



CONAN

WHISPERS FROM STYGLIA
SPECIAL EDITION





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GAME BOARD RULES



Khitai Market:

- ① A character with Wall Wrecker cannot move through the reinforced walls of the barracks (south of the board) and the smoking room (north of the board).
- ② The areas with boats are considered normal terrain for Movement.
- ③ A character with Swimming may move through the areas of water next to the cemetery.
- ④ A character with Leap may leap over the areas marked with the Leap icon. If a hero fails to leap, the character remains in its area.



Stygia Port:

- ① A character adjacent to a water area may move into that area with no movement penalty. When a character without Swimming moves into a water area, that character dies immediately.
- ② A character in a water area adjacent to a ladder may move back onto the docks by spending 1 extra movement point.
- ③ The areas located on the roof top of the building on the left side of the board provide an elevation bonus, including on the stairs areas. A character may jump from these areas to the areas of the street level. That character rolls 2 red dice for falling damage. If that character has Leap, that character rolls 1 red die. A character cannot move onto the roof top areas directly from the street level except when moving through the stairs areas.
- ④ A character with Wall Wrecker can only use this skill to move across the wall in the warehouse on the right side of the board.



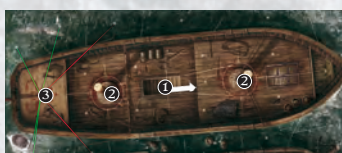
The Abandoned Fort:

- ① Only the areas directly adjacent to the towers areas have line of sight on the tower areas.
- ② The areas inside the fort do not have a roof. A character in a parapet area has line of sight on these areas and may jump into these areas.
- ③ The nine areas at the edge of the board are adjacent to one another. A character may move through them normally to go around the abandoned fort.
- ④ Lines of Sight: A character in a wall area has line of sight to each ground area within the fortress walls.
- ⑤ Leaping from Walls: A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls 2 red dice for falling damage. If the character has Leap, the character rolls 1 red die instead. A character cannot move from a ground area to a wall area.
- ⑥ Rock Slide: A character can move into a rock slide area from an adjacent area. The character must spend 2 extra movement points unless the character has Climbing.



The Pict Village:

- ① The hut flaps at the entrance of each hut block line of sight. A character must spend 1 extra movement point to move across a border into or out of a hut.
- ② The huts with stone walls cannot be wrecked using Wall Wrecker.
- ③ The outer walls cannot be climbed over, or wrecked using Wall Wrecker.
- ④ The bushes do not block line of sight.
- ⑤ Wooden Huts: A character with Wall Wrecker can use it to move across the wall of one of the wooden huts. The walls of an occupied hut (see page 22 of the Revised Heroes' Book) cannot be wrecked using Wall Wrecker.
- ⑥ Climbing: A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.



The Ships:

- ① A character coming out of the hold must move in the area in front of its exit.
- ② All the areas of the game board have line of sight on the masts' areas.
- ③ There is a line of sight from a ship area to a water area if the line of sight does not cross more than one ship area, including the line of sight starting area. The ship areas provide an Elevation bonus of 1 on the water areas. There is a line of sight from a water area to a ship area if the line of sight does not cross more than one ship area, including the line of sight finishing area.

Solo/Cooperative Mode

Know, O Prince, that in the time when Conan the Cimmerian sat upon the Throne of Aquilonia there arose whispers from Stygia. Whispers of a scheming sorcerer whose black heart was set upon vengeance. Heard first in the ruined temples of demented fanatics, then in the back alleys of thieves quarters, where the malcontent and the grumblers welcomed the sinister winds of change that blew from the South.

The sorcerer was none other than Thoth Amon, High Priest of Set, a name once cautiously whispered, now spoken openly in the streets. His venomous influence quickly crept, undetected at first, into the courts of all the Hyborian Kingdoms. Promises of riches and power caused alliances to shift, loyalties to expire. If promises failed to convince, then lotus and assassins were employed as his grip tightened, like serpentine coils, across the lands.

Before long the machinations of the Mad Sorcerer threatened to topple entire kingdoms and plunge the world into a darker age. Thoth Amon's quest for power was great. But his vengeance knew no bounds. He would have Aquilonia and its Barbarian King beneath his heel if the world had to burn for it to be accomplished.

But know also, O Prince, in that selfsame hour there were those who stood opposed to him...

The scenarios provided in this section are meant to be played as part of a campaign where the players will accumulate equipment, spells, and other progressive elements. It follows the solo/cooperative rules layed out in the Tome of Skelos published by Monolith for rules such as Overlord activations, hero targeting, Overlord re-rolls, and allowed skills. Please note that the Campaign rules for Whispers from Stygia differ from the Tome of Skelos campaign, Curse of the Infernal Shaman, as detailed below. This campaign requires the Conan Core game as well as the following expansions:

- Stygia
- Khitai
- Nordheim
- Yogah of Yag
- Crossbowmen
- Kushite Witch Hunters

The outcome of each scenario will determine how well equipped the heroes are for the final scenario, The Trap. It is recommended that players keep a tally of all the equipment & spells acquired.

These scenarios can also be played independently of the campaign in Non-campaign Mode. Each scenario provides the equipment and spells you should use for your Hero in Non-campaign Mode.

Skills

Sacrifice, Bodyguard, Spell Caster, Fascination: Overlord units only use these skills if the scenario outlines how they are to be used. Indeed, some scenarios provide rules for how an Overlord unit may cast a spell.

Wall Wrecker, Swimming, Intangible, Leap, Flying: Overlord units only use these skills when it allows them to reach the Target Hero more easily. If using this Skill allows them to avoid any movement or attack restrictions imposed by non-Target Heroes, or gets them to the Target Hero's zone (or a zone from which they can attack the Target Hero), they will use this skill. Otherwise, they will simply move to

the Target Hero's zone for a close combat attack or to the closest square from where they can make a ranged attack.

Climb, Leap: Overlord units only use these skills if the scenario gives rules for doing so.

Poison: Unless a scenario defines Poison's effects, use these rules: When a unit with Poison attacks a Hero, instead of suffering damage, the Hero must place a number of Poison tokens equal to the amount of damage either on the Melee Attack space or the Move space of their Hero sheet. Each Poison token on an action space reduces by 1 the exertion limit of that action. When both exertion limits are reduced to zero, that Hero immediately dies. If additional Poison tokens are needed, you can use any other token to represent them.

Support: For Overlord units, this skill works the same as the reroll rules for solo/co-op play and works in addition to any reroll symbols on the tile's attack value(s). For the Heroes, it works the same as in the traditional rules.

Counterattack: For Overlord units, this Skill works the same as the traditional rules. For Heroes who possess this skill, they may only use it once per Overlord turn.

Blocking: For balancing purposes, a Hero who possesses this skill may not use it in this game mode. For Overlord tiles, this skill works as normal.

Protected: For balancing purposes, a Hero who possesses this skill may not use it in this game mode. For Overlord tiles, this skill works as normal.

Jinx: Heroes who possess this skill may use it normally, but it may create a significant advantage. Use it at the players' discretion. For Overlord units, this skill works as normal.

Command: Heroes who possess this skill may use it normally. Overlord units do not target allies unless they cannot reach a Hero for a melee or ranged attack.

Campaign Rules

These scenarios are meant to be played as part of a campaign where the players will accumulate Equipment, Spells, Victory Points and, and other progressive elements.

Equipment and Cache

Some scenarios provide the opportunity for the Heroes to attain better equipment. Equipment is cumulative in that, once it is picked up in a scenario, the Heroes have access to it for the remainder of the campaign. There are a few limitations and exceptions, however.

Each Hero must choose the equipment they are going to use at the beginning of each scenario. Equipment is not tied to any one Hero and players may trade amongst themselves.

If, at the end of any scenario, all the Heroes are killed, they DO NOT lose any gear they started the scenario with. However, to gain equipment stored in chests on the board, they must open the chest during the scenario and have at least one hero survive to secure the victory.

Starting a Scenario

Before playing a scenario, each Hero chooses equipment from their Cache (see below) to use. Players are encouraged to read ahead about the scenario so they may choose their equipment accordingly. Equipment is not tied to any one Hero and players may trade amongst themselves in-between scenarios or during scenarios, if they want to drop or pass items as per the normal rules.

Cache

The cache is a pool of all the equipment gathered over the course of the campaign. If you drop or throw an item and don't recover it during a scenario, and you lose that scenario, you lose the piece of equipment. If you win the scenario, add it, and all equipment acquired during the scenario, to your Cache. Some scenarios have stipulations on adding items to your Cache if you lose the scenario. If players wish to play a scenario in Non-campaign Mode, their cache is listed in the Options section of the scenario.

Starting Equipment

Starting equipment is assigned to each Hero at the beginning of the campaign. They have access to this equipment during the first scenario and every scenario beyond that point. Starting equipment is never lost, not even if it is dropped or thrown. This equipment is stored in your Cache and may be shared among other Heroes as players see fit.

Special Gear

Some equipment gained over the course of the campaign provides special bonuses as indicated below.

Sorcerer's Scepter



Place 2 red gems on the Sorcerer's Scepter. Hadrathus may use these gems to cast spells by moving them to a spell card. Gems used in this way must not raise the total number of gems on the spell card above its exertion limit. He may combine these gems with his blue gems.

During the Start Phase and End Phase of each Heroes' Turn, move the red gems back to the Sorcerer's Scepter card. Red gems are never counted when calculating Hadrathus' life points.

Stygian Artifact



If a Hero carrying the Stygian Artifact engages in a melee attack against the Dark Demon (not the Outer Dark Demon), its Armor is reduced by 1, to a minimum of 2. This does not stack with any other effects (including Precision Strike).

Xuthal's Crown



A Hero carrying Xuthal's Crown is immune to Mind Control AND gains +1 armor against all spell attacks (including unblockable damage).

Spells

Though spells are found in the same way as other equipment, they function a little differently. In campaign mode, once picked up, spells are never lost (not even during a defeat). Whenever putting together the asset deck for a scenario, place the Spellbook equipment card into the deck. This will ensure that when facing down, it will be indistinguishable from other equipment cards. In some scenarios, the Spellbook will yield more than one spell. Once attained, these spells are never lost to the players. Players controlling spellcasting Heroes will 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.

Boons

In addition to accumulating equipment, players may accumulate additional bonuses for their efforts. If the Heroes win scenario 6, each player may choose one Boon to assign to their Hero.

Hero Selection

Whispers from Stygia does not utilize the Hero Archetypes listed in the Monolith Source Book. Instead, the campaign begins with the following Heroes:

- Yogah of Yag - Battle Axe, Spell: Gift of Life
- Shintu - Kitan sword, Kitan short sword
- Ikhmet - Assassin's Dagger, Parrying Dagger
- Hadrathus - Spells: Telekinesis, Set's Halo

Over the course of the campaign, some of these Heroes will leave and be replaced with new Heroes. When this happens, the new Heroes will bring new equipment as outlined in the scenario. Although this gear is recommended for that specific Hero, the players are free to add the equipment to the pool of equipment to be distributed prior to beginning that scenario.

Cunning Attackers

In this game mode, when an Overlord tile associated with multiple units activates, each of these units will move, resolve their attacks, and then the next unit associated with the tile will activate. This is different than the regular rules where Overlord units must move before attacking or lose all unspent movement points. Players choose the order in which these units activate.

The Strongest Hero

In some scenarios, there is a rule stating that a particular tile or tiles will attack the "strongest" Hero. In this case, follow these guidelines to determine the Target Hero:

1. First, check which Hero has the most energy gems in their Reserve zone. That Hero becomes the Target Hero.
2. If two Heroes have the same amount of gems in their Reserve zone, the Target Hero will be the Hero who has suffered fewer wounds.
3. If both of these amounts are equal, the players choose which of these Heroes is the Target Hero.

Defeat

Heroes are not considered dead or removed from the the campaign, even if all Heroes are killed during a single scenario. When this happens, the Heroes suffer a Defeat and lose all the equipment they looted during that scenario. They then proceed to the next scenario.

Campaign End

The campaign ends after the final scenario. The scenarios are played in order.

Victory Points and Rank

To add an additional challenge to the already challenging scenarios, players may wish to run a tally of their accomplishments. At the end of each scenario, players will acquire victory points based on how well they did in the scenario. Each scenario details the victory conditions, but in general one victory point is awarded for each Hero that did not die during the scenario. Some scenarios will offer the players a chance to collect extra victory points. If Players suffer a Defeat, they lose one victory point from their pool (and gain zero, obviously). If they haven't collected any victory points when they suffer a defeat, their victory point tally drops to negative 1.

Rank

At the end of the campaign, players should add up all the victory points they received during the campaign and compare their earnings to the chart below.

VICTORY POINTS		
Total	Rank	Description
Up to 12	Knave	The kingdom of Aquilonia will surely fall with meager efforts such as these. Your knees will bleed from kneeling and prostrating before your Stygian masters.
13 - 18	Peasant	Your face and name are lost in the victorious throngs that celebrate in the streets of Tarantia. You feast mightily upon the wine and meat that the King ordered from the store houses. Then, one morning, head aching and belly empty you set out from the city to seek your fortune elsewhere.
19 - 22	Hero	Your stature amongst the elite of Aquilonia is secured. You are awarded a place in the ranks of the King's personal bodyguard, the Black Dragons and look forward to a long career. There is no shortage of lesser men who are eager to buy you a mug of cheap ale in Tarantia's taverns.
23+	Legend	Aquilonia's power grows and your deeds are written in the Nemedian Chronicles. Your name is legendary among men, spoken in the high courts of the West and whispered in the temples of Stygia. It echoes through the ages. "What does Crom think of your deeds?" you wonder. Well, he didn't take notice...

THIS BEGINS
WHISPERS
FROM STYGIA

THE TIME FOR FLIGHT IS NIGH

Yellow smoke lingered in the air. A tea cup lay on its side, oozing onto the table. An arcane scepter sparkling with sorcery, crackled and grew dark. Hadrathus slumped in his chair, face pale, stunned at the lotus dream's vision. The Priest of Yun, the scepter, the ritual - everything was clear now: Thoth Amon had returned.

His power was growing, his reach stretching far and wide. His goal: to topple Aquilonia, humiliate the King and subjugate all who oppose him.

Breaking glass and the stomp of soldier's boots startled him from his stupor. The taunting laughter of Shuang Mian, the local sorcerer who had granted Hadrathus access to his tower library, echoed through the tower.

"I have been betrayed," Hadrathus thought. "Shuan Mian

is in league with Thoth Amon."

As assassins rushed in, led by an unstoppable Servant of the Dark, Hadrathus scribbled notes in his journal and started to gather his belongings. Suddenly, Ikhmet, a renegade Stygian assassin, burst in to warn him - too late - of whispers from Stygia.

Meanwhile, Shentu, the last guard loyal to Hadrathus, reluctantly drew his swords and prepared to fight his own men. Hadrathus sought one final ally by turning to one from Beyond for aid - Yogah of Yag. Crossing space, time and the grave, the ancient one returned, ready to help the thief with the heart of a king.

The time for flight is nigh.

OBJECTIVE

To win the game, the Heroes must retrieve the Sorcerer's Scepter, the Warlock documents and False Evidence. Hadrathus must also escape the Tower with the items before the end of turn 7, when Thoth Amon's minions arrive in force and overrun the Tower.

SETUP

The game starts with the Overlord's turn. Hadrathus starts with Set's Halo active. Place the Sorcerer's Scepter, Tower Key, and Warlock Documents as indicated by the setup diagram. Place Shuang Mian in the area with his token on Level 3.



After setup, each Hero moves 3 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2, or a simple Manipulation by a Hero with the Tower Key, to open. The asset deck contains False Evidence, Xuthal's Crown, Spellbook (Teleportation).

EVENT

Reinforce 1 Assassin in each area with a reinforcement token. If there are not enough Assassins available, players may choose which areas receive the reinforcements.

SPECIAL RULES

Honor Guards: Honor Guards will use their Sacrifice skill if they share an area with Shuang Mian. They only move if they can reach a target, unless ALL Heroes are on levels below them. If they cannot reach a target, their activation is wasted.

Tower Guards: Tower Guards only move if they can reach a target, unless ALL Heroes are on levels below them. If they cannot reach a target, their activation is wasted.

Assassins: Assassins target the strongest Hero. Assassins outside the Tower enter through the nearest window.

Evil Hound: The Evil Hound Cannot be harmed by any means.

Shuang Mian: Shuang Mian does not activate. Each time a Hero defeats him, rather than removing him from the board, move him to the next lower level in the area marked with his symbol. Once Shuang Mian is defeated on Level 0, remove his model from the board and remove the Red Doors.

Wall Wrecker Skill: A character with Wall Wrecker may not use it to pass through the the outer wall of the Tower, or any stone wall or floor in the Tower.

Escaping the Tower: Shuang Mian's Tower is magically sealed. A Hero may not move or Teleport through the Outer Wall, Floors, Windows or Red Doors until they are removed. Once a Hero exits the Tower, remove their model from the board. Once removed in this way, it cannot return.

Tower Key/Warlock Documents: Only Hadrathus may pick up these items, although he may trade them as normal.

Locked Door: A Hero with the Tower Key must perform a simple Manipulation to open the door with a yellow border.

Crowded Stairs: The stair marked with an * are small and may only have 2 models on them before they are Occupied. All other stairs may monly have 4 models on them to be considered Occupied. Yoga of Yag and the Evil Hound count as 2 models for this determination.

Line of Sight on Stairs: A Character always has Line of Sight to the next Stairs area immediately above or below the one he is currently in.

Teleport: A Hero may use Teleportation to move through an occupied stairway space to the stairway space immediately above or below the occupied stairway space.

Non-Campaign Mode

Cache: Assassin's Dagger, Battle Axe, Khitan Sword, Khitan Short Sword, Parrying Dagger

Spells: Gift of Life, Set's Halo, Telekinesis



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NA 

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Do not add the False Evidence, Tower Key, or Warlock Documents to the cache. They are specific to this scenario.

Hero Victory: Heroes are awarded 1 Victory Point per surviving Hero. **Hero Defeat:** Set Victory Points to -1.

2

FIGHT OR FLIGHT?

Hadrathus gasped for air, his leg muscles burning after three days of running from Thoth Amon's assassins. The evening air, despite its frosty under tone, brought no comfort. His stomach growled when the smell of smoked salmon wafted from the nearby port of Shu Chen. They needed food, but once they entered the town, it would only be a matter of time before Thoth Amon's spies sent word of their location.

Yogah grabbed him his arm. "We must hurry! Here we will find passage from that demon."

As they started for town, Shentu called out to them. "Wait!

The medallion of Zhangpau is over there, in that shrine. If we seize it for ourselves, we could use its magic to help vanquish that foul beast!"

Hadrathus hesitated. He did not know of this medallion, but Shentu's voice sounded certain, and he had proved himself these last three days.

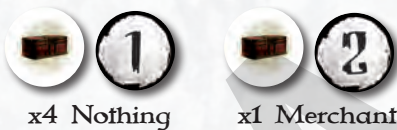
Ikhmet glanced between the shrine and the town before settling his gaze on the forest behind them. "We do not have much time before the beast will be upon us," he said. "If we are to try, we must move like the wind!"

OBJECTIVE

To win the game, the Heroes must find the merchant. Hadrathus and the merchant must exit the game board via the area with the  token.

SETUP

The game starts with the Heroes' turn. Shuffle the treasure tokens and randomly place them as indicated to represent village residents. One of them is the merchant.



 After setup, each Hero moves 6 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. The asset deck contains Spellbook (Bori's Rage, Mitra's Healing, Push Back), Dagger, Xuthal's Crown, Leather Armor.

EVENT

The Dark Demon Arrives: The first time the Event is activated, turn it sideways. The second time it is activated, remove it from the game. Add both Dark Demon tiles to the Book of Skelos (slots 7 & 8). Add the number 8 Activation token to the Reserve area of the Book of Skelos, place the Dark Demon health tracker on 8 and place the Dark Demon miniature in the same area where the Heroes started.

SPECIAL RULES

Boats: Boat zones are normal terrain for Movement.

Stygian Artifact: A Hero can remove the Stygian Artifact from its holder with a complex Manipulation with a difficulty of 4. (See page 26 for Stygian Artifact rules.)

Activations: All Overlord units except the Dark Demon will only move if they can reach a target with an attack. If they cannot reach a target, their activation is wasted. For enemies with multiple units, only those units that can reach a target will move. **Exception:** if the merchant is found, all units will spend their activation moving towards him and consider him the Target Hero.

Swimming: A character with Swimming may move through the river on the east of the game board. Due to the river being highly polluted, anyone entering it must take 1 wound.

Leap: a character with Leap may leap over the areas marked with the Leap icon. If a hero fails to leap, the character remains in its area.

The Dark Demon: Due to its immense power, Hadrathus must spend 3 gems to move the Dark Demon using the Push Back spell. If the Dark Demon dies, flip the tiles to the bloody side but do NOT remove the activation tokens. If you draw an activation token, flip one tile back to the unbloody side. When both tiles return to the unbloody side, respawn the Dark Demon in its original spawn area with 8 health.

Finding the Merchant: If a Hero is in an area containing a  tile, they may negotiate with that merchant by ending their turn there. They then flip one of the tokens. If it is a  they have found the merchant who can help them escape. Replace the token with the Shevatas miniature.

The Merchant: Once the merchant is found, all Overlord units treat him as the Target Hero. The merchant has 4 health and an Armor value of 1. Heroes in the same area as the merchant may add to the merchant's defense with an orange die for every gem spent. If the merchant dies, the Heroes lose the scenario.

When a Hero in the same area as the merchant uses a Move action, they may choose to have the merchant move with them. The merchant does not affect Hindering.

Non-Campaign Mode

Cache: Assassin's Dagger, Battle Axe, Khitan Sword, Khitan Short Sword, Leather Armor, Parrying Dagger, Sorcerer's Scepter (see rules on page 26).

Spells: Gift of Life, Set's Halo, Telekinesis, Teleportation



3

AN UNFORTUNATE INTERRUPTION

Beset upon in the night by Witch Hunters loyal to Thoth Amon, Hadrathus slowly begins regaining consciousness as the early morning light filters through the trees. Holding his head and feeling the drying blood, Hadrathus looks at his sticky, red hand and considers the possibility that he is fortunate to still be in the land of the living. He squints his eyes in pain, the light hurts. He lets out a shallow moan and rolls onto his less painful side.

Looking around the vandalized campsite, he realizes that his companions are in similar condition. "Is everyone alright?" Hadrathus inquires in a cautious voice, unsure if

any of their assailants are still nearby. "Aye." came the response from Shentu, the Khitan guardsman, who was slowly standing, steadying himself on a Kushite javelin. Yogah, the mysterious other worldly ally, nodded solemnly, quietly enduring the hideous bruise quickly forming on his neck and shoulder. Further away, the renegade Stygian assassin, Ikhmet hissed a "yes", lingering snake-like upon the word. The shadows that he was lurking in concealed any sign of injury, though his voice wavered slightly.

"Ok. What did they take?"

OBJECTIVE

The Heroes must kill all four Kushite Witch Hunters before the end of turn 6 to win the game. Any loot left in a chest at the end of round 6 is permanently lost.

SETUP

Shuffle all items from the cache and randomly remove 6 items. The remaining items are the available cache for this scenario. The game starts with the Heroes' turn.



After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Take the 6 items removed from the cache during Setup and shuffle them with 2 Trapped Chests. These 8 cards make up the asset deck. Chests may be opened with a Complex Manipulation with a difficulty of 1.

SPECIAL RULES

Map Rules: Normal map rules apply.

Alarm: The Kushite Witch Hunters are resting, however their Foo Dogs are keeping watch for intruders, ready to howl out an Alarm. The Overlord only activates 1 tile per turn until the Alarm is sounded.

The Alarm is sounded if:

- a Hero ends his turn in Line of Sight of an Overlord unit.
- a Hero uses the Wall Wrecker skill.
- a Trapped Chest card is found.
- at the beginning of the 3rd Overlord Turn.

After the Alarm sounds, all Kushite Witch Hunters gain 2 movement points and use them to immediately move towards the closest target Hero.

Renegade Assassin: Because of Ikhmet's Assassin training he cannot cause the Alarm to sound for any reason.

On the Prowl: At the beginning of each Overlord turn, roll to determine the number of Foo Dogs to reinforce in the area marked ①. Then roll and reinforce that number of Foo Dogs in the area marked ②. Then roll and reinforce that number of Foo Dogs in the area marked ③. No more than 5 Foo Dogs may be on the board at any time.

Thoth Amon's Gift: When a Trapped Chest is discovered, place the Scorpion Broodmother in the area. The Scorpion Broodmother interrupts the Hero's turn to make an attack against the Hero who opened the chest. After the attack, the Hero's turn continues as normal. If the Scorpion Broodmother model is already on the board when the second Trapped Chest card is found, use a Giant Scorpion model to represent a second Scorpion Broodmother. While alive, the Scorpion Broodmother activates first during every Overlord's turn (in addition to the Overlord's normal activations).

When a Trapped Chest is found by a Hero (other than Ikhmet), the Alarm sounds.

Non-Campaign Mode

Cache: Assassin's Dagger, Battle Axe, Dagger, Khitan Sword, Khitan Short Sword, Leather Armor, Parrying Dagger, Sorcerer's Scepter, Stygian Artifact, Xuthal's Crown (x2) (see rules on page 26).

Spells: Bori's Rage, Gift of Life, Mitra's Healing, Push Back, Set's Halo, Telekinesis, Teleportation

Objective: To win the game, the Heroes must kill all four Kushite Witch Hunters and recover all six non-trap items from the asset deck.



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Hero Victory: Heroes are awarded 1 Victory Point per surviving Hero and keep all loot recovered during the scenario.

Hero Defeat: Lose 1 Victory Point, but keep all loot recovered during the scenario.

4

THE FATE OF YAG-KOSHA

"I travelled this road in days long past," spake Yogah, and although his voice changed in neither key nor timbre, not being meant for human speech, his companions yet could feel the aching sorrow in his words.

"The ruins we approach were once an outpost of Turan, here on the eastern shores of the Vilayet. Yara, calling upon dark allies and sorceries, claimed it as he dragged me along the route to Zamora from the dim jungles of Khitai. Here it was that - bound by chains of iron, of sorcerous power, of alchemical might - I was forced to divulge further black knowledge. Here it was that vile rituals, that I am loathe to recall, were performed to create an idol in my likeness and of my essence to control me if paired with the proper rites. It was left here, guarded by

abominable physical sentries as well as sorcerous traps, as a failsafe should his control over me wane."

"I had thought it forgotten - yet now Thoth Amon has learned of it and will seek it. We must destroy it, place it in the ever-burning fire within, must thwart his plans - and in doing so send me back to the realm from which I was summoned to aid you. You must carry on from here; aid the Cimmerian as he once aided a wretched Yag-Kosha."

Striding through the verdant fronds before them, they found themselves facing the ruins of a fortress named accursed, disused for some 300 years.

"Thus we enter the forgotten, remote fastness of Yara. No matter the outcome, I am honored to fight with you."

OBJECTIVE

To win the game, the Heroes must find and destroy the Idol of Yag-Kosha before the end of round 7 when the befouled air renders them unconscious.

SETUP

The game starts with the Heroes' turn. Shuffle the treasure tokens and randomly place them as indicated.



x3
Nothing



x3
Trap



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. The asset deck contains two (2) Antidotes, Javelin, Life Potion, and the Idol of Yag-Kosha. If you don't have the Idol of Yag-Kosha, substitute an Amulet Fragment and give it an Encumbrance value of 4.

EVENT

Event 1: Reinforce 4 Giant Scorpions. Place one in each reinforcement zone. If you do not have enough, players choose.

Event 2: Apply both of these affects:

- All wall areas are infused with lotus fumes. Heroes in these areas must leap to an adjacent ground area of their choice and take falling damage.
- If a Hero is carrying the Idol of Yag-Kosha, reduce their free movement value to 0 for the rest of the scenario.

SPECIAL RULES

Map Notes: Standard map rules apply.

Doors: Doors are magically sealed and must be opened by Wall Wrecker, 2 successes with Bori's Rage, or 3 a complex

Manipulation with a difficulty of 2. Heroes cannot Teleport into sealed rooms.

Hand of Yara: The first time a Hero enters an area with a  flip the token. If it's a , a spectral hand wearing a gem-encrusted ring appears and attacks the Hero. Resolve this as an Attack From Beyond but the damage is considered spell damage. The Hero may Dodge this attack but doing so halts movement. The hand disappears once the attack is resolved.

If Yogah has line of sight to this, he will recognize the ring as Yara's and become enraged, gaining a bonus for all melee attacks for the remainder of the scenario. This bonus only happens once, the first time Yogah sees the ring.

Servants of the Black Ring, Unshrouded: When the Idol of Yag Kosha is revealed, place 3 Assassins in that area, place their tile in the 7th space in the river, and place the 7 activation token face-up in the river's Fatigue zone. The Assassins immediately perform an attack on whoever opened the chest.

Idol of Yag-Kosha: Anyone carrying the Idol of Yag-Kosha will be the Target Hero for all enemies. If they cannot reach him, they move as close as possible and choose an Alternate Target (if available).

To destroy the Idol of Yag-Kosha, a Hero in the area marked  must pass a complex Manipulation with a difficulty of 1.

Giant Scorpions: Each time a Giant Scorpion attacks a target, add 1  for each previous Giant Scorpion attack on the same target during the current activation (i.e.  for the first scorpion,   for the second, etc.).

Antidote: A Hero may discard an Antidote to remove all poison tokens from one of their action spaces.

Outer Dark Demon: Targets the Strongest Hero.

Non-Campaign Mode

Cache: Assassin's Dagger, Battle Axe, Dagger, Khitan Sword, Khitan Short Sword, Leather Armor, Parrying Dagger, Sorcerer's Scepter (see rules on page 26).

Spells: Bori's Rage, Gift of Life, Mitra's Healing, Push Back, Set's Halo, Telekinesis, Teleportation



1 2 3 4 5 6



8

6

Hero Victory: If the Heroes win, Yogah fades away, returning to his realm. Heroes are awarded 1 Victory Point per surviving Hero and get all the items from the asset deck, whether they found them or not.

Hero Defeat: If this scenario results in a Defeat, Thoth Amon will use his dark magic to gain control of Yogah and teleports him away. Lose one Victory Point and any equipment found during this scenario.

5

DREAMS OF ATALI

Was it all a dream, or did Conan truly catch a glimpse of Ymir's icy realm? Even Niord, a sword-brother from Conan's past is dubious of the Cimmerian's account of the frost giant's daughter - and it was Niord himself who found the awe-struck barbarian shortly after the supposed encounter. But one thing concerning this strange tale is certain: Thoth-Amon knows that Conan's memory of the mysterious 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 serve as bait for the 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".

OBJECTIVE

The Heroes win if at least one Hero or Ally is in the same area as Atali at the end of turn 10. The Heroes immediately lose if, at any point during the Overlord's turn, Thoth-Amon is in the area with Atali and no Hero or Ally is in the area with them.

SETUP

Niord joins the party to replace Yogah of Yag. Add 2 Aesir Swords and Leather Armor to the cache. Aesir Warriors are controlled by Niord's Command skill.



Place the Seski and Nijgor tiles and miniatures nearby. They will be added during the scenario. Place Atali's miniature nearby. She does not activate, so her tile is not required.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

EVENT

Apply both of these affects:

- 1. Reinforce:** Reinforce up to 3 Wolves and 2 Vanir Warriors.
- 2. Earthquake:** Target the area with the most Heroes & Allies. In case of a tie, players choose. Heroes & Allies in that area are knocked down and must spend all their free movement points to stand during their next activation. Fallen units do not affect Hinder and are targeted as normal.

SPECIAL RULES

Gem Hearts: When they die, Vanir Warriors drop a and Aesir Warriors & Heroes drop a . Heroes may pick up 1 with a simple Manipulation and a Wolf may pick up 1 with a free action. Units can only hold 1 gem at a time. Gems may not be passed or thrown and do not have an Encumbrance value. If a unit with a gem is slain, the gem is dropped in their area.

Wolves: Target Aesir Warriors rather than Heroes unless no Frost Giants are available. Wolves do not follow the Cunning Attackers rule, and they choose their target based on which Aesir Warrior the most Wolves can reach. Each time a Wolf attacks, add 1 for each previous Wolf attack on the same target during the current activation (i.e. for the first Wolf, for the second, etc.). If a is on the ground, one Wolf will move towards it and pick it up as a free action. Next activation, that Wolf will try to drop off the in the area marked . (Substitute Hyena minis if necessary.)

Smoking Hearts for Ymir's Board: After the Heroes have dropped in the area marked , players may choose a Frost Giant, place its tile on the table, and place the mini in the area marked . This Frost Giant may be activated once (and only once) each turn, including the turn it was summoned. Players may not augment Frost Giant attacks, defense, or movement in any way.

If Wolves drop in the area marked , players choose a Frost Giant, place its tile near the River, and place the mini in the area marked . This Frost Giant activates every round in addition to the normal Overlord activations. Overlord Frost Giants follow normal targeting rules.

Outer Dark Demon: Targets the strongest Hero.

Thoth-Amon: Has Lightning Storm, Mitra's Halo, and Teleport. Mitra's Halo is ALWAYS active. When Thoth Amon activates, he does the following actions in order:

- 1. Cast Lightning Storm** - Choose the area with the most Hero & Ally units that are not outnumbered by Overlord units. In case of a tie, he targets the area with the Hero with the fewest gems in their Reserve.
- 2. Teleport** - Teleports to the area with the Hero with the fewest gems in their Reserve. If Atali is on the board, Thoth-Amon teleports to the area marked instead.
- 3. Attack** - Performs a melee attack (if possible).

If Thoth Amon begins his turn in the Lightning Storm target area, he will instead perform a melee attack (if possible), teleport to the area marked , and then cast Lightning Storm (even if the target area is the area marked).

When Thoth-Amon dies, place his miniature on the Book of Skelos. At the beginning of the Overlord's next turn, place him in the area marked .

Atali: Place Atali on the board at the beginning of Hero turn 7 in the area marked **1**. She does not activate and cannot be moved by any means.

Frenzy: After Atali is placed on the board, Overlord units prioritize Heroes & Allies in the area marked **1**, starting with the Hero with the fewest gems in Reserve, then the Frost Giant with fewest health, and then Aesir Warriors.

Non-Campaign Mode

Cache: Assassin's Dagger, Battle Axe, Dagger, Javelin, Khitan Sword, Khitan Short Sword, Leather Armor, Parrying Dagger, Sorcerer's Scepter, Xuthal's Crown (see rules on page 26).

Spells: Bori's Rage, Gift of Life, Mitra's Healing, Push Back, Set's Halo, Telekinesis, Teleportation



Hero Victory: Heroes are awarded 1 Victory Point per surviving Hero.

Hero Defeat: Lose 1 Victory Point.

6

THE STREETS OF KHEMI

Frustrated time and again by Conan and his allies, Thoth Amon has lured Shuang Mian to Khemi. Shuang Mian carries the missing page for a wicked incantation that, when reunited with Thoth Amon's scroll, will summon the mortal incarnation of Set. When word of this evil alliance reached Aquilonia, Conan gathered his allies to venture into the heart of Stygia and end Thoth Amon's plots.

Emboldened by their recent victories and armed with Xuthal's Crown to protect them from the most heinous sorceries, Conan, Hadrathus, Ikhmet, and Njord sneaked into Khemi and watched from a nearby rooftop as Shuang Mian's ship pulled into port and ranks of soldiers disembarked, flooding the streets of Khemi.

OBJECTIVE

To win the game, the Heroes must kill Shuang Mian before he and Thoth Amon complete the ritual. If either sorcerer activates while in the same area as the other, the Heroes lose.

SETUP

Conan joins the party to replace Shentu, who has returned to Khitai. Add a Buckler to the cache. The game starts with the Heroes' turn.

Keep the following items nearby, as they will be used during the scenario: Amulet Fragment (x3), Kiss of Death, Mitra's Halo, Pestilence Swarm, Set's Bite, Weight of Years.



After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a simple Manipulation to open. The asset deck contains: Spellbook (Lightning Storm), Halbred, Crossbow, Shield, Life Potion, Amulet Fragment.

EVENT

Apply both of these affects:

1. **Reinforcement** - Reinforce a Bossonian Guard in the area marked ①, an Eternal Guard in the area marked ②, and a Javelin Thrower in the area marked ③.
2. **Mind Possession**: The Overlord possesses the Hero with the most gems in their Reserve zone who is not wearing Xuthal's Crown. This Hero immediately activates as an Overlord unit and chooses a Target Hero using standard targeting rules. The possessed Hero gains 2 free Movement Points and performs a melee attack if they reached the Target Hero. To perform this melee attack, the possessed must move 2 gems from their Reserve zone to their Melee action space and then perform a 2 dice melee attack using the Hero's dice attributes. Only use the reroll attribute for blank results. This attack does not use weapons but does not suffer unarmed melee penalty.

SPECIAL RULES

Map Rules: Normal map rules apply.

Dark Demon: When the Dark Demon dies, place an Amulet Fragment in its area.

Outer Dark Demon: When the Outer Dark Demon dies, place an Amulet Fragment in its area.

Shared Power: At the start of the game, stack both the Thoth Amon tile and the Shuang Mian tile in slot number 2 (one on top of the other). This is called the sorcerer stack. Whenever the Overlord activates the sorcerer stack, roll 1 (no rerolls allowed). If the result is blank, activate Thoth Amon. If the roll is NOT blank, activate Shuang Mian.

Thoth Amon: Thoth Amon cannot be damaged or killed. When Thoth Amon activates, he acts as follows:

1. Cast **Set's Bite** on the strongest Hero in line of sight.
2. Attempt to move along the indicated path.
3. If he did not cast Set's Bite in step 1, cast Set's Bite.
4. Perform a melee attack (if possible).

Shuang Mian: A magic aura protects Shuang Mian from all damage except by someone carrying all three Amulet Fragments. Shuang Mian begins the game with 4 health and **Mitra's Halo**, which is ALWAYS active. When Shuang Mian activates, he act as follows:

1. Cast **Weight of the Years**.
2. Attempt to move along the indicated path.
3. Perform a melee attack (if possible).

If a Hero moves into the area with Shuang Mian, he immediately casts **Pestilence Swarm**.

Atali's Enthrallment: Conan is the only unit who can see or interact with Atali. During her activation, she will attempt to reach Conan. If she reaches him, she casts **Kiss Of Death**. She does not Hinder nor harm any unit but Conan.

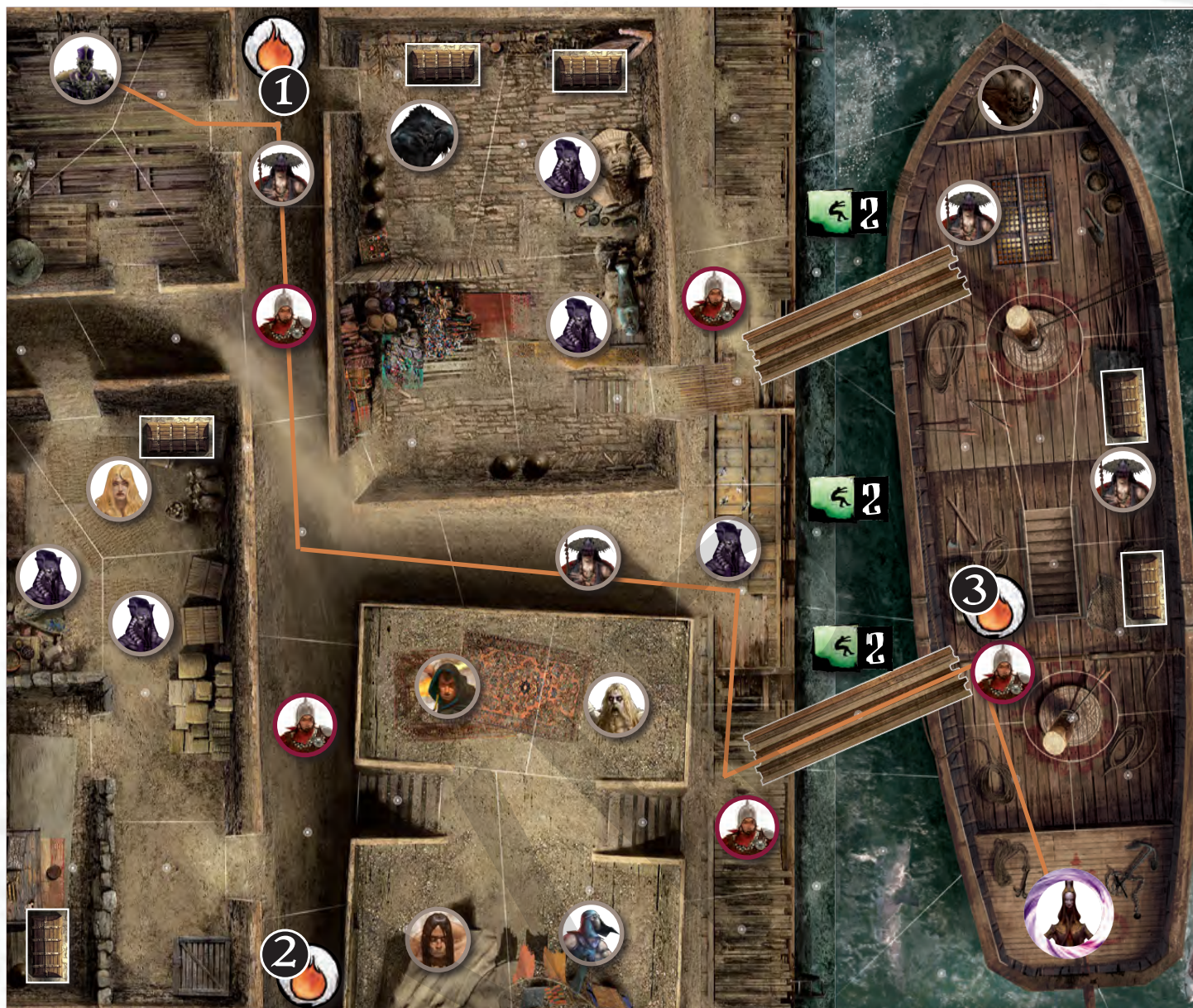
While Atali is alive, Conan is enthralled. Every movement point spent must bring Conan closer to her. He must LEAP if it is the shortest path to her. **Conan must spend at least one free Movement Point in this manner.** Xuthal's Crown does not protect Conan from this enthrallment.

If the heroes won the previous scenario, DO NOT USE Atali in this scenario. Remove her tile and Activation token from the river and her miniature from the board.

Non-Campaign Mode

Cache: Aesir Sword, Aesir Sword, Assassin's Dagger, Battle Axe, Dagger, Khitan Sword, Khitan Short Sword, Leather Armor, Parrying Dagger, Sorcerer's Scepter, Stygian Artifact, and one Xuthal's Crown (see rules on page 26).

Spells: Bori's Rage, Gift of Life, Mitra's Healing, Push Back, Set's Halo, Telekinesis, Teleportation



1	2	3	4	5	6	7	8

Hero Victory: If the Heroes win, they are awarded 1 Victory Point per surviving Hero and get all the items from the asset deck they found during the scenario.

In addition, each Hero is granted a permanent Boon. Choose one from the following list:

- Manipulation dice 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.
- Melee attack threshold is increased by 1 (max 6)
- Ranged attack threshold is increased by 1 (max 6)

Hero Defeat: If this scenario results in a Defeat, lose one Victory Point. Lose any equipment that they have found during the scenario.

7

THE TRAP

"By Crom, I'll make that bloody necromancer pay!" Conan crept across the grassy field like a panther, guided only by the half moon. Ahead, torches flickered from the walls of the ruined fort, silhouetting shadows of soldiers patrolling the parapet. The bulk of Conan's army rested a day's journey north, their bodies nourishing Aquilonian fields in one last service to their country. Yogah, once a friend—or at least an ally—now served Thoth Amon as general of the Stygian army.

Losing hope that any stragglers from his vanquished army would join him, Conan realized that nothing stood between Tarantia and these hellish forces save himself.

Spying the crumbled ruins of the northwest tower lifted Conan's spirit as he saw his chance to sneak inside and slay the beasts within—Thoth Amon and Yogah of Yag. Conan gritted his teeth, loosed his sword, and strode forward.

Meanwhile, unbeknownst to Conan, his three most trusted allies were penetrating the fort via the catacombs below. Thoth Amon, aware of their presence, has filled the catacombs with vile scorpions, his best soldiers, and a horrific demon to lead them - all tasked with keeping Conan's allies at bay until Conan falls into Thoth Amon's trap.

OBJECTIVE

To win the game, the Heroes must kill the Possessed Devil and Thoth Amon. In addition, the Heroes must recite the incantation from the Warlock Documents and burn Thoth Amon's body to ensure he never returns.

SETUP

The game starts with the Heroes turn. Keep the following items nearby, as they will be used during the scenario: Mitra's Halo, Pestilence Swarm, Set's Bite.



After setup, each Hero moves 0 gems from their Reserve zone to their Fatigue zone.

ASSET DECKS

Chests require a simple Manipulation to open. Create 2 separate asset decks. The first deck belongs to the three chests in the Catacombs. They contain Life Potion, Spellbook (Mental Torture), and Torch. The second asset deck belongs to the three chests in the Ruined Fortress. It contains: Life Potion, Scale Mail, Warlock Documents.

EVENT

Apply both of these affects if possible:

- Reinforcement** - Reinforce a Bossonian Guard in the area marked ①, an Assassin in the area marked ②, and a Crossbowmen in the area marked ③.
- Activate the Possessed Devil:** While Conan is alive, the Possessed Devil only targets Conan. If Conan is dead, the Possessed Devil will target the Strongest Hero.

SPECIAL RULES

Map Notes: Normal map rules apply to the Abandoned Fort except Overlord units only require 2 movement points in total to enter a Boulder area. The Catacombs have two levels. The stairs with the green check connect to each other and the stairs with the red X connect to each other.

To move from one level to the corresponding area on another level requires a total of 2 movement points. Units cannot Teleport between levels. The Darkness rule does NOT apply to the Catacombs.

Doors: Doors require a complex Manipulation with a difficulty of 1 to open.



Possessed Devil: Use the Khosatral Khel tile and Life Point token to represent the Possessed Devil. If the Heroes won Scenario 4, The Fate of Yag-Kosha, then use the Khosatral Khel miniature with 8 Life Points. If the Heroes lost Scenario 4, The Fate of Yag-kosha, then use the Yogah of Yag miniature with 15 Life Points.



8 Life Points



15 Life Points

Thoth Amon: When Thoth Amon activates, he acts as a ranged attacker and uses **Set's Bite** instead of a melee attack. When choosing a target, he will not move into an area with a Hero if another target is available. If Thoth Amon is in the Target Hero's area, he will try to move as far away as possible and then attack with Set's Bite. If a Hero moves into Thoth Amon's area, Thoth Amon immediately casts **Pestilence Swarm**.

Thoth Amon has **Mitra's Halo**, which is ALWAYS active. If he reaches 0 Life Points, flip his tile and remove his Activation tokens from the River. Do not remove his miniature from the board. Instead, lay it down in the area he was defeated.

To permanently slay Thoth Amon after he has been defeated, someone in his area holding the Warlock Documents and the Torch must make a complex Manipulation with difficulty of 1 to recite the incantation and burn Thoth Amon's body.

Everyone Plays Their Part: Overlord units will not move from the Ruined Fortress to the Catacombs or vice versa unless there are no Heroes on their board.

Bossonian Guards: When the Bossonian Guard Activation token is drawn, add one Bossonian Guard to the area marked **1** before they activate. There can never be more than 11 Bossonian Guards on the board.

Assassins: When the Assassins Activation token is drawn, add one Assassin to the area marked **2** before they activate.

Crossbowmen: When the Crossbowmen Activation token is drawn, add one Crossbowmen to the area marked **3** before they activate. There can never be more than 7 Crossbowmen on the board at one time.

Non-Campaign Mode

Cache: Aesir Sword, Aesir Sword, Assassin's Dagger, Battle Axe, Buckler, Crossbow, Dagger, Halbred, Khitan Sword, Khitan Short Sword, Leather Armor, Parrying Dagger, Shield, Sorcerer's Scepter, Stygian Artifact, and one Xuthal's Crown (see rules on page 26).

Spells: Bori's Rage, Gift of Life, Lightning Storm, Mitra's Healing, Push Back, Set's Halo, Telekinesis, Teleportation

Boon: Each Hero may choose one of the Boons listed in the Hero Victory section on page 37.



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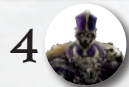
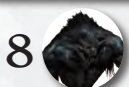
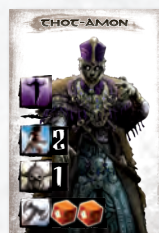
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4

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6

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Hero Victory: If the Heroes win, they are awarded 1 Victory Point per surviving Hero. Consult the chart

Hero Defeat: If this scenario results in a Defeat, lose one Victory Point. Consult the chart

THIS ENDS

WHISPERS

FROM STYGIA