

CONAN - SANDS OF DESPAIR - 1



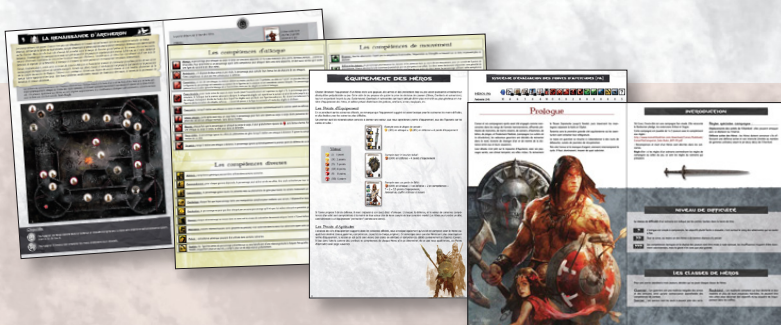


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Find on Overlord, scenarios, a solo/coop campaign, an improved list of skills, a points system allowing you to choose alternative Heroes or units to replace those you lack, as well as a guide to choose the equipment of a Hero.

By *Nesh-Shogta*

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The campaign rules are a mix of those from the "*The Legend of the Devil in Iron*", campaign book "*Shadow from Stygia 1.3*", and the *Conan The Monolith Sourcebook*

Some illustrations do not have credit, simply because the author's name did not accompany the image found on Internet.

Ambient texts, unit cards, zoning, tokens, equipment cards (except illustrations), scenarios and layout by *Nesh-Shogta*



2020 - by *Nesh-Shogta*  
feedback welcome <https://the-overlord.com>  
@NeshShogta



# Prologue

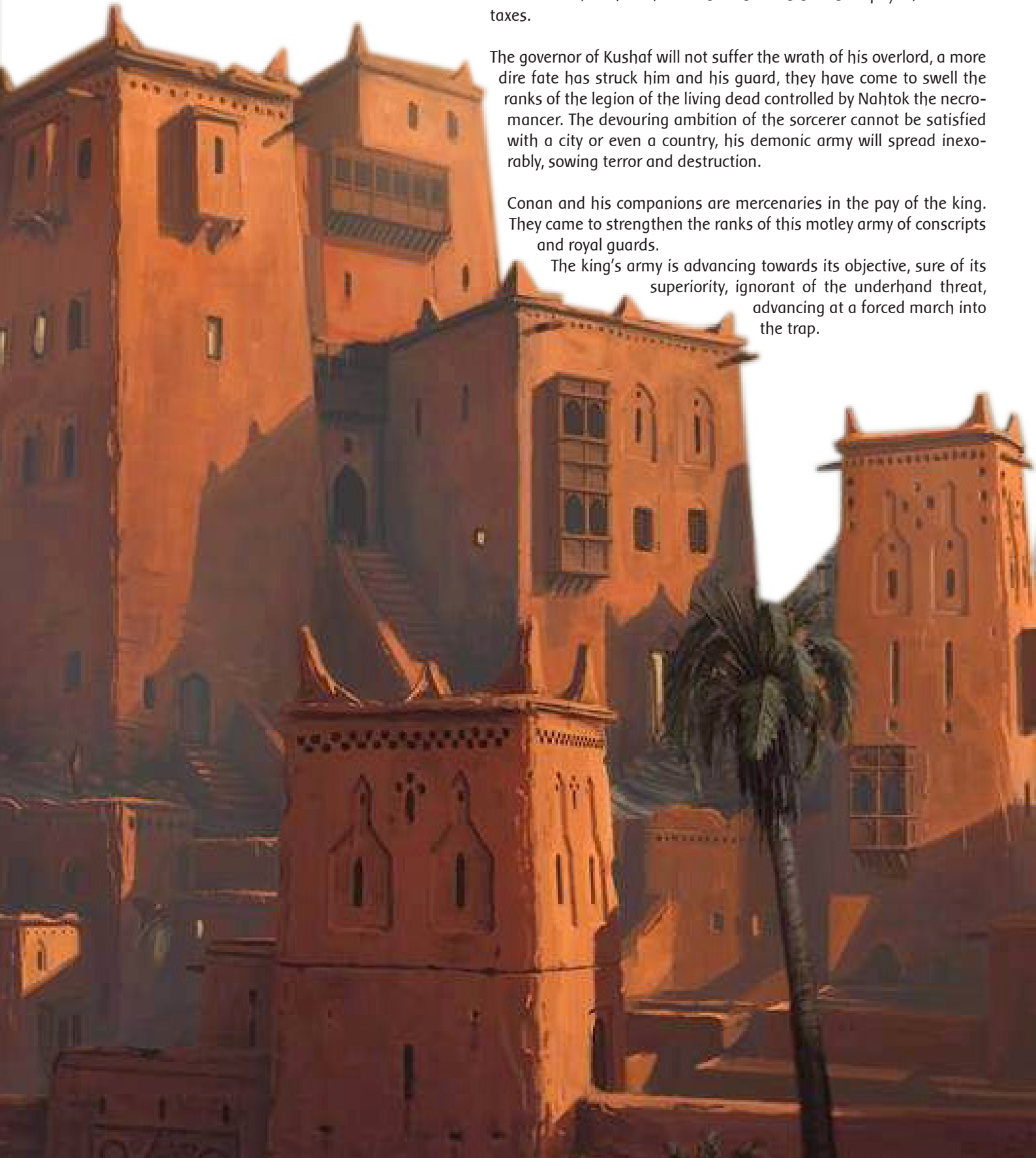
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The Iranistanian military is marching against one of its own cities across the desert to the northeast. The governor of the city of Kushaf, for unknown reasons, rebelled against his king. No taxes or troops have been sent for a month. Also, the king demanded of his vassals to raise an army in order to crush the rebellion. He orders that the city be plundered and that the inhabitants be sold as slaves to pay the overdue taxes.

The governor of Kushaf will not suffer the wrath of his overlord, a more dire fate has struck him and his guard, they have come to swell the ranks of the legion of the living dead controlled by Nahtok the necromancer. The devouring ambition of the sorcerer cannot be satisfied with a city or even a country, his demonic army will spread inexorably, sowing terror and destruction.

Conan and his companions are mercenaries in the pay of the king. They came to strengthen the ranks of this motley army of conscripts and royal guards.

The king's army is advancing towards its objective, sure of its superiority, ignorant of the underhand threat, advancing at a forced march into the trap.

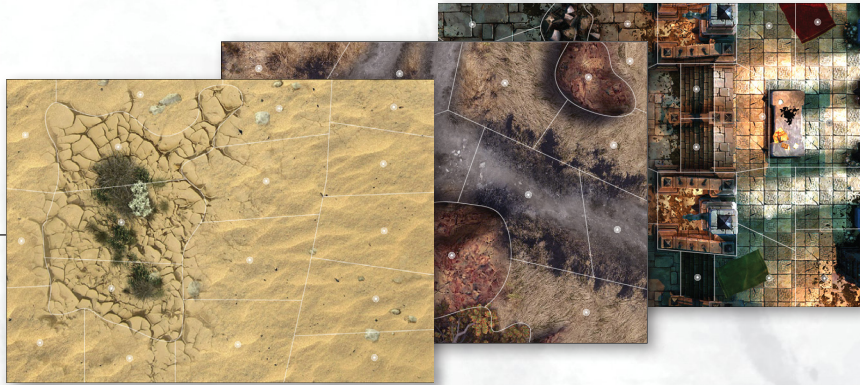


# CONTENT

## Printable Cards

The last pages of this document describe the steps required to print and prepare the new game boards, scenery items, equipment cards, and unit tiles designed specifically for this campaign and reusable for others. scenarios.

Game Boards A3 x 3



Scenery Items x 6



Unit Tiles x 6



Quicksand Tokens x 8



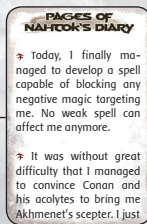
Swarm of insects Tokens x 2



Equipment Cards x 9



Pages of Nahtok's diary x 1



Life Point Markers x 7



Reserve of gems card available for Heroes x 1



## OVERVIEW

*Sands of Despair* is a fan-made campaign.

It requires the Barbarian pledge, Kithai, Nordheim and Stygia expansions, as well as the Kushite Witch Hunter packs, and Crossbowmen (if you do not have these last 2 packs, you will find the list of replacement figures on page 49).

This campaign is playable from 2 to 5 players and will see two camps clash: that of the Heroes and that of the Overlord.

**Golden rule:** If the rules of a scenario contradict the rules of the campaign or the rules of the game, the rules of the scenario prevail.

### Special campaign rules :

**Movement of Overlord units:** They can attack and then move or vice versa.

**Active Defense of Heroes:** Heroes must announce whether they are performing an active defense and its intensity (limited to the number of gems used) before the Overlord die roll (s).

**Active defense of the Overlord's units:** he must announce whether he is carrying out an active defense and its intensity (limited to 2 dice at most) before the Hero's dice roll (s) and therefore before knowing the damage that the unit may suffer.

## CHOOSE YOUR SIDE AND YOUR HERO

At the start of the campaign, players start by designating who will play the Overlord. The others represent the Heroes' camp. Players cannot change sides during the campaign.

Then, the players on the Heroes' side each choose a Hero from among Conan Mercenary, Olgerd, Savage Belit and Pelias.

## PLAY THE CAMPAIGN WITH LESS THAN 5 PLAYERS

If the players on the Heroes' side are three or less, they may be required to play multiple Heroes each during the campaign. It is advisable to distribute the Heroes as follows:

**3 players in the Heroes' camp :** they each choose a Hero from among Conan Mercenary, Savage Belit and Olgerd, for the entire campaign. At the start of each scenario, they will choose who will play Pelias in addition to his Hero.

**2 players in the Heroes' camp :** they each choose two Heroes from among Conan Mercenary, Pelias, Savage Belit and Olgerd, for the entire campaign.

**1 player in the Heroes' camp :** he will embody all the Heroes alone.

## EQUIPMENT MANAGEMENT

The Heroes start a new scenario with the equipment cards they had at the end of the previous scenario. If a Hero was knocked out during the previous scenario, he returns to play. He retrieves

the equipment he had with him when he was knocked out, even if this equipment was picked up or lost by a player. other Hero. All other Equipment cards are lost.

### Nyla



From scenario 5 "Kushaf's jails", the Heroes will benefit from an ally - Nyla - she is an herbalist / shaman capable of brewing potions. Resident of Kushaf, she will guide the Heroes thanks to her perfect knowledge of the city.

Nyla is activated for 1 gem during the Hero's turn, by the Pelias player. His figurine is that of the princess.

### Special Rules :

**Reciprocity :** Overlord units only attack Nyla if she attacked them first. If Nyla is put out of action, a Hero must transport her (encumbrance 6). Nyla can be restored with a healing spell or a health potion.

**Life Potion :** Nyla can brew 1 potion of life per scenario, for that the Heroes present in the zone of Nyla must pay a total of 3 gems (to be placed in zone of fatigue). The potion is available at the start of the Heroes' next turn.



# AWARDS

At the end of each scenario Heroes and Overlord earn one or more special gems.

Heroes earn red gems, called common gems. A common gem has the same use as a classic blue gem for Heroes, it allows you to buy an action.

The Overlord earns blue gems, called special gems. A special gem has the same use as a red gem for the Overlord, it allows to buy an action or to count in the total of gems to be spent to activate a tile.

- These gems are limited to a maximum of 4 per side and per scenario.
- At the end of each scenario, each side can only keep one gem that is not used for the next scenario.



## Common Heroes Gems

The Heroes have their Heroes Common Gem Pool card next to the game board. They then take the number of red gems according to the number of victory points gained in the last scenario. During a scenario, when a Hero wishes to spend one or more gems, he may choose to spend them from the pool of available common gems instead of taking them from his available Energy area.

He must then perform the following steps in order:

1. Move the necessary gems from the Available Common Gem Pool card to the Actions box, Spells card, etc. as he would with a gem from his Available Energy area. Common gems moved in this way normally count towards the saturation of Action boxes and Spell cards.
2. Perform the action for which the common gems were spent.
3. They are single-use, a used gem is permanently removed from the total gems available for the scenario. During the Heroes' end-of-turn upkeep phase and the start-of-turn upkeep phase, common gems that have been used join the gem stockpile. They are not moved to the Hero Fatigue Zone.

**Important :** common gems are never taken into account in the calculation of a Hero's life points.

## Gain common gems for Heroes

- If the Heroes have won the scenario, they gain 1 gem and 1 other gem per Hero still alive at the end of the scenario, without the total exceeding 4 gems.

## Special Gems of the Overlord

The Overlord has the blue gems it earned in the last scenario in the available energy area of the Book of Skelos.

During a scenario, when the Overlord wishes to spend one or more of these gems, he must then perform the following steps in order:

1. Move the necessary gems available from the energy zone to a tile or an action space or a spell card, etc. as he would with a gem from his Available Energy area. The special gems thus moved count normally towards the saturation of the action boxes and spell cards.
2. Perform the action for which the special gems were spent.
3. They are single-use, a used gem is permanently removed from the total gems available for the scenario. During the Overlord's end-of-turn upkeep phase and the start-of-turn upkeep phase, the special gems that have been used join the gem stockpile. They are not moved to the Overlord Fatigue Zone.

## Gain Special gems for Overlord

- The Overlord gains 1 gem per Hero knocked out and 1 additional gem if he won the scenario, without the total exceeding 4 gems.
- If the objective of a scenario states that the Heroes must succeed in leaving the game board and they fail to do so with Nyla, the Overlord gains 1 gem.
- Blue gems are dropped directly into the Reserve Zone of the Book of Skelos.

## Hero out of action

When all of a Hero's gems are in his Wound Zone, he is considered to be out of action. A Hero taken out of action is considered dead and may not return to play for the remainder of the scenario. The normal rules for the death of a Hero are applied: Drop their weapon and item cards in their area on the board, and remove their model from the board. The Heroes still in play have their recovery increased.

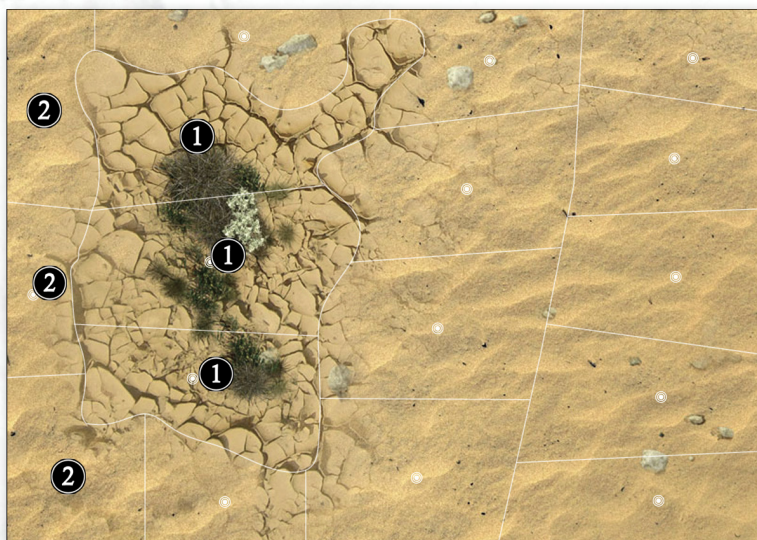
A Hero out of action will return to play at the start of the next scenario. This rule also applies to Nyla.



# RULES OF THE NEW GAME BOARDS

## Desert :

- 1 Rough Terrain: Exiting these areas costs 1 additional movement point.
- 2 Dune: A character on the dune, rolls an extra 🎲 for Melee and Ranged Attacks.



## Crossroads :

- 1 Rocks : A character on the rock, rolls an extra 🎲 for Melee and Ranged Attacks. Climb it costs 1 additional movement point. They block lines of sight.
- 2 Only 2 models can stand on this rock.
- 3 Only 1 model can stand on this rock.
- 4 Impenetrable Forest: Block lines of sight. You can shoot from this area but not shoot into or through that area. Entering it costs 1 additional movement point. Exiting it does not cost an additional movement point.



## Temple :

- 1 Rubble : does not block line of sight. These areas are not accessible.
- 2 Columns: block view lines. These zones are not accessible.
- 3 Overhanging areas.
- 4 Altar: climbing on the altar costs 1 additional movement point, and grants an overhang bonus.



# Chapter I

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A Smith

The king does not yet know that Kushaf fell under the yoke of the sorcerer Nahtok.

The fight promises to be unequal. What can ordinary mortals do in the face of a wizard who controls the dead and the elements?

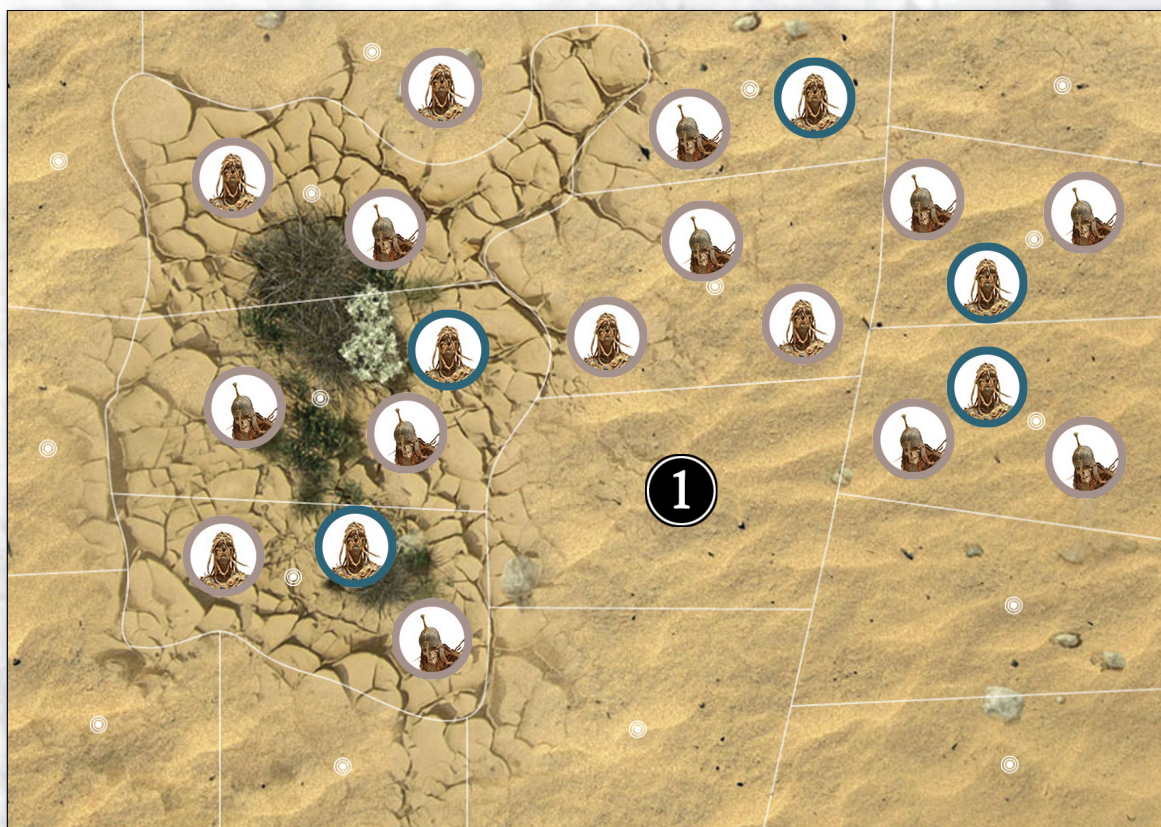
# I - OF SAND AND STEEL

The Iranistanian military is marching against one of its own cities across the desert to the northeast. The governor of the city of Kushaf, for unknown reasons, rebelled against his king. No taxes or troops have been sent for a month. Also, the king demanded of his vassals to raise an army in order to crush the rebellion. He orders that the city be plundered and that the inhabitants be sold as slaves in order to pay the overdue taxes.

Conan and his companions are mercenaries in the pay of the king. They come to strengthen the ranks of this motley army of conscripts and royal guards.

Before night falls, the army sets up camp. A multitude of tents are erected around fires. The men and their mounts will take a little rest. Tomorrow, they will be at the gates of Kushaf.

The bivouac is installed, the sentries posted, when a rumor arises. A strange phenomenon agitates men and beasts, a sandstorm creeps at an alarming speed in their direction, engulfing them without anyone having been able to react to the suddenness of the event. Impossible to see beyond a few cubits. Then, beyond the din of the wind, howls of terror and pain erupt in the heart of the turmoil, a smell of putrefaction takes hold and fleshless arms pierce the wall of sand, armed with spears animated by a will, murderous.



## Winning the game :



If 2 Heroes survive until the end of the turn 3; the Heroes win the game.



At the end of the turn 3, if 3 Heroes are out of action; the *Overlord* wins the game.



The game starts with the heroes' turn. They start in the area ①.

- Conan mercenary (pirate saber and dagger),
- Pelias (black staff, Mitra's Healing, Set's Halo, Bori's Rage),
- Savage Belit (sword, dagger, lockpicking kit),
- Olgerd (battle axe, Zingaran breastplate).

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



◆ The Overlord starts with 9 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



**Reinforcement** : 7 reinforcement points, deployed in areas adjacent to the Heroes.



### Special Rules :

**Primal Fear** : the Heroes are under the effect of Horror during the first turn.

**Sand Storm** : lines of sight are limited to adjacent areas. Heroes suffer a -1 symbol penalty on all their dice rolls.

**If the Heroes win** : the onslaught of the undead horde abruptly ceases. The tumult is followed by silence. The storm dissipates over the countless corpses of soldiers and their mounts. The few survivors contemplate this spectacle of desolation with daze. The next scenario played will be scenario 2 "Mercy killing".

**If the Overlord wins** : successive waves of undead warriors eventually overcome the Heroes' fierce resistance, and when the gods seem to have abandoned Conan and his companions, the murderous fury ceases without further delay. The next scenario played will be scenario 2 "Mercy killing".

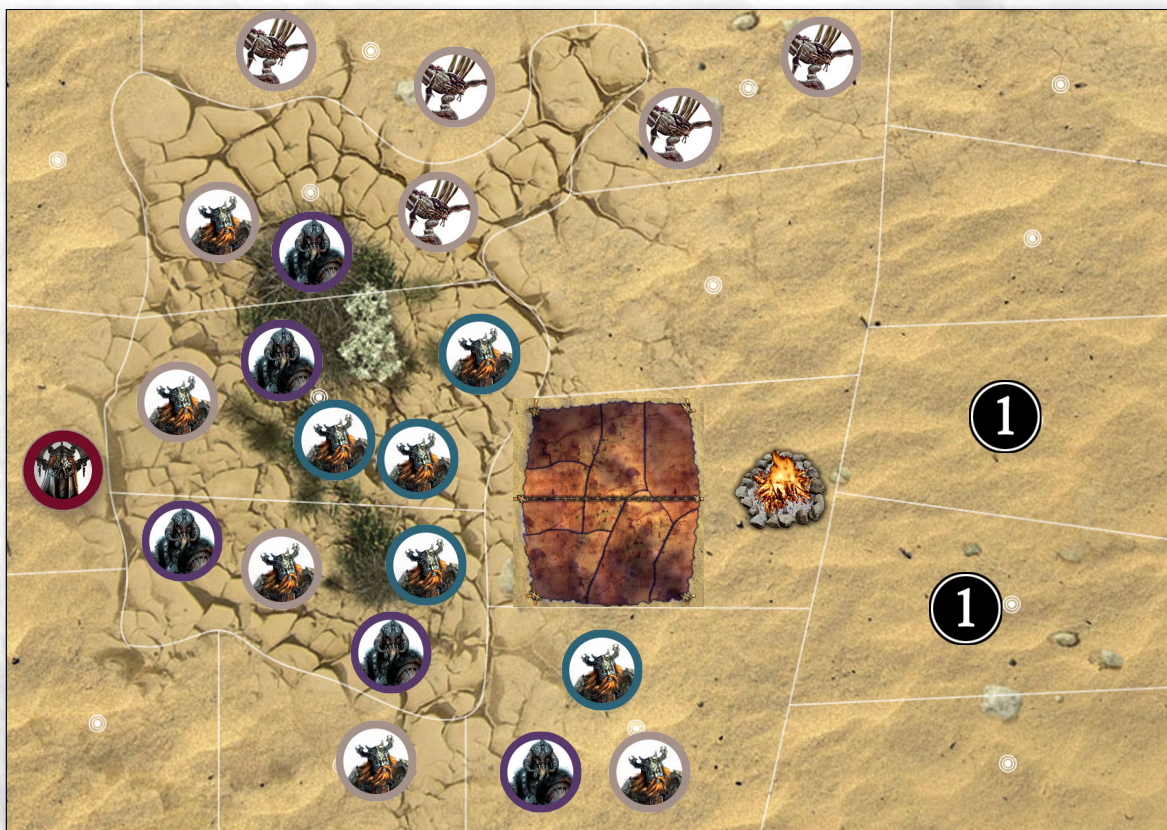


## 2 - MERCY KILLING

The mercenaries regain their strength, heal their wounds, and find some solace around a fire. They still find it difficult to realize how a three thousand strong army could be reduced to so many bloody carcasses in the space of a few heartbeats. What mighty wizard is behind this carnage?

Conan and his companions work together to decide what to do next.

The tent is pitched, the tea water is boiling, when a disturbing creature approaches. It observes them briefly, soon joined by its fellows.



### Winning the game :



If all undead are eliminate before the end of turn 4 ; the Heroes win the game.



At the end of turn 4, if 1 undead is still alive ; the Overlord wins the game.



## 3 - BAD ENCOUNTER

Conan managed to convince his companions to accompany him to Kushaf. They are determined to take revenge on those responsible for their misfortunes, and bring his head back to the king in order to receive a well-deserved stumbling and hard compensation.

As a precaution, the mercenaries avoid the main road to reach Kushaf. They progress without meeting a living soul, in a nature indifferent to the drama that has just played out. The higher the sun rises, the more oppressive the heat becomes. The city is only an arrow shot away when Conan and his acolytes stumble upon a patrol ...



### Winning the game :



If the Heroes eliminate all their opponents ; the Heroes win the game.



If the *Overlord* knock out 3 Heroes; the *Overlord* wins the game.



The game starts with the Heroes' turn. The Heroes may deploy in the zone marked ①.

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



◆ The Overlord starts with 9 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



**Fire at will** : crossbowmen and javelins throwers get a free activation.

### FIRST PATROL



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### SECOND PATROL, ADDED TO THE RIVER AT THE START OF TURN 3



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### Special Rules :

**Turn 3** : at the start of turn 3, a second patrol arrives through the reinforcement zones. The Overlord may dredge the river for free, the new tiles are placed at the beginning of the river. The second patrol is made up of Shentu accompanied by 5 javelin throwers and 5 eternal guards. It is likely that the Heroes eliminated the 1st patrol on turn 1. They then benefit from turn 2 to reorganize.

**Looting** : whenever a Hero kills an Overlord unit, he may attempt a difficulty 1 manipulation to search the body. If the search is successful, he draws a random card from the Equipment card deck. The figure is then removed from the board, whether the Hero chooses to search or not. The deck of equipment cards consists of:

- 1st patrol: 1 crossbow, 1 javelin, 1 sword, 1 dagger, 1 life potion.
- 2nd patrol: 1 javelin, Kithan sword, 1 leather armor, 1 shield.

**If the Heroes win** : the mercenaries have come to the end of the patrols and take back the direction of the city. They try a direct approach, hoping to go unnoticed among the crowd. Their daring did not have the expected result: they are in the city but must be content with a dungeon as accommodation.  
The next scenario played will be scenario 5 "Kushaf's jails".

**If the Overlord wins** : the mercenaries are captured and dragged to the jails of Kushaf.  
The next scenario played will be scenario 5 "Kushaf's jails".

## 4 - SHARP KEY

While they thought they had fought their last fight, the mercenaries are spared and tied up. The wizard ordered that they be brought to Kushaf. Apparently, a special punishment is reserved for the toughest opponents.

Placed under good escort, the mercenaries march towards their destination united by a strong rope. They imagine themselves ending up as slaves or gladiators. Their guards are not very talkative, they sometimes evoke by whispering the name of their master, Nahtok. A character they seem to fear more than anything.

Conan carries the chest containing their equipment on his back, the captain holds the key. The weight of the trunk, the heat and the lack of water do not help.

While the city is no longer very far, what sounds like animal sounds alert Conan, an ambush is imminent...



### Winning the game :



If the Heroes eliminate all their opponents, they win the game.



If the *Overlord* knock out 3 Heroes, he wins the game.



The Heroes only have their armor, and Pelias cannot cast spells while tied up. Players must choose which equipment is in the chest (the rest is on the guards). The contents of the chest cannot exceed 10 encumbrance points. The heroes start in the areas indicated ①.

◆ After setup, each hero moves 2 gems from their Reserve zone to their Fatigue zone.

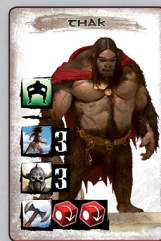


The game starts with the Overlord's turn.

◆ The Overlord starts with 9 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



These tiles receive a free activation at the end of the Overlord's turn. These tiles are not placed in the river.



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### Special Rules :

**Escape attempt :** to break free, a Hero must be in an area where a sharp weapon rests, pass a Complex Manipulation Roll (Difficulty 1) to grab the weapon, and make a second Manipulation Roll to sever his bonds. He can then free a companion by spending 1 gem (simple Manipulation).

**Weapons of the guards :** when a guard is killed, an equipment card is placed in his zone. The Equipment card deck consists of the Heroes' equipment that is not in the chest, then there is 1 sword, 1 parrying dagger. The captain has a Turanian sword, the key to the chest (3 life points, difficulty 2). Picking up or giving away a weapon costs 1 gem (watch out for exertion limit).

**Tactics of the Pict Warriors :** the pictes primarily attack the guards. As soon as a Hero manages to break free, he becomes a target.

**If the Heroes win :** the nomads defeated, the mercenaries take over the management of the city. They try a direct approach, hoping to go unnoticed among the crowd. Their daring does not have the expected result: they are well in the city but must be content with a dungeon as accommodation. The next scenario played will be scenario 5 "Kushaf's jails".

**If the Overlord wins :** before having finished with the nomads, a patrol alerted by the tumult of the combat, intervenes, leaving no alternative to the mercenaries. They are captured and dragged to Kushaf's jails. The next scenario played will be scenario 5 "Kushaf's jails".



# Chapter II

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The mercenaries will seek to escape from the jails where the city guards have thrown them. Their freedom will only be an illusion created by Nahtok.

The sorcerer will manage to manipulate them, blinded as they are by their desire for revenge.

## 5 - KUSHAF'S JAILS

The narrow, decaying cell won't stop Belit for very long. She had time to get to know her fellow inmate, named Nyla. She's an herbalist, thrown in prison after refusing the captain's favors. Belit decided to help him. In return, Nyla will guide the mercenaries to the city she knows well.

Being behind bars is a habit for Belit, so she always takes care to hide a small lockpicking tool in her hair. After a few minutes, Belit manages to discreetly open the door.



### Winning the game :



If the Heroes survivor have fled the prison with Nyla, before the end of turn 10 ; the Heroes win the game.



If the Overlord prevent the Heroes survivor from escaping ; the Overlord wins the game.



The game starts with the heroes' turn.

- Conan mercenary and Olgerd (nothing), Pelias (he cannot cast spells while he is chained),
- Savage Belit (thieves' tools),
- Nyla is activated for free by Pelias player during the Heroes turn. You may use princess' model for Nyla.



Heroes start with 2 gems in their Fatigue zone.



The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.



**Molossians** : available on even turns, as long as the captain is alive. 3 foo dogs arrive in the reinforcement area. Their dead tile is removed for free from the river. One tile at a time, maximum 3 dogs simultaneously.

**Tentacle** : available with the arrival of Yazdigerd. A spectral tentacle is placed on an area adjacent to the sorcerer (including in a building). Playing this card also activates all tentacles for free. The summoned tentacle tile is placed at the start of the river, if a second tentacle is summoned, the tile returns to the start of the river. 4 tentacles maximum simultaneously. By activating the 2 event cards once, the Overlord can activate the tentacles many times.



Yazdigerd has Dagon's Attack and Psychic Strike.

### START OF TURN 5

### Special Rules :

- Hand-to-hand combat** : when a Hero attacks without a weapon, the first 2 damage he inflicts are ignored.
- Door of a cell** : difficulty 2.
- Cells** : a wall (boulders token) separates Olgerd's cell from the guard room. Pelias is chained (padlock difficulty 2).
- Nyla** : she is only targeted if she attacks. If Nyla is taken out of action, a Hero must transport her (6 encumbrance), this rule applies to all scenarios.
- Reinforced door** : the token indicates a reinforced door (12 life points, difficulty 6).
- Outdoor chest** : difficulty 2. 1 sword, 1 parrying dagger. Place the equipment cards under their respective chests.
- Dungeon chest (level 0)** : simple manipulation. 1 leather armor, 1 ornamental spear, 1 throwing knives.
- Guard Room Chest** : difficulty 2. Halberd, Zingaran Bow, Mitra's Mace, and Pelias's choice: Gullah's Strength spell or Drying Earth (in addition to Pelias' spells).
- Captain's Office Chest** : difficulty 2. The equipment of the Heroes in their possession at the end of the previous scenario. If the Heroes fail to collect their equipment before leaving the game board, players will have to choose only 2 cards from those in the chest, and lose the rest permanently.
- Turn 5** : At the start of turn 5, Yazdigerd comes in with 5 Eternal Guards. 2 dead tiles are removed for free, and the 3 new tiles are placed at the start of the river.

**If the Heroes win** : the Heroes decide not to wait for the arrival of other enemy reinforcements, they force a door and guided by Nyla take their first steps as free men in Kushaf. The next scenario played will be scenario 6 "The Kushite hunters".

**If the Overlord wins** : the Heroes decide to concentrate their efforts on a door, they end up opening it and guided by Nyla take their first steps as free men in Kushaf. The next scenario played will be scenario 6 "The Kushite hunters".





The game starts with the heroes' turn. The Heroes may deploy in the zone marked ①.

◆ Heroes start with 4 gems in their Fatigue zone.



◆ The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.



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**START TURN 3 IF ALERT, OTHERWISE START TURN 5**



Ageera has Set's Bite.



6 6 8 6 8

If you do not have the N'Gora's model, you may use a Belit guard's model.

**Special Rules :**

**Patrol :** the patrol follows the yellow route. If a Hero crosses their line of sight, the guards attack. If the patrol notices an open door, they head for it. Patrol movements are managed as a single unit. She moves in forced march, the Overlord spends 2 gems each turn for 2 additional movement points (thus a total of 4 zones per turn). On turn 4, the patrol leaves the game board, and the river, if it has not detected any Heroes. The patrol returns at the start of the turn where the Heroes attack the smugglers. The tiles are added at the start of the river. As soon as a Hero (or Nyla) is spotted, all the Heroes become visible (so even those who are hidden in a building).

**Kushite smugglers :** they arrive ① at the start of turn 5, but at the start of turn 3 if the patrol has detected a Hero. If they arrive on turn 5, the smugglers go to ②. Their tiles are placed at the start of the river.

**Key :** when Ageera is killed, drop the key card on its area. She opens the red door.

**Red door :** a quick examination shows that only the right key can open this door.

**Doors :** a Hero can try to open them by lockpicking them (difficulty 2), he can then close them for the cost of 1 gem (reopening will cost 1 gem). Opening and closing are free for Overlord units.

**Find a secret passage :** A Hero must succeed on a complex Manipulation roll (difficulty 1, without the thieves' tools or skill bonus) to determine whether or not there is a secret passage in a room. Use the secret trap token.

**Chests :** ② simple Manipulation. 1 grappling hook (essential to descend into the pit). ③ difficulty 2, 1 life potion + 1 tribal shield + 1 torch.

**If the Heroes win :** The end of the rope disappears into darkness. The mercenaries enter the forbidden necropolis. They cease to exist for the world of the living.

**If the Overlord wins :** Ageera decides to get rid of the mercenaries by throwing them into the well. It's a wonder if all their bones aren't crushed when they hit the bottom.

The next scenario played will be scenario 7 "The Way of the Invisibles."

## 7 - THE WAY OF THE INVISIBLES

Conan and his companions follow narrow galleries in the flickering light of their torch, and try to find their way with the help of the tenuous signs engraved at the intersections. Their destination is not far away. They climb a last staircase which leads to a room with no apparent exit. Some trial and error later, they manage to find the mechanism that activates a secret passage. But conversations stifled by the walls alert them to the presence of smugglers.



### Winning the game :



To win, the Heroes must successfully leave the map, before the end of turn 7.



To win, the Overlord must knock out all the Heroes.



## 8 - DESECRATION

The heavy trapdoor opens onto a staircase leading to a forgotten world, banished from human memory. The necropolis is even older than the way of the invisible. Despite the torches, the darkness is almost tangible, the air is charged with the smell of putrid and sickening swamp. The impression of entering a dangerous and defended territory is not without reminding Conan of the tombs he has already looted. Apprehension is mixed with the attraction for the treasures accompanying the dead on their last journey.



### Winning the game :



To win, the Heroes must succeed to get the Ishtar's Dagger, and its wearer must reach floor 1 before the end of turn 12. Heroes who fail to escape will be considered knock out for the purpose of allocation of special gems.



To win, the Overlord must prevent the Heroes from escaping with the Ishtar's Dagger.



The game starts with the Heroes' turn. The Heroes may deploy in the zone marked ①.



Heroes start with 4 gems in their Fatigue zone.



The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.

## THE RIVER MAY BE DREDGE FOR FREE



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### Special Rules :

**Fog of war** : the contents of a room are only revealed to the Heroes after opening its door. The river therefore only has 2 tiles at a time, until the last door is opened and a new spider appears, 4 tiles will then be in the river.

**Darkness** : the maze of tunnels is plunged into impenetrable darkness. There is no line of sight between two areas.

**Torch** : 1 torch card is placed on the starting area of the Heroes. Only the torch carrier area (use the torch card) and adjacent areas are illuminated. Be careful with the movement of those who do not have torches, they can only move if they have line of sight with a torch carrier.

**Doors** : they are indestructible, but can be lockpicked. They are removed from the game board after opening.

Door ①, difficulty 2. door ②, difficulty 10 (3 if door 1 has been opened). Door ③, difficulty 15 (4 if door 2 has been opened).

Door ④, difficulty 20 (5 if door 3 has been opened).

**Trap** : the floor of room 1 slips away as soon as the chest is opened, the characters in the room fall into a pit and suffer damage . Exiting it costs 1 additional movement point. It's a hatch the size of the room.

**Web** : the floor of the giant spider's room is covered with a slimy web. Leaving a web area costs 2 additional movement points (except for spiders).

**Spider Infestation** : a narrow tunnel is hidden behind the cobwebs. A new spider will spring from this tunnel at the start of each turn, as soon as the last door is opened. Maximum 1 spider on the map. These spiders have 6 life points. The tile is added at the start of the river.

**Mud** : the floor of the sarcophagus room is muddy. Leaving a mud zone costs 1 additional movement point (except for the demon).

**Chests and Sarcophagus** : difficulty 2. The one in the trapped room contains 1 life potion. The dark demon protects 1 potion of regeneration. The spider protects Ashari's amulet. In the sarcophagus is the Ishtar's dagger. Nyla can identify these artifacts. Ishtar's dagger, stuck in an undead's skull, captures its soul.

**Secret Passage** : the secret passage of the sarcophagus area leads to level 1. Crossing it costs 2 movement points.

**Grappling hook** : the grappling hook is only recoverable if a Hero goes out through the pit.

**If the Heroes win** : As they return to the surface, Conan and his companions feel like they have traveled through time. As they move through the city teeming with life, the reminiscences of the nightmare they went through fade.

**If the Overlord wins** : forbidden treasures will remain so for centuries to come, inaccessible to the lust of men. Returning to the surface, Conan and his companions return to the present time. As they move through the city teeming with life, the reminiscences of the nightmare they went through fade.

The next scenario played will be scenario 9 "The Tamaris inn".

## 9 - THE TAMARIS INN

Conan and his companions finally arrive in front of The Tamaris inn. The establishment does not look like much. There is only one customer, wearing the richly embroidered dress of an archmage who, seeing them pass through the door of the establishment, greets them by introducing himself:

"I am Rahbar Khan, city governor wizard. Follow me, we have to talk."

Rahbar Khan precedes them to an upstairs room, closes the door behind them, and launches into a story in which he recounts the events that led the city to become a renegade. It all started a few months earlier, when a powerful wizard named Nahtok became the governor's new adviser. Nahtok aims to invade all of Iranistan, and to extend his domination over the other kingdoms. Rahbar Khan asks for Conan's help in putting an end to Nahtok's misdeeds. The sorcerer's soul can only be destroyed by a sorcerer with the scepter of Akhmenet. The sacred object is unfortunately in the realm of an abomination, and its only entrance is in the cursed citadel of Anhmar.

The Heroes have many questions, but before they even ask the first, a loud voice echoes downstairs, followed by barking. It's time for Rahbar Khan to take his leave of the group, he opens the window and soars into the air.



### Winning the game :



To win, Heroes who are still alive must succeed in escaping with Nyla, before the end of turn 5. Heroes who fail to escape will be considered as knock out for the allocation of special gems.



To win, the Overlord must prevent the Heroes from escaping.



The game starts with the Heroes' turn. The Heroes may deploy in the zone marked ①.



Heroes start with 4 gems in their Fatigue zone.



The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.



**Patrol** : 5 Eternal Guards arrive through the Reinforcement Zone, available only once.

**Reinforcement** : 5 reinforcement points.



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### Special Rules :

**Door** : passive defense 4, 15 life points.

**Chests** : difficulty 2. Chainmail, shield, leather armor.

**Leaping From/Climbing a Balcony** : A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead . A character with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.

**Leaping From/Climbing a Stairwell** : A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead . A character with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.

**Bar** : a character can climb on the bar for 1 additional movement point. He gains the Reach skill while on the bar and gets an overhang bonus for his attacks.

**If the Heroes win** : Nahtok is clearly keen on taking Conan down and will stop at nothing to achieve it. This means that the mercenary poses a serious threat to Nahtok, but also that the wizard can be defeated. Before taking the road to Anhmar, the mercenaries will spend the night in the merchant district, hosted by Nyla's uncle.

The next scenario played will be scenario 10 "Night of the Assassins".

**If the Overlord wins**: Nahtok is clearly keen on taking Conan down and will stop at nothing to achieve it. This means that the mercenary poses a serious threat to Nahtok, but also that the wizard can be defeated. Before taking the road to Anhmar, the mercenaries will spend the night in the merchant district, hosted by Nyla's uncle.

The next scenario played will be scenario 10 "Night of the Assassins".



# 10 - NIGHT OF THE ASSASSINS

Nyla knows each of the countless winding alleys of the merchant district perfectly well, and it is without being disturbed by a patrol that Conan and his companions reach the stall where they will spend the night. Before dawn they will join Jahad's caravan, not far from their destination, they will continue alone towards the sinister abyss of Anhmar, and the scepter which will put a definitive end to Nahtok's dreams of domination.

Nyla will take care of the preparations for the trip while the mercenaries settle in for the night, taking advantage of the respite and its freshness to restore their strength.

The night is calm, no suspicious noise disturbs it, yet Conan wakes up alerted by a feeling of danger, reaching out for his sword...



## Objectifs :



To win, Heroes must survive until the end of turn 5.



To win, the Overlord must knock out 3 Heroes before the end of turn 5.



The Heroes may deploy in the zone marked ①.

Heroes start with 0 gem in their Fatigue zone.



The game starts with the Overlord's turn.

The Overlord starts with 12 gems in the Reserve zone and 0 in the Fatigue zone. He recovers 7 gems per turn.



**Reinforcement** : 5 reinforcement points

**Double or quits** : a barrel, the wick of which is lit, immediately explodes on the result of 1 or 2, obtained with . Without reroll possible. In case of failure, the wicked extinguishes.



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## Special Rules :

**Explosive Orbs** : all Overlord miniatures have 1 explosive orb. If one of his unit is killed before he can use his orb, an explosive orb card is placed on his area. The explosion of an orb in the area of a wall, causes an opening (like the skill Wall Wrecker). Weapon parry bonuses are unusable, however dodge, passive defense, and shield parry bonuses remain usable. Successful casting requires a number of , on a melee attack basis, equal to the distance to the target (affected by hindering).

**Door** : the Overlord can spend 1 gem to have Shevatas lockpicking it. Open for free for a Hero.

**Incendiary Barrels** : an Overlord unit can ignite (1 action) the fuse of an incendiary barrel. The Overlord decides the time before the explosion, if he chooses 1 turn, he places ① on the area, ② for 2 turns, etc. When a barrel explodes, all characters in its area suffer and in adjacent areas not protected by a wall. A fire starts in the area of the explosion and progresses 1 area in all directions per turn. Use the tokens ①. A burning area inflicts . An incendiary barrel explodes if caught in flames. The flames do not spread in the cemetery ②.

**Defusing** : a Hero extinguishes a fuse with a simple manipulation (1 gem). It can be turned back on.

**Neutralization** : a Hero neutralizes an incendiary barrel (4 encumbrance) by throwing it into water (1 gem).

**Sanctuary** : door (difficulty 3), chest (difficulty 2), it contains the Dzal's sword.

**If the Heroes win**: the inhabitants of the district fight the raging fire, they will not overcome it until dawn, the mercenaries will already be far from Kushaf and his deadly hospitality. The next scenario played will be scenario 11 "Hostile Nature".

**If the Overlord wins** : the mercenaries have no choice but to flee the ravenous flames of the fire. The next scenario played will be scenario 11 "Hostile Nature".

# Chapter III

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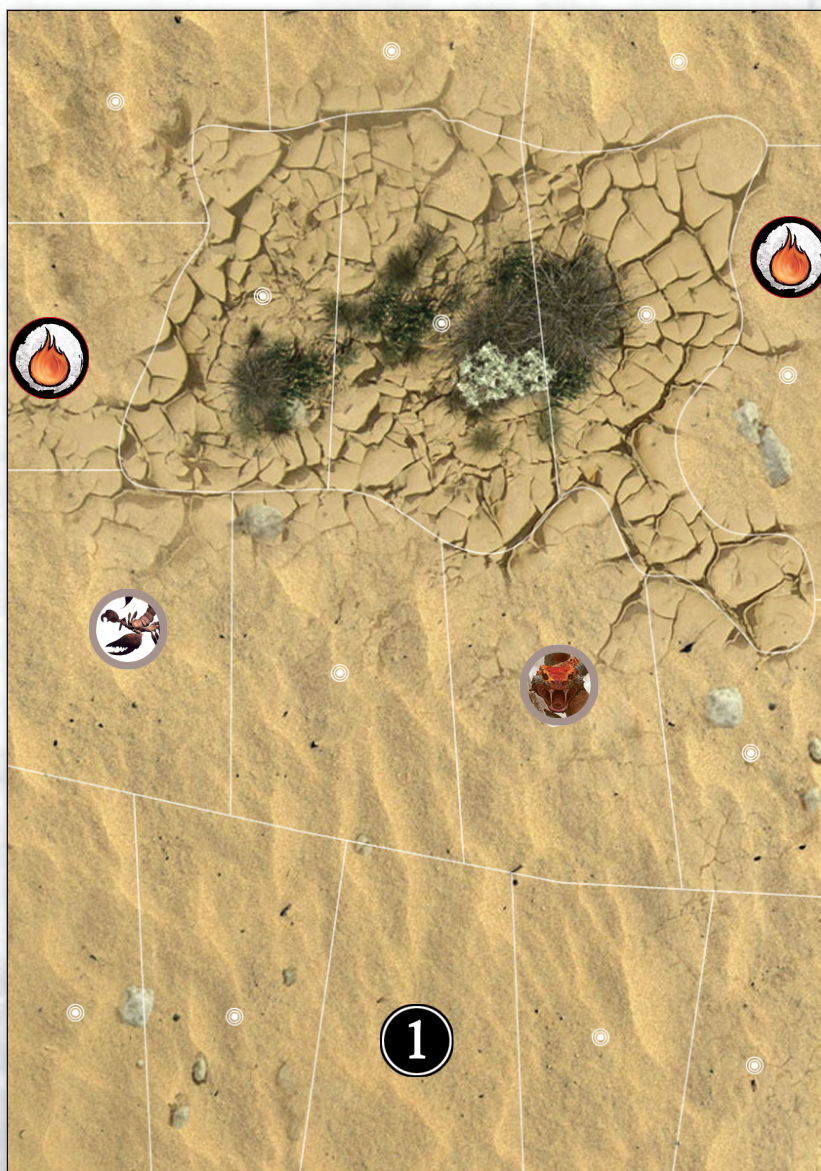
Conan and his acolytes will have to brave a monstrous entity in order to bring back a powerful magical artifact to the one they believe to be their ally.

When the mercenaries realize they've been duped, they'll have to make the right decision in a instant.

## II - HOSTILE NATURE

The Anhmar Abyss is located in the mountains that separate Iranistan and Drujistan. It is an arid and wild region. The moment arrives when the path that the mercenaries must take starts in a direction other than the caravan. Nyla remains on the mount lent by Jihad. She will lead Conan to the ruins.

As they follow a narrow path, the tumult of a fight between two giants puts them on the alert. Taking a detour would be a waste of time that they cannot afford.



### Winning the game :



To win, the Heroes must eliminate the giant serpent and the scorpion queen, before the end of turn 5.



To win, the Overlord must keep at least 1 monster (scorpion or snake) alive, until the end of turn 5.



The game starts with the Heroes' turn. The Heroes may deploy in the zone marked ①.

Heroes start with 4 gems in their Fatigue zone.

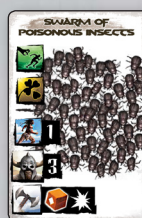


The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.



**Swarm of insects** : a swarm of insects token is placed on an area. Up to 2 swarms can be present simultaneously on the game board.

**Giant scorpions** : 5 giant scorpions arrive in ②. No more than 5 scorpions can be present simultaneously. The Overlord can summon scorpions to replace those already eliminated.



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## Special Rules :

**Camel** : *To read to the players!* Nyla rides the camel. It costs 1 movement point to go up or down. The rider can make attacks or have the camel attacked. If the camel is killed, its rider falls and suffers 2 damage, if he has the skill jump, he suffers only 1 damage.

**Venom** : if a Hero suffers at least 1 point of damage, from the serpent, the queen scorpion or the giant scorpions, a venom is injected, inflicting 1 damage from the next turn of the Heroes and each subsequent turn of additional damage, as long as the Hero does not use the antidote.

**Burying** : the 2 giants have the ability to move by burying themselves in the sand. They must resurface at the end of their movement. The finish area must be empty. Nothing can hinder their movements or slow them down.

**Concoctions** : Nyla can prepare 3 doses of antidote from the remains of one of the monsters. The 3 potions will be ready 2 full turns later, at the start of the Hero's turn. Nyla can also concoct 3 doses of poison that a Hero can spread (1 gem) on a blade or the tip of an arrow, granting her for 2 turns 2 of bonus damage (not to the attack). The scorpions and the snake are immune. The maximum number of potions will be 3 antidotes or 3 ointment poisons (work with blades and arrows).

**If the Heroes win** : from these two monsters Nyla has obtained a few pounds of meat and some decoctions which will be very useful.  
The next scenario played will be scenario 12 "The Abyss of Anh-mar".

**If the Overlord wins**: slowed down and bruised by this inopportune encounter, the mercenaries continued on their way.  
The next scenario played will be scenario 12 "The Abyss of Anh-mar".



## 12 - THE ABYSS OF ANHMAR

Conan and his group are at the foot of the ruins of Anhmar Citadel. Lost among the rocky formations, this fortification, partially destroyed during the last siege, served as an outpost on a narrow defile providing a link with Drujistan. The passage has been condemned for a long time following the fall of tons of rocks.

Few are the reckless who pass even in the surroundings. It is said that after decades of vacancy, the citadel has become the center of occult activity. A sorcerer in the service of a malicious entity guards the portal through which the hordes of the abyss world will one day pass.

A scarlet glow is visible through the loopholes in the second tower. A necromancer, whose face is fleshless, turns his empty eye sockets towards the intruders. An aura with fiery reflections envelops him. He utters a guttural incantation and nightmare creatures materialize.



### Winning the game :



To win, the Heroes must discover and apply the solution to defeat the necromancer.



To win, the Overlord must knock out all Heroes.



The Heroes may deploy in the zone marked ①.

◆ Heroes start with 1 gem in their Fatigue zone.



The game starts with the Overlord's turn.

◆ The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.



**Tactical movement** : the Overlord gains 4 movement points to use immediately. He can distribute them as he wishes among his Aesir zombies.



Le necromancer has Deceleration and Lightning Storm.



You may use Vanir warrior models for complete those of Aesir zombies.

## Special Rules :

**Halo of the Necromancer** : the necromancer is protected by a halo which automatically moves him away from 1 zone free of charge if an opponent tries to enter his zone. If a second opponent blocks his fallback zone, the necromancer advances and one of the two moves back (Overlord's choice). The halo reflects the damage of all magical or ranged attacks back to the attacker. Its movement can only be done on the rampart walk and the towers (red path). The necromancer does not choose his destination, it is dictated by the reactions of his halo, he remains free to move and push back 1 opponent during the Overlord's turn.

**Aesir Zombies**: 4 zombies are generated at the start of each Overlord turn, with a maximum of 10 aesirs present simultaneously on the game board (complete with the Vanir warrior miniatures).

**Passage** : it is possible to go from ① to ② by using the bridge.

**Bridge** : 12 life points. once destroyed, nothing prevents a character (like a necromancer) from falling into the abyss.

**Heroes' Escape** : during their turn, the Heroes can choose to leave the map. The withdrawal must be general and simultaneous. They come back and the game is restarted, but each Hero permanently loses 1 gem for each game restarted.

**Fall of the Necromancer** : after it has been thrown into the abyss, the abyss tile is replaced by a staircase pawn and a chest (difficulty 2), it contains the Thysius' staff (offers 2 red gems for casting a spell, collected at start of the Heroes' turn) and the gems lost by the Heroes. If a Hero falls or jumps into the abyss, he is considered knock out.

**If the Heroes win** : the abyss disappears carrying the necromancer. The evil and oppressive glow has abdicated. A staircase replaces the abyss. He sinks deep into the bowels of the earth, towards an unknown and inhospitable world.

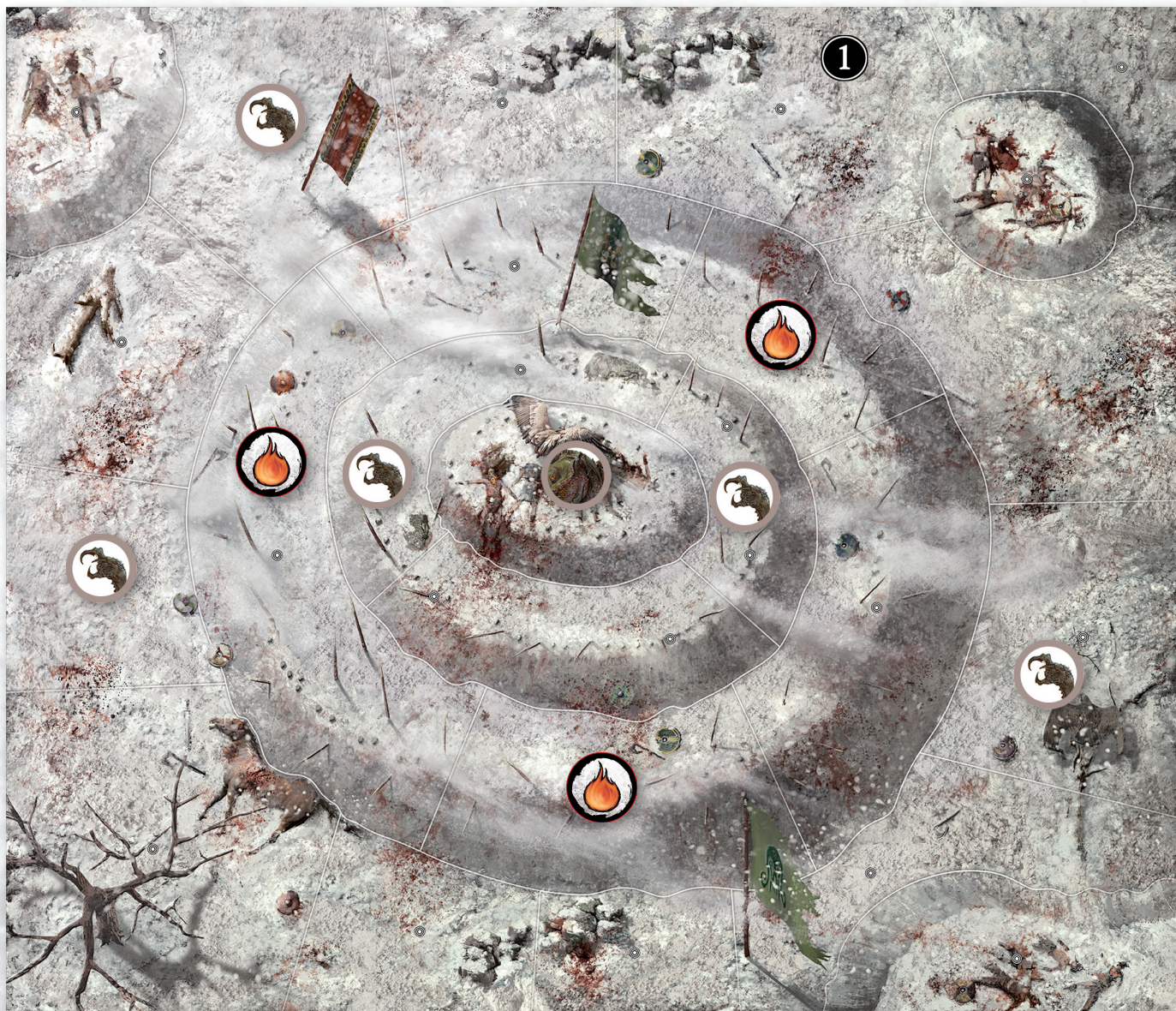
**The next scenario played will be scenario 13 "The hill of tentacles".**

**If the Overlord wins**: Unable to find weakness in the wizard's shield and resist the tireless waves of undead, the Heroes are doomed to start over.

**This scenario will be replayed until the Heroes win. Each time the Heroes replay this scenario, 1 red gem will be subtracted from their next capital.**

## 13 - THE HILL OF TENTACLES

The descent of the stairs will have taken a considerable time, Conan thinks he has reached the center of the earth, in any case the epicenter of another world. An icy cold greets the mercenaries when they finally arrive at the end of the interminable staircase. While they thought they were arriving in a cave, it is a place so vast that nothing can interrupt the gaze. It is a challenge to understanding, hermetic to any attempt at a rational explanation. Even though this world seems endless, there is only one direction, one destination, a hill strewn with corpses and dominated by a nameless horror. A massive monster, without limbs, made up of a gaping and voracious mouth. On its sides, a myriad of eyes flutter behind reptilian lids. Long tentacles rise from the ground and point menacingly at the mercenaries. The nightmarish entity is driven by the idea of feasting on the unwary who have dared to venture into its territory.



### Winning the game :



To win, the Heroes must kill Thaug without their losses exceeding 2 Heroes.



To win, the Overlord must knock out 3 Heroes.



The game starts with the Heroes' turn. The Heroes may deploy in the zone marked ①.



Heroes start with 4 gems in their Fatigue zone.



The Overlord starts with 6 gems in the Reserve zone and 2 in the Fatigue zone. He recovers 5 gems per turn.



**Landslide** : Heroes located in an area in the first and second circle around Thaug, slide down the hill, and take damage per circle. Any equipment card also ends at the foot of the hill.

**Dimensional displacement** : Thaug and the Heroes adjacent to his zone, switch to another dimension for 1 turn. Thaug only attacks displaced Heroes, and vice versa.

**Reinforcement** : 6 points.



Thaug has Lethal Cloud and Dagon's Attack.



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### Special Rules :

**Akhmenet's scepter** : when Thaug is killed, the Sorcerer's Scepter Equipment card is placed in his area.

**Ashari's Amulet** : for the sake of balance, if the Heroes do not have the amulet, Thaug's defense is reduced to 6.

**Ground** : neither snow nor ground impact the movements of the Heroes (unlike the scenarios of Nordheim).

**Tentacles** : 6 tentacles maximum can be present simultaneously on the map.

**If the Heroes win** : he deadly wounded entity took refuge in another plane. To the victors returns the scepter of Akhmenet, conferring great power on whoever wields it, but for the moment no energy animates the scepter.

The next scenario played will be scenario 14 "Rahbar Khan's Tower".

**If the Overlord wins** : the demon sure of his victory lets his guard down, the Heroes take advantage of this to deal him a fatal blow. Grabbing the scepter, the Heroes rush to the surface. The next scenario played will be scenario 14 "Rahbar Khan's Tower".



## 14 - RAHBAR KHAN'S TOWER

The return to Kushaf is going under better auspices, no obstacle comes between the mercenaries and their destination. Rahbar Khan makes sure that Conan and his companions enter the city clandestinely, up to his tower. He receives them with difficulty repressing his impatience and his excitement. Kushaf will regain his freedom and divine justice will befall Nahtok.

Conan hands the scepter to Rahbar Khan who will be able to begin preparations for the ceremony. In the meantime, the mercenaries enjoy a timely snack.

They are more tired than they thought because an irrepressible desire to sleep falls on them like a leaden scree. Conan realizes they've been drugged, draws his sword, but collapses before he takes a step.

Belit awakens with difficulty, his senses slow to emerge from the fog caused by the drugs. She does not see her companions. She is at the top of the tower, the wind rushes through a large opening. Belit slowly gets up, trying to fight against the nausea that assails her, she ends up seeing a hybrid creature, half-man, half-ape, crouching, his hateful gaze fixed on her. Ape-man screeches to his feet, bares his fangs, gives powerful blows to his large chest, then leaps at his prey.



### Winning the game :



To win, the Heroes must block the main door.



To win, the Overlord must knock out 3 Heroes.



3 Heroes may deploy in the zone marked ①.

- Conan, Pelias and Olgerdare still under the effect of the powerful sleeping pill (they have been relieved of their weapons),
- Belit (avec son armure) fait face à l'homme-singe avec ses seuls poings.



Heroes start with 1 gems in their Fatigue zone.



The game starts with the Overlord's turn.



The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.

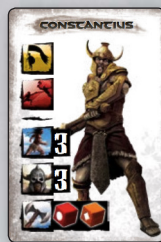


**Rage** : grants an additional activation to ape-man on the next turn.

**Reinforcement** : 8 points, until the main door is barricaded.



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## Special Rules :

**Skelos River** : as long as the ape-man is not dead or has not fled or at least one Hero has not moved to another floor, the river only counts the first 2 tiles. The new tiles will be placed at the start of the river.

**Ape-man** : when his life points drops to 3 or less, he flees by jumping over the battlements in the pool without taking damage. He then recovers 2 life points per turn, up to a total of 8. Each time the ape-man incapacitates a Hero, another Hero is placed on the starting area of Bêlit the following turn. A Hero must spend 1 gem to awaken another.

**Take the Plunge** : a Hero in the zones  can try to jump into the pool below. To do this, he must move out of the area and spend 1 additional movement point to plunge. To plunge in the pool inflicts  per floor without possible defense, if the Hero with the skill jump the damage is divided by 2 (round down).

**Stairs** : they grant an overhang bonus.

**Windows** : a character with the skill climb can :

- go from level 4 to level 3 or from level 3 to level 2 by descending from the outside of the tower for 2 additional movement points,
- go from level 2 to level 1 through the tree for 1 additional movement point.

**Floor 3 library (②)** : it houses books, parchments and some small items. Searching it is a complex manipulation requiring 2 gems. A fake book hides Ishtar's dagger and a locked drawer (difficulty 1) contains Nahtok's diary (card "pages from Nahtok's diary") and the Lightning Storm spell (in addition to Pelias' spells).

**Chests** : their opening is a simple manipulation.

Floor 4 : Heroes' equipment is divided between the 2 chests, except the Ishtar's dagger.

Floor 1 : 1 life potion + 1 explosive orb or Dzal's sword (if the Heroes do not have it yet).

**Barricade the main door** : the Heroes must place the 2 tables on the door area ③. Each table has a encumbrance of 6 which can be divided between 2 Heroes (2 Heroes carry the table). It costs 1 gem per Hero who lifts it and 2 gems to wedge it (but 1 gem per Hero if 2 wedge it).

**If the Heroes win** : the mercenaries have opened the trapdoor and descend to the underground temple.

**If the Overlord wins** : c'est in extremis que les mercenaires parviennent à s'engouffrer par la trappe avant de la bloquer derrière eux.

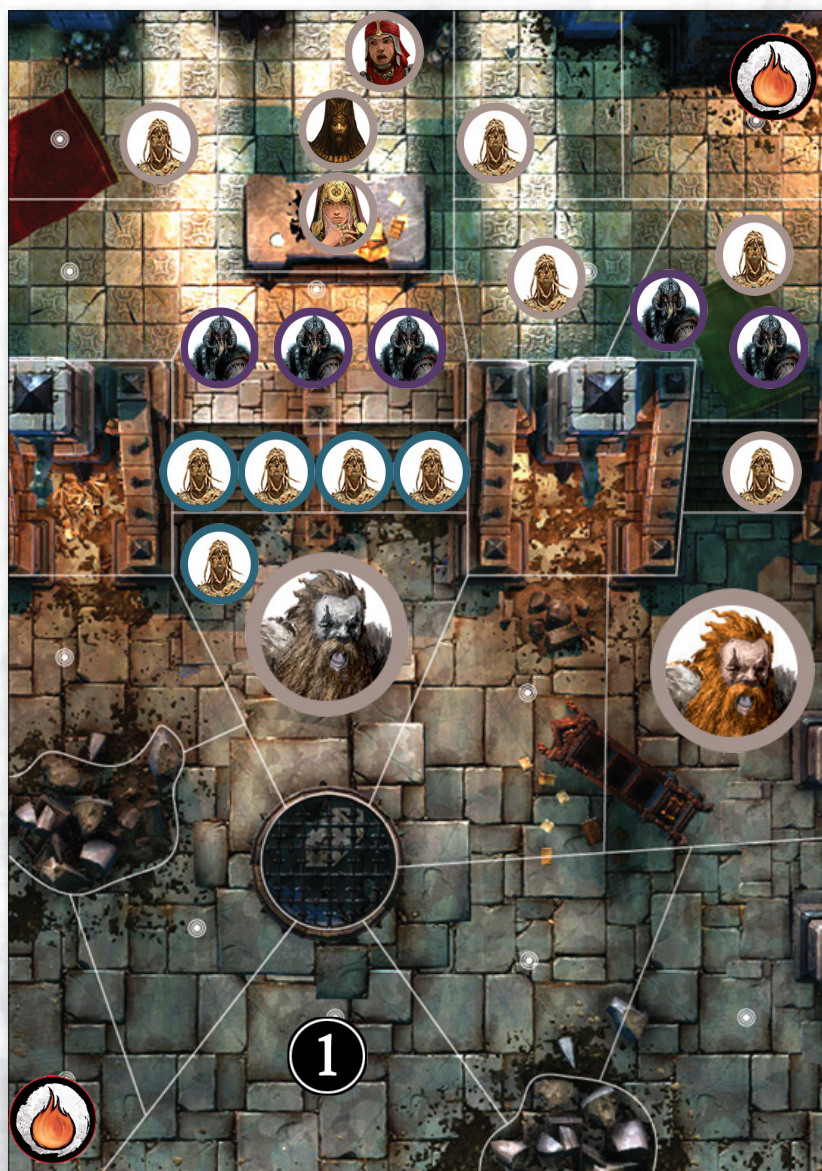
The next scenario played will be scenario 15 "A tremendous Sacrifice".

## 15 - A TREMENDOUS SACRIFICE

The mercenaries discover with terror a dismal assembly forming a rampart around Nahtok. Two terrifying giants and a cohort of undead come alive at the sight of intruders. The sorcerer recites an invocation, he brandishes Akhmenet's scepter in one hand and a dagger aimed at Nyla's heart in the other. The latter, unconscious, lies on the altar.

Nahtok by offering the life of Nyla to the demonic entity with which he made a pact, will become so powerful that no army, no spell will be able to stop him in his conquest of the world.

The two giants cast their murderous gaze on the profaners, their massive weapons soar high in the air, ready to descend and slay the object of their wrath.



### Winning the game :



To win, the Heroes must neutralize Nahtok.



To win, the Overlord must knock out all Heroes.



The game starts with the heroes' turn. The Heroes may deploy in the zone marked ①.



Heroes start with 4 gems in their Fatigue zone.



The Overlord starts with 12 gems in the Reserve zone and 0 in the Fatigue zone. He recovers 7 gems per turn.



**Reinforcement** : 6 points.

**Earthquake** : a giant violently hits the ground. All Heroes located in its zone or an adjacent zone must move (without possible re-roll) from their Reserve zone to their Fatigue zone of gems. No defense is possible.



Nahtok has Lethal Cloud, Energy Drain and Yajur's Awakening. He is immune to all spells costing less than 3 base gems. The cost of his spells is divided by 2, rounded up to the next number (3=2).



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## Special Rules :

**Nyla's Fate** : either the Heroes kill Nyla, before Nahtok, with a ranged attack, the latter then no longer being able to become the master of the sands, or they have the idea of placing themselves in the same area as Nyla, her skill Protected preventing Nahtok to kill her. To release it requires 2 gems (affected by hindering). She can be transported (encumbrance 6) or be cured (spell or potion) to wake up.

**Undead Ice Giants** : Nijgor's tile activates him and his brother. If one dies, the other adds (permanently) when he perform an attack.

**Nahtok the master of the sands** : if Nahtok kill Nyla :

- Turn 1 the ground shakes for a moment. A wind and whistles rise from the well.
- turn 2 a whirlwind of sand forms above the well and advances towards Nahtok (the body it occupies).
- turn 3 the whirlwind of sand merges with Nahtok protecting him from all attacks and spells during this turn.
- turn 4 Nahtok absorbs the whirlwind and chants an incantation.
- turn 5 a stream of sand pours into the room through the floor grid. On each turn, the sand progresses by 1 zone in all directions. A Hero (Overlord characters are unaffected) in a quicksand area must spend 2 movement points to exit, 3 on the next turn, and so on. When he can no longer leave the area, he dies engulfed by the sand at the end of the next turn. You may use the quicksand tokens.

**Spirit Transfer** : the sorcerer if he receives a mortal wound, transfers his spirit into the body of an undead. He can make this transfer as long as there is a potential host. Giants are also living dead. The "possessed" figure benefits from the sorcerer's skills and spells.

**Ishtar's Dagger** : Overlord units primarily target the dagger wearer. You have to finish Nahtok with the dagger to capture his spirit. The Hero is only entitled to his attack (no bonus or possible raise), Nahtok has no possible defense, apart from the captain's sacrifice. On the result of 0 the dagger breaks, the other results deal damage to the sorcerer. If Nahtok is killed with the dagger, his soul is trapped in the dagger, the undead crumble, and the Heroes win the game. If Nahtok is killed by any weapon other than Ishtar's dagger, he changes bodies if an undead is "available", otherwise he flees through the floor grid and the Heroes are victorious.

**Nyla is alive, the soul of Nahtok trapped** : crushing victory. The dagger is thrown into the bottomless pit. So disappears Nahtok from the face of the earth.

**Nyla is dead, the soul of Nahtok prisoner** : Nyla's disappearance leaves a bitter taste to this victory.

**Nyla is dead, the spirit of Nahtok has escaped** : this victory is not. You still have a long way to go before entering the legend.

**If the Overlord wins** : Nahtok is far too tough an opponent for the mercenaries. It is with bitterness that Conan chooses to break off the fight. The king must be warned of the terrible scourge that will befall Iranistan.



This section will be updated based on requests sent to me through The Overlord or Twitter.

Relevant feedback will result in a new version of this campaign, a list will contain details of the modifications.

It is not possible to anticipate all the digressions that players may attempt. An Overlord must demonstrate autonomy and initiative by using his knowledge of the rules, his common sense and his imagination.

Q: Is there a solo/coop version of this campaign planned?

A : *A priori, no. On the other hand, a solo/coop campaign "Tal Gaar, the invincible" is being tested and will be translate if english speaker ask for it.*

### **Substitution units :**

Crossbowman = Javelin thrower

Shafiah + Ghayoor = 4 honor gards

Afari = Constantius



# MATERIAL PREPARATION

## Hardware :

- spray glue,
- scissors,
- cutter or X-ACTO,
- small plastic spatula,
- metal rule,
- Cutting tool for rounded corners,
- thin cardboard (e.g. cereal box type packaging),
- 1 sheet of paper,
- 44x68mm plastic sleeves.

## SUGGESTIONS

### Board games

1. print in A3,
2. glue on a thick cardboard, smooth using the spatula,
3. trim the edges.

### Life Point markers and scenery items (2 layers of paper and 1 of cardboard)

1. print in real size from Acrobat Reader,
  2. glue on cardboard, smooth using the spatula,
  3. cut out.
- a 1 sided token is easy to make, 2 sided is more complicated.

### Equipment Cards (3 layers of paper)

1. print in real size from Acrobat Reader,
2. fold,
3. open and spray glue on the back,
5. insert a sheet of paper,
5. fold, smooth with the spatula,
6. leave to dry,
7. Cut the edges, round off,
8. slip into a plastic sleeve.

### Tiles (3 layers of cardboard)

1. print in real size from Acrobat Reader,
2. cut out,
3. spray glue on one side of the cardboard,
4. glue each card on cardboard, smooth using the spatula,
5. leave to dry,
6. Cut the edges,
7. glue a second piece of cardboard on one of the cards,
8. Cut the edges,
9. glue the front and back of the cards together (so 3 layers),
10. cut the edges.

NOTE: gluing the tiles directly onto thick cardboard and then cutting them is less easy than gluing several thin layers, even if more cuts are required.

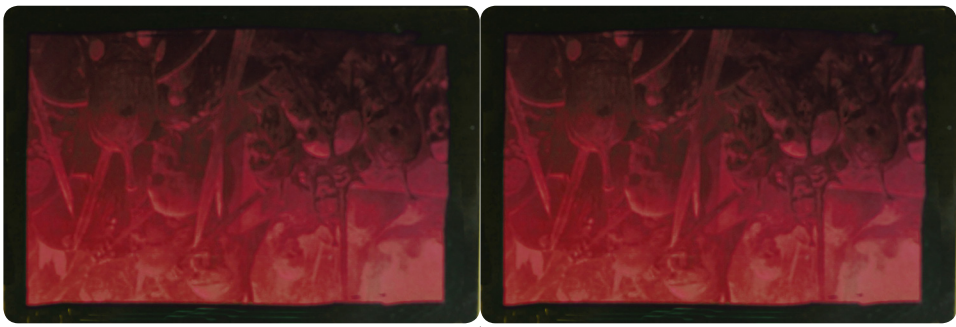


Wayne Reynolds

Nesh-Shogta

<p><b>OTHRYADÈS</b></p>	<p><b>OTHRYADÈS</b></p>	<p><b>UNDAR</b></p>	<p><b>UNDAR</b></p>
<p><b>NYLA</b></p>	<p><b>NYLA</b></p>	<p><b>SWARM OF POISONOUS INSECTS</b></p>	<p><b>SWARM OF POISONOUS INSECTS</b></p>
<p><b>IKHMET</b></p>	<p><b>IKHMET</b></p>	<p><b>SHENTU</b></p>	<p><b>SHENTU</b></p>

L3monJuic3



fold

inspiré du ThulsaPack  
by ThulsaDoom



Nesh-Shogta

Nesh-Shogta

**THIEVES' TOOLS**

**CONAN**

**POISON OINTMENT**

**CONAN**

**DZAL'S SWORD**

**CONAN**

**POISON OINTMENT**

**CONAN**

**ISHCAR'S DAGGER**

**CONAN**

**POISON OINTMENT**

**CONAN**

**ASHARI'S AMULET**

**CONAN**

**GRAPPLING HOOK**

**CONAN**

plier

plier

Nesh-Shogta





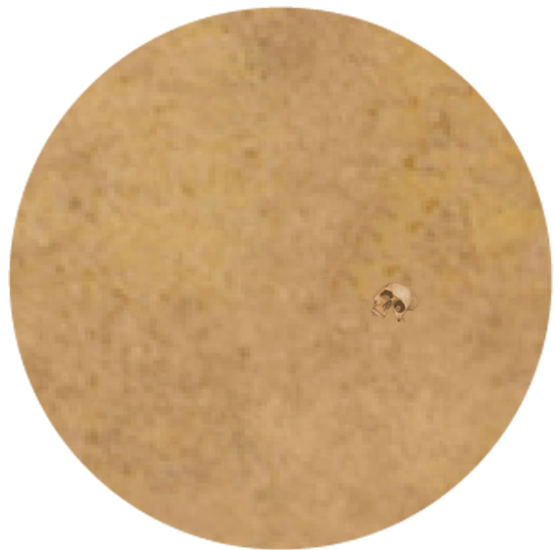
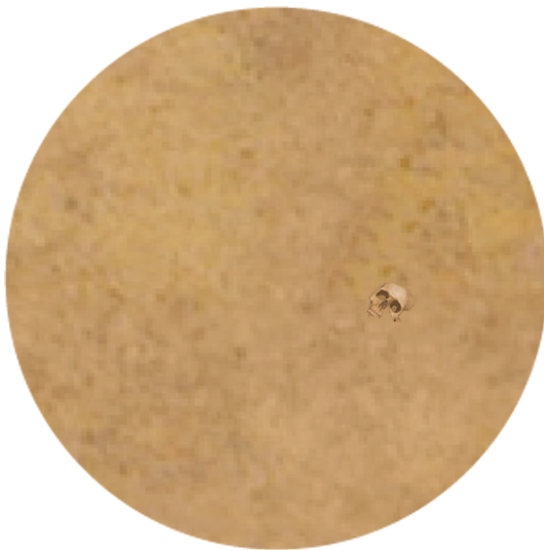
insects swarm



plier



quicksands



fold

Align Center line with center thickness of card and fold over when making double-sided tokens.



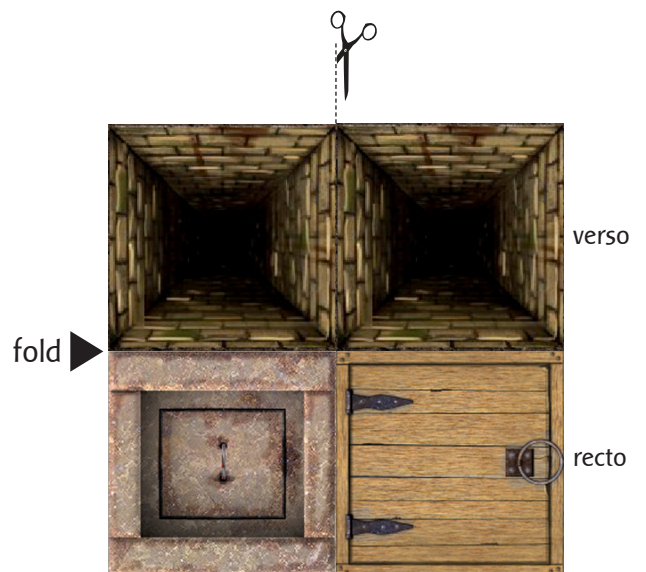
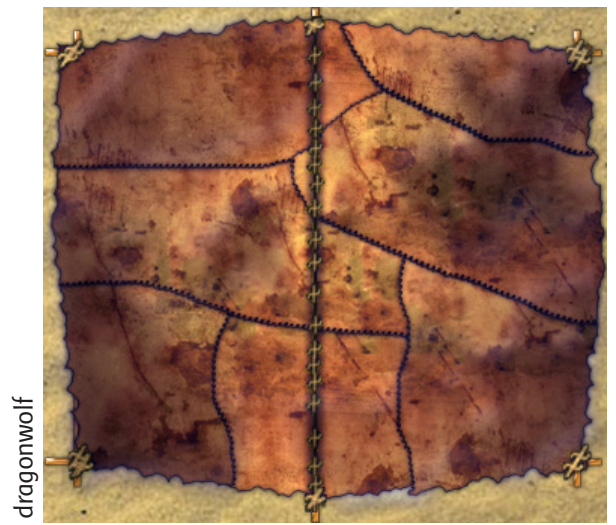
**PAGES OF NAHTOK'S DIARY**

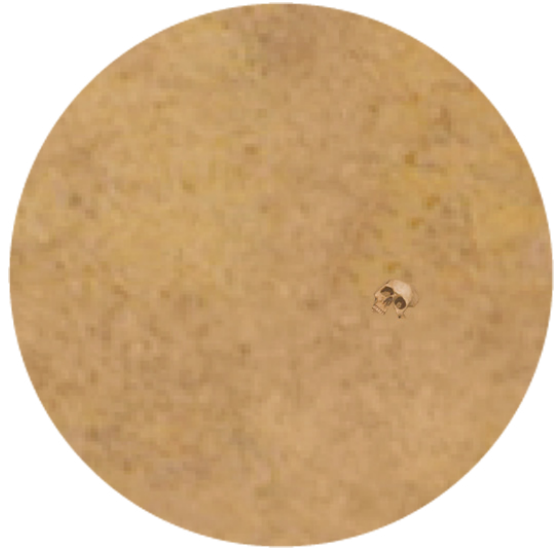
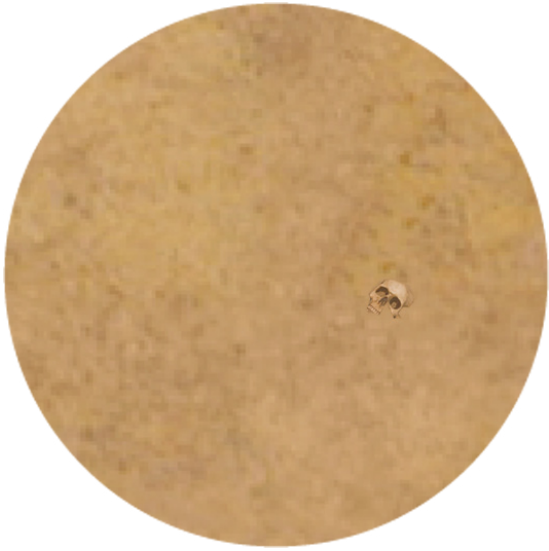
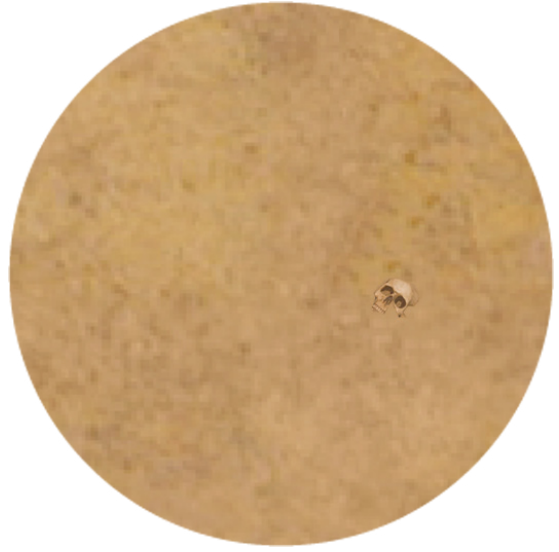
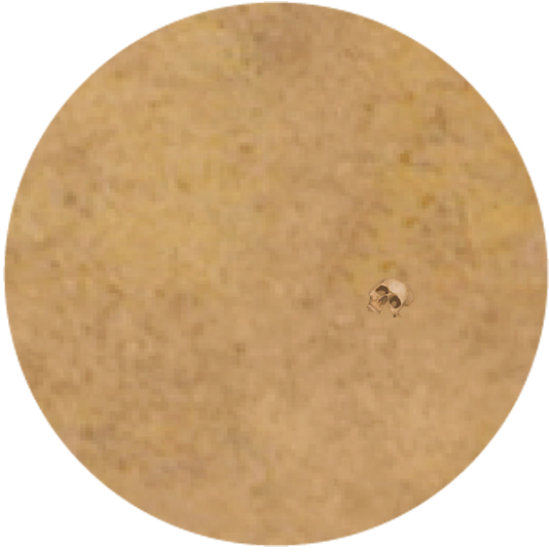
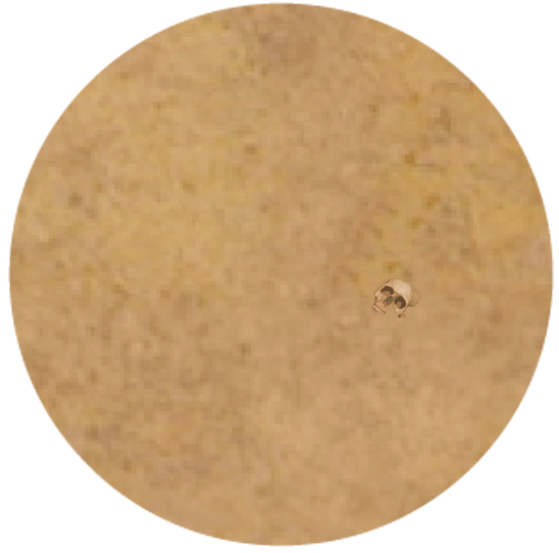
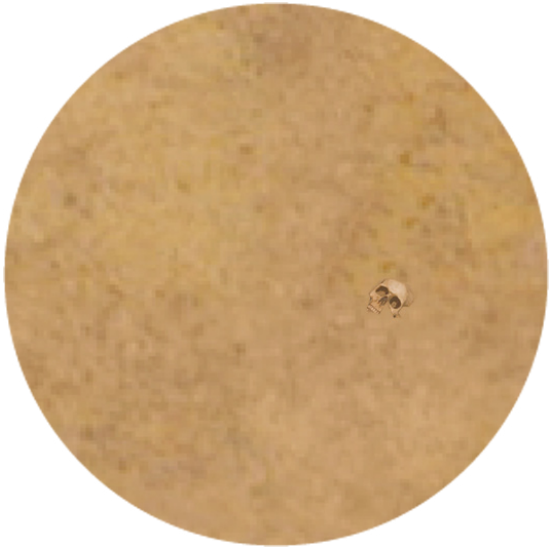
Today, I finally managed to develop a spell capable of blocking any negative magic targeting me. No weak spell can affect me anymore.

It was without great difficulty that I managed to convince Conan and his acolytes to bring me Akhmenet's scepter. I just

had to tell him what he wanted to hear. Thanks to the scepter, my powers will be amplified in proportions that are beyond comprehension. It only remains for me to prepare the ceremony of sacrifice of Nyla, in the underground temple. The sands of eternal oblivion will engulf my enemies and secure my dominance over the kingdom of Iranistan, to begin with.

fold





fold





