 - Zelata (4 health, Lightning Storm)
- 5 - Event
- 6 - Zelata's Wolf (8)

Phase 2

Phase 2 begins as soon as a Hero or Ally leaves the ship map, including stepping on the plank to the dock.

Remove from the game any Phase 1 tiles that are flipped to their bloody side. Slide the remaining non-Event tiles to the end of the river. Until they are destroyed, they will activate each round (no activation tokens required) before the normal Phase 2 activations. They will activate in the order listed in Phase 1.

- 1 - Captain (6)
- 2 - Bossonian Archers
- 3 - Bossonian Guards
- 4 - Balthus (4)
- 5 - Event
- 6 - Slasher (8)

Phase 3

Phase 3 begins when a Hero, Ally, or Projectile enters the fort through the gates or crosses the front pallisade.

Remove from the game any Phase 1 or 2 tiles that are flipped to their bloody side. Slide the remaining non-Event tiles to the end of the river. Until they are destroyed, they will activate each round (no activation tokens required) before the normal Phase 3 activations. They will activate in the order listed in Phase 1 and then in the order of Phase 2.

Conan activates at the end of every round, no activation tokens required.

- 1 - Conan's Lion (3)
- 2 - General - Olgard Vladislav (5)
- 3 - General - Pallantides (6)
- 4 - General - Kerim Shah (4)
- 5 - General - Constantius (7)
- 6 - Event
- 7 - Honor Guard
Conan

MAP SETUP

It is recommended to set up all the maps and units at the start of the game to ensure a smooth transition between phases. The ship map covers over a portion of the bridge map.

The map below outlines which map sections belong to which phase. For more detailed layouts, see the individual map sections.

Phase 1



Phase 2



Phase 3



NON-CAMPAIGN MODE



The Summoner is equipped with the Black Staff, Pictish Fetish, Amulet Fragment (Blackbird Horde), Amulet Fragment (Outer Dark Demon), Amulet Fragment (Forest Demon), Sorcerer's Scepter (Dark Demon), and the following spells: Hand of Death, Escape Route, Withering, Set's Halo, Eel Skin.

The Warrior is equipped with Conan's Sword, Shield & Chainmail. The Warrior may choose Demon Transformation (see campaign rules).

The Rogue is equipped with Leather Armor, Bossonian Bow, Turanian Sword, and Dagger. The Rogue may choose Demon Transformation.

SPECIAL RULES

Trebuchet - Heroes and Skeletons in the same area as the trebuchet may combine Manipulation rolls (see Skeleton rules) for the following actions:

- > **Move** - Four successes to move the trebuchet, and the participating Heroes/Skeletons, 1 area.
- > **Load** - Two successes to load the trebuchet.
- > **Fire** - Two successes to fire the trebuchet. Roll 6 red dice to attack the front gate of the fort. The trebuchet cannot fire from a ship or plank.

The trebuchet has 4 armor and 8 health. If the trebuchet is destroyed, remove it from the game.

Only Ballistas and Zelata's Lightning Storm target the Trebuchet.

Use the Gong token to track the trebuchet. 

Use the Debris token to track its health. 

Poison - Each time a unit with the Poison skill wounds an enemy, place one poison counter  on that enemy's tile.

Every time a unit activates, it takes 1 wound for each poison counter on its tile at the end of the activation.

Swim - Units with the Swim skill can move through water areas as if they were normal areas.

Phase 1

SPECIAL RULES

Plank - Heroes and Skeletons in the same area as the plank may combine Manipulation rolls (see Skeleton rules) for the following action:

- > **Move** - Two successes to move the plank to straddle two ships, to straddle a ship and dock, or to move it fully into their area.



Zelata - Equipped with Lightning Storm. When she is activated, Zelata does not move. Instead, she does the following in order:

1. Casts Lightning Storm in the area with the trebuchet.
2. If a Hero or Ally is in the same area as Zelata, she also performs a Melee attack.

Zelata's Wolf - Does not move. If Zelata is attacked, Zelata's Wolf uses the Sacrifice skill. When activated, Zelata's Wolf will perform a Melee attack. Otherwise, the activation is wasted.

Leap - Any unit that fails a Leap check remains in their current area.

Pirates & Javelin Throwers - If there are no units on the board in Phase 1: Do not flip their tiles or dredge them from the River. If activated, their activation is wasted.

ASSET DECK

Perform a simple Manipulation to open a chest: Life Potion, Life Potion, Life Potion.

EVENTS

Reinforcements: Reinforce up to 2 Pirates and up to 2 Javelin Throwers. Place the first of each in the zone marked 1, the second of each in zone marked 2.





Phase 2

SPECIAL RULES

Balthus - When activated, Balthus does not move. Balthus follows standard targeting priority.

Slasher - Does not move. If Balthus is attacked, Slasher uses the Sacrifice skill. When activated, Slasher will perform a Melee attack if there is an enemy in the same area. Otherwise, the activation is wasted.

Reinforced Fort Gate - The only way to open the gate is to destroy it. The gate has 8 Armor and 15 Health. Use a Wall Wrecker token  to track its health.

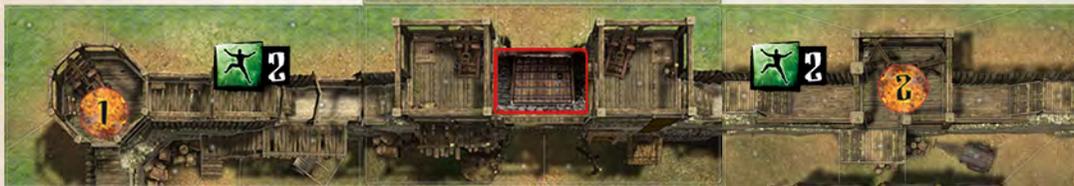
Ballistas - The areas marked 1 and 2 contain ballistas. These ballistas sit atop the palisade and can only be reached by climbing, flying, or from inside the fort.

Each ballista has 4 armor and 8 health. Track their health with the 1  and 2  tokens.

Fort Walls - Characters with Climbing may spend 2 additional movement point to climb the fort walls.

EVENT

Ballista Fire: Both ballistas attack the trebuchet with an attack of 3 red dice, starting with ballista 1. Before rolling the dice, any unit in the same area as the trebuchet may choose to become the target. They may defend against the attack.



6 



4 



8 

Phase 3

SPECIAL RULES

Conan - Conan attacks at the end of every round and targets the Hero with the most gems in their Reserve.

Conan cannot be harmed until all four generals have been killed. After the four generals have been killed, Conan's movement points increase to 6.

Four Generals - Olgerd Vladslav, Pallantides, Kerim Shah, and Constantius.

Inner Fort - The inner fort with Conan and lion are only accessible via the partially opened doors. These doors block line of sight but not movement.

Line of Sight - Units on the pallisade walls have line of sight inside the fort and to other areas on the pallisade wall.

Leaping from the Pallisade - A character may only Leap from the pallisade wall if there are no wooden posts blocking the path. The character rolls 2 orange dice for falling damage. If the character has Leap, roll 1 orange die instead.

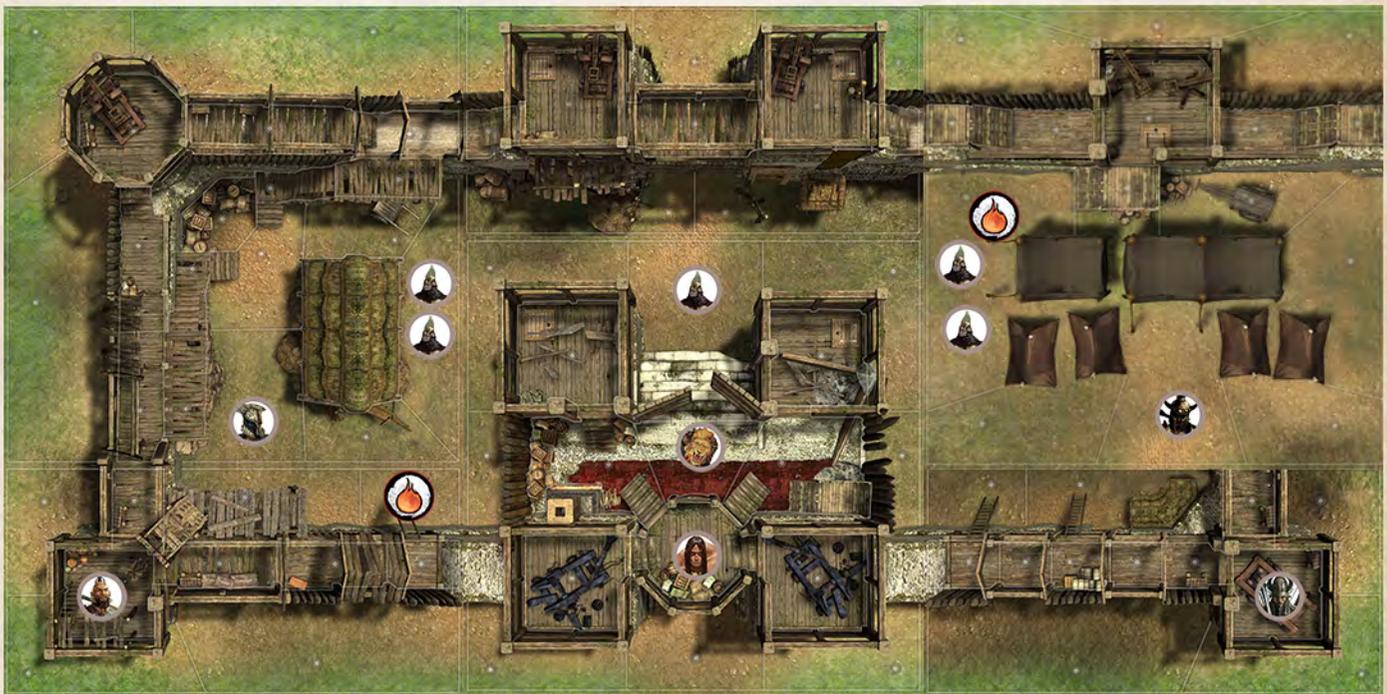
Stairs - Stairs have a maximum capacity of 1 unit.

Fort Entrance - The area outside the fort entrance extends beneath the walkway. In other words, it takes 1 movement point to move from outside the fort to an area inside the fort.

Honor Guards - If there are no units on the board: Do not flip their tiles or dredge them from the River. If activated, their activation is wasted.

EVENT

Reinforcements: Reinforce 2 Honor Guards at each Event token.



3



5



6



4



7



8



**THIS ENDS THE
CHRONICLES OF
VENGEANCE**

*Tally your Victory Points and consult the chart
on page 4 to see how your dark deeds will be
remembered in history.*

To enhance your experience, be sure to download the appendix
and print new Hero sheets and Tiles from the-overlord.com.





Know, oh Prince...

...that in the early days of Conan's reign as King in Aquilonia, deep ran the inevitable streams of offense. Real or imagined, in all corners of the kingdom, sulked those whose pride, fortune or self was wounded in one manner or another by the Cimmerian's meteoric ascent to power.

The more courageous of the slighted raised armies to seek revenge. Vultures and ghouls now reap the rewards of those failed attempts that were decimated upon Aquilonian fields of battle.

One neophyte sorcerer, realizing the futility of earthly might against such a King, turned toward darker avenues of reprisal. Biding his time, he fueled his lust for vengeance with jealous thoughts, black musings and time twisted recollections of past wrongs. He aligned himself with votaries of Stygian necromancy and Khitan conjuration. He delved deeply into the foul wisdom of Acheron, seeking a way to call upon the darkness.

Certain dark, elder entities heeded his call for aid and granted him the ability to summon their vile children to his cause. Granted him power, that is to say, for now... and for a price.

Now, with eldritch might coursing through his veins, the Summoner arises, to seek artifacts that would allow him to maintain control over the demonic allies and, ultimately wreak his terrible vengeance upon Conan. Know, for certain, oh Prince, the Age of Conan stands threatened, on the brink of turmoil... and herein these pages, for your examination, lay the...

...Chronicles of Vengeance.