

CONAN

A HAUNTED MIND



A. Smith

INTRODUCTION

A Haunted Mind is a fan-made campaign. It requires the King pledge, Kithai, Nordheim, Stygia extensions.

Is a Conan campaign created to both mirror and enhance the experience of *The Legend of the Devil in Iron*.

After my gaming group completed the eight-scenario long campaign they inquired about further adventures to keep leveling and growing their characters. I found few campaigns on the Conan forums, and instead elected to craft my own.

What's New:

An original storyline featuring three new characters, an expanded leveling system with unique powers, and a more robust

branching scenario system. Players are able to reach higher levels, recruit and change player characters, and select their next scenario or goal.

What's the Same:

Character leveling and obtaining experience follow the same rules outlined in *The Legend of the Devil in Iron*. Players can still level and buy common gems. However, minor differences were made to enhance the hero experience. For instance, spells are not obtained upon leveling, but are found. Instead, leveling the sorcerer character allows him to carry more spells into battle.

EXPERIENCE

The campaign begins with scenario 1: Whispers of Mutiny. It strongly recommended that players repeat scenarios 2-3, retaining victory points but resetting experience and items, until the players have won each scenario. This isn't strictly necessary but provides for story continuity and helps new players understand the game. After winning scenario 3, players will have the choice of missions and when to attempt the final battle. It is recommended that each mission may only be played once, as this creates more tension in the gameplay; the players will not

be able to go back for unclaimed treasure, or firm experience. If a scenario is replayed it is recommended that, as above, only the victory points are retained.

Additionally, certain scenarios may require minor balancing due to their modular nature. Players should agree on substitutions, such as the Pict Warriors for the Pict Hunters, or increasing the Overlord recovery from 5 to 7. The focus should be on a fun challenge, not on domination.

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HERO LEVELS

All Heroes start at level 0. All scenarios are played with 3 Heroes.

Pelias



Level 0 : he can memorize 2 spells maximum. Spells can be reselected at the start of each mission. If a new spell is found during a mission Pelias may immediately substitute it for any memorized spell. A spell is not considered an item; upon any character opening a chest with a spell the energy is transferred to Pelias.

Level 1 : he is able to memorize 3 spells.

Level 2 : he is able to memorize 4 spells. In addition, he controls 1 Skeleton, which has 2 life points. If he dies he will return at the start of the next scenario. Pelias does not start the game with the familiar; he must summon it in his zone for 2 gems. The familiar cannot act during the turn it is summoned. If necessary, the familiar is identified using a colored base.

Level 3 : he is able to memorize 5 spells. In addition, he controls 2 skeletons.

Balthus



Niveau 0 : he is as described on his character card.

Level 1 : he gains the Untouchable skill. The encumbrance limit for this skill is 8.

Level 2 : he gains the Riposte skill.

Level 3 : he starts each scenario with Slasher.

Pallantides



Level 0 : he is as described on his character card.

Level 1 : he gains the Swim and I Wrecker skill. The encumbrance limit for these skills is 7.

Level 2 : he starts each scenario with 1 Bossonian Guard.

Level 3 : he gains the Counterattack skill and he starts each scenario with 2 Bossonian Guards.

NEW HEROES

Read the selections below when the conditions are met.

Players win scenario 3: A Love Lost at Sea

Belit lurched for a moment, the dark mist fading around her, and realization flashed in her eyes. Her smile of gratitude faded as quickly as it came, as memories flooded in and she realized the peril of her Cimmerian lover. Balthus stepped forward to lay a reassuring hand on her pale shoulder. "Take it in slowly, princess. When you're ready, let's go. We're here to help get him back." The fire reignited in her eyes, and to his surprise she brushed Balthus aside. "Sailors! To the oars! We row for vengeance and booty!" The crew quickly echoed her excited, and the ship soon started to part the blue waters.

The players are now free to select Belit – Princess as a playable character. She begins equipped with the Ornamental Spear item. Additionally, players are free to sail the Tigress to any location and select their next mission, including the final battle to free Conan from the dark magic plaguing his mind.

Belit



Level 0 : she is as described on her character card. She has an Ornamental Spear.

Level 1 : she gains the Evasive and Reach skills. The encumbrance limit for these skills is 7.

Level 2 : she starts the game with 2 Belit Guards.

Level 3 : she gains the Precision Strike skill.

Constantius



Level 1 : he gains the Blocking skill.

Level 2 : he gains the Jump skill.

Level 3 : he gains the Ambidextrous skill.



Haggard and worn from sleepless nights and poor rations, the heroes huddled together. "My friends," Pelias whispers, his face etched with fear, "I cannot thank you enough for your trust. My scrying has revealed traces of dark magic in our midst, a revelation that explains so much. Conan is no longer the friend we knew. Terrors grip him in the night, and his eyes are haunted by the day. His senses are clouded, and he sees enemies everywhere. Already he has replaced half our guards with mercenaries of dubious loyalty, and most of our equipment has been shipped off, leaving us with scraps to defend ourselves. Others will see us as traitors, but I know the truth-his soul is slowly being corrupted by some unknown sorcerer."

Outside the windowless room horns blared and the sound of shouted orders pierced the thick walls. Pelias' face paled. "We have been found out. They will surely hang us, or worse. We must flee and find a way to free Conan of this spell. Are you with me?"



Objectives



If all Heroes escape through the main gate by the end of turn 8, the Heroes win the game and proceed to mission 3, "A Love Lost at Sea."




If not all heroes escape the citadel by the end of turn 8, the Overlord wins the game. Record which heroes did not escape and proceed to scenario 2, "A Daring Escape."




The game start with The heroes' turn.

- Balthus (Zingaran Bow)
- Pelias (Mitra's Staff, Assassin's Dagger et 1 spell(s) : Bori's Rage)
- Pallantides (Dagger, Buckler) The heroes start in area 3.

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



 The Overlord starts with 4 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Find the Traitors! : Guard and Pirate units gain 1 movement point which must be spent immediately.



Special rules

Waking Rage : Conan lies asleep at the beginning of the game. His tile cannot be activated until he is woken either by an attack by the heroes or the presense of an Overlord minion in his room. Upon waking he performs a free attack upon the model in his room, Overlord minion or hero, with no rerolls. This is not an activation of his tile and does not move the tile in the river.

Locked Gates : All exits to the citadel are closed. The heroes must perform a simple manipulation upon both levers 1 and 2 to open the main gate (4).

Fleeing the Citadel : A hero may only flee the citadel through the main gate once it is opened, and does so by spending movement points to move off the board as if the hero were moving across a border. The hero's model is then removed from the board. Once a hero has fled the hero's model cannot be returned to the board.

Chests : During setup the Overload places 3 chests on the board as indicated by the seutp diagram. The asset deck contains 1 Life Potion, 1 Leather Armor, and 1 Throwing Knives.

No Man Left Behind : Any hero whose stamina points are completely in the damage wound zone is considered knocked out. Tip the hero model over. The character has an encrumbance value of 7 and may be carried out by a fellow hero.



The captured heroes have been silenced and condemned without trial, tossed into the deepest part of the prison dungeon at Conan's command. As the guard starts to close the cell door his face contorts into a silent scream, a spear puncturing through his chest. Throughout the dungeon skeletons rise from the earth, overcoming the guards, while giant scorpions surface from the dirt floor. Whatever dark sorcerer is behind Conan's madness must still fear our heroes interfering with his plans.

The captured heroes scramble for their weapons, dropped by the deceased guard, while outside their compatriots ready a jailbreak.



Objectives




If all the Heroes escape the dungeon by the end of turn 10, the Heroes win the game. Proceed to scenario 3, "A Lost Love at Sea."




If the Overlord prevents at least one of the heroes from leaving by the end of turn 10, the Overlord wins the game. Reset the campaign and replay either scenario 1 or 2, or choose to continue. For more aggressive campaigns the hero(es) captured may not be played further.



The game start with The heroes' turn.

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



 The Overlord starts with 5 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Decrepit Dungeon : 2 Reinforcement Points.

OR

Crumbling Infrastructure: Attack a space rolling two orange dice. Every unit, hero and Overlord, is attacked.



Special rules

Captured! : Any character that did not escape the citadel in scenario 1, "Whispers of Mutiny," starts the game in the area marked 1. Any character that did escape the citadel starts in area 2.

Jailbreak! : A hero may only flee the the dungeon by spending movement points to move off the board on the border south of the gate (3) as if the hero were moving across a border. The hero's model is then removed from the board. Once a hero has fled the hero's model cannot be returned to the board.

No Man Left Behind : Any hero whose stamina points are completely in the damage/wound zone is considered knocked out. Tip the hero model over. The character has an encumbrance value of 7 and may be carried out by a fellow hero.

Poisonous Sting : The poison ability has the following effect: if at least one axe is rolled on the attack move one gem from the attacked hero's stamina to their fatigue zone before the defender's guard or defensive actions are resolved.

Chests : During setup the Overload places chests on the board as indicated by the seutp diagram. The asset deck contains 1 Life Potion, 1 Explosive Orb, 1 spell "Gift of Life", and 1 Spear.

Deep Dungeon : The stairs link the different levels of the dungeon. Spending a movement point on an area with a stair icon transports a character to the other icon. Overlord units may not use the stairs.



The merchant ship's sailors hastened below decks as grappling hooks from the Tigress pulled the two ships together, pirates crossing the watery divide. Pallentides freed his sword from its sheath. "She had better be worth it, sorceror."

Pelias nodded. "She is a worthy ally, and her ship will grant us transport to many a foreign land. Be wary my friends - already I sense her mind, like her beloved, is clouded. We must free her before she will join our cause."

As if on cue a dark form emerged from the Tigress' hold, trailing skeletons, and took position at the prow of the ship. Shadowy mist spilled from its fingers, evaporating in the wind only to appear around the form of the pirate queen. A sneer formed on her delicate features as her gaze turned towards the heroes.

Balthus sighed and nocked the first of many arrows. "To battle then. I hope the two of you can swim."



Objectives




If the Heroes kill the Hyperborean Primitive before the end of turn 12, the Heroes win the game, and they have unlocked Belit - Princess as a playable hero.




If the Overlord defends the Hyperborean Primitive until the end of turn 12, the Overlord wins the game.



The game start with The heroes' turn.

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



 The Overlord starts with 5 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Psychic Control : The Overlord activates Belit's tile.

Reinforcements : 3 Reinforcement Points. Skeletons cannot be reinforced.



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Spells : Set's Bite

Special rules

Setup : During setup the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains 1 Sword, 1 Javelin, and 1 Explosive Orb. The heroes start in area 1. All skeletons have the Sacrifice ability. Place the Belit tile to the side of the board to be referenced when she is attacked or activated. Mark her health at 4.

Water : Units that fail a leap end in the water area in between ship areas. It takes two movement points to move to an adjacent water area unless the character has Swim. Units and heroes require two movement points to board a ship unless they have Climb. Characters may not fight in water, but may be targeted by ranged attacks.

Don't Kill Her! : If Belit is killed the side the attack came from (Hero or Overlord) loses the game. Belit may be incapacitated with an Unarmed attack that does damage greater than her defense and any allocated defense gems.

Viktorius



"By Zeus, that's some strong mead!" The large bearded man slammed his cup onto the bar. "Now, about this adventure you spoke of. I won't have traveling companions that don't know how to have a thunderous good time. Why, when I battled the hydra...."

His words trailed on as the companions reluctantly paid for another round. The foreigner was renowned for his strength, but was proving to be an expensive recruitment. If they wanted to be successful drastic measures might need to be taken.



Objectives




If the Heroes consume 6 drinks with Heracles by the end of the the 9th round, the Heroes win the game. Heracles is unlocked as a playable character.




If the Overlord prevents the heroes from consuming 6 drinks by the end of the 9th round, the Overlord wins the game. Hercules exits the bar seeking adventure elsewhere and the heroes do not cross paths with him again.



The game start with The heroes' turn.

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



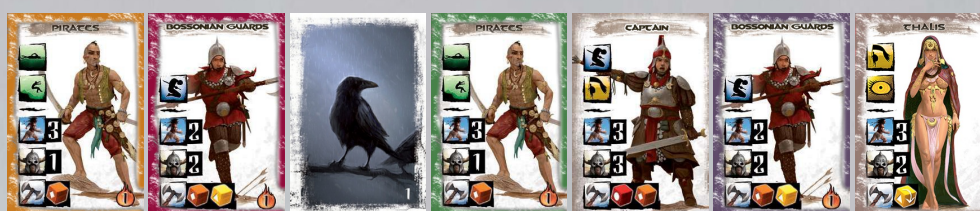
 The Overlord starts with 7 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Popular Hangout : Reinforcement: The overlord gains 3 reinforcement points.

or

Mingle: All civilian pieces move 2 spaces.



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Special rules

Setup : The heroes start in the space marked 1. Civilians are placed in the areas marked 2 using icons or models of the players' choice. Civilians are treated as Overlord units for the hindering and movement purposes. Place the equipment cards Shield, Bossonian Bow, and Tribal Mace to the side for the equipment deck. Place the doors as marked on the map. It takes 1 movement point to open or close a door.

Short on Cash : Put numbered tokens 1 through 10 in a blind-draw bag along with three non-numbered tokens. The numbered tokens are treasure used to purchase drinks, one per token. The non-numbered tokens are equipment the heroes may find. If a non-numbered token is drawn take a random card from the list of equipment.

Heroes may obtain the numbered tokens by looting chests or pickpocketing civilians. Pickpocketing is a complex manipulation. Assign gems and roll dice when in the same space as a civilian, then draw a token. If the number on the token is equal to or less than the rolled result, or a piece of equipment is drawn, the pickpocket is a success and the civilian is removed from the board. Upon a failure the alarm is raised.

That's strong mead! : Heroes consume drinks by bringing numbered tokens to the starting bar area (1). An orange attack die is rolled for each token, and must be defended against without the use of equipment. Drinks may be consumed as a simple manipulation with no gem cost and may be traded using the normal item trade rule of a simple manipulation.

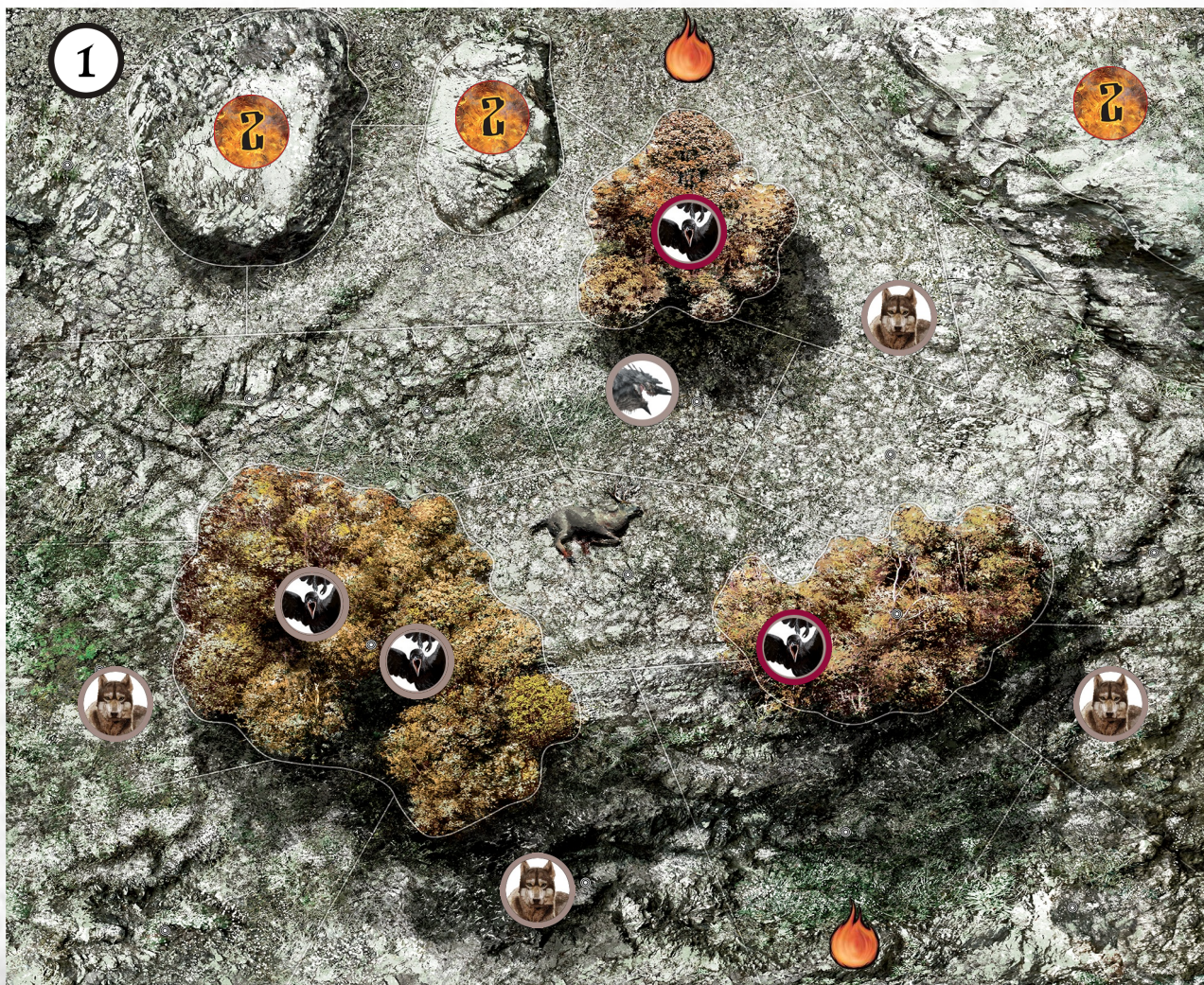
Law and Order : Overlord units may only attack heroes if attacked or if the alarm is raised. The alarm is raised 1. upon a failed pickpocket, 2. if a chest is looted in the presense of an Overlord unit, the unit is not killed, and the unit exits the room, 3. if an Overlord unit is attacked in a room and exits into the main area, or 4., if an Overlord unit is attacked in the main area. Once the alarm is raised the civilians are removed from the board, as they have fled the inn.



"You must be mad." Pallantides stared at the colossal creature gorging itself on the fallen deer. "I thought them legends, and now you want to take one down?"

Balthus grinned wryly. "It won't be so bad. It's a wonderful plan. I'll stay away and shoot at a distance. You just keep it busy. Think of the armor we can make from its pelt, and the weapons from its claws!"

"Right, keep it busy. Busy tearing into me." Pallantides looked back at his other companion. "Any last words, wizard?" His inquiry was only met with a wide-eyed stare as the sorcerer stared at the death awaiting them.



Objectives




If the Heroes defeat the dragon by turn 10, the Heroes win the game. In the carcass of the dragon, amidst half-digested remains, the heroes find a Two-Handed Sword and an Asshuri Cuirass.




If the Overlord eliminates two or more heroes, the Overlord wins the game. If this condition is not met by the end of Overlord turn 10, the heroes flee and the game is a draw.



The game start with The heroes' turn.

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



 The Overlord starts with 6 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Stench of Fallen Prey : Reinforcements: 4 points



Special rules

Setup : Selected heroes start in the area marked 1. The areas marked '2' are elevated, and require an extra 2 movement points, Climb, or Fly to enter. Tree areas are inaccessible to all but the Crow tile and block line of sight.

Poisonous Fruit : From Conan's tales of adventure the heroes are aware of the fruit's poisonous effect. A hero in a space adjacent to a tree may perform a complex manipulation to search for the fruit, which is progressively more difficult to find. The difficulty to find the first fruit is 2 and increases by 2 for each fruit found (2, 4, 6, 8). The fruit has a weight of 1 and may be applied to a weapon with a simple manipulation. A weapon poisoned with the fruit permanently reduces the armor of an attacked unit by 1. Mark the affected unit with a token. The poison is consumed by the attack and another fruit must be found to re-poison the weapon.

Valerious



The Tigress lies off the coast of an uncharted island, undergoing repairs from recent storms. At the suggestion of Balthus the heroes explore the island, seeking provisions and the welcome relief of dry land. The gathered fruit is hastily dropped as screams permeate the dense foliage. Cutting their way through leaves and branches the heroes quickly locate a small village and the source of the cries.

Dark forms move about the village, easily snatching up the screaming forms of men, women, and children, dragging them off to a dark and mysterious fate.

Hidden by nearby foliage, the heroes ready their weapons. Whatever foul plan goal the creatures have must be stopped. Madness or no, this is still Conan's realm, and they will allow no harm to befall the men and women in his care.



Objectives




If the Heroes prevent the removal of all civilians from the village by the end of Overlord turn 10, the Heroes win the game.




If the Overlord removes all civilians from the board by end of turn 10, the Overlord wins the game.



The game start with The heroes' turn.

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



 The Overlord starts with 5 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



They Keep Coming! : Reinforcements: 5 points



Special rules

Taken! : Civilian tokens may only be moved by a 'Black Ones' Overlord unit. When in the same space as a civilian a unit may spent 1 movement point to put the tile under the character model. Only one token is allowed per character model. A 'Black Ones' unit in a reinforcement space may spent 1 movement point to discard the token, removing it from the game. Any civilian damaged (through area damage or other sources) is removed from the game, and counted towards the Overlord victory. Civilians do not affect hindering.

Setup : The heroes start in the area marked '1.' Chests contain a Sacrificial Dagger, an Explosive Orb, two empty chests, a Spear, a Bossonian Bow, a Shaman's staff, and the custom spell, "Shackled." The staff is useless to the heroes, adn may be substituted with another non-equipment card. See the main rulebook for explanations of the spell.

Heavy Flaps : Game board rules for the Pict Village are as described on page 17 of 'The Legend of the Devil in Iron.'

Viktorovs



The tower loomed over the heroes, dark energy crackling around the edges of the architecture. Locals whispered of the power and secrets hidden inside - enough to make the weakest of sorcerors able to wipe out throngs of soldiers.

Most secret of all, though, was the mysterious creature seen patrolling the top of the tower. No man had attempted the tower and lived... yet.

Pelias rolled out the stolen map of the tower, whispering in the candlelight to his companions of the rumored horrors within its stone walls. It was a gamble, to be sure, but the powers inside, if true, would be invaluable in their quest to free Conan.



Objectives




If the Heroes kill Shuang Mian by turn 12, the Heroes win the game.




If the Overlord prevents the death of Shuang Mian by the end of turn 12, the Overlord wins the game.



The game start with The heroes' turn.

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



 The Overlord starts with 5 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Astral Control : Choose the Earth Demon tile or the Giant Spider tile and activate all units of that type.

They Keep Coming! : Reinforcements: 2 points. Reinforced characters start on the stairs below the level the lowest hero is on.



Special rules

Setup : The heroes start in Area 1. Chests include 3 Spells: Blaze, Lightning Storm, and Mitra's Halo. Shuang Mian has access to all spells the heroes have not obtained.

Place the Giant Spider and Earth Demon tiles to the side of the board. The Giant Spider has 5 health. The Earth Demon has 5 health. Use the Thog tile as a stand-in for Yogah of Yog, and place his health at 8.

The two relic tokens in the basement of the tower are lit torches. They have a weight of 1 and when thrown temporarily light the area on fire; all models in the area are attacked for 1 damage.

Magical Locks : All levels in the tower are under magical locks. Overlord units may not move down levels, and may only move up to levels that heroes have been in.

A Sticky Situation : Place a web token in each space of level 2 of the tower. Moving through a webbed space costs each unit except the spider one extra movement point. Webbing may be removed by a thrown torch or if the area is hit with the spells Blaze or Lightning Storm.

Magical Backlash : If the Giant Spider, Earth Demon, or Yogah of Yog are defeated Shuang Mian is stunned. His tile cannot be activated the next turn, nor can Astral Control be activated.

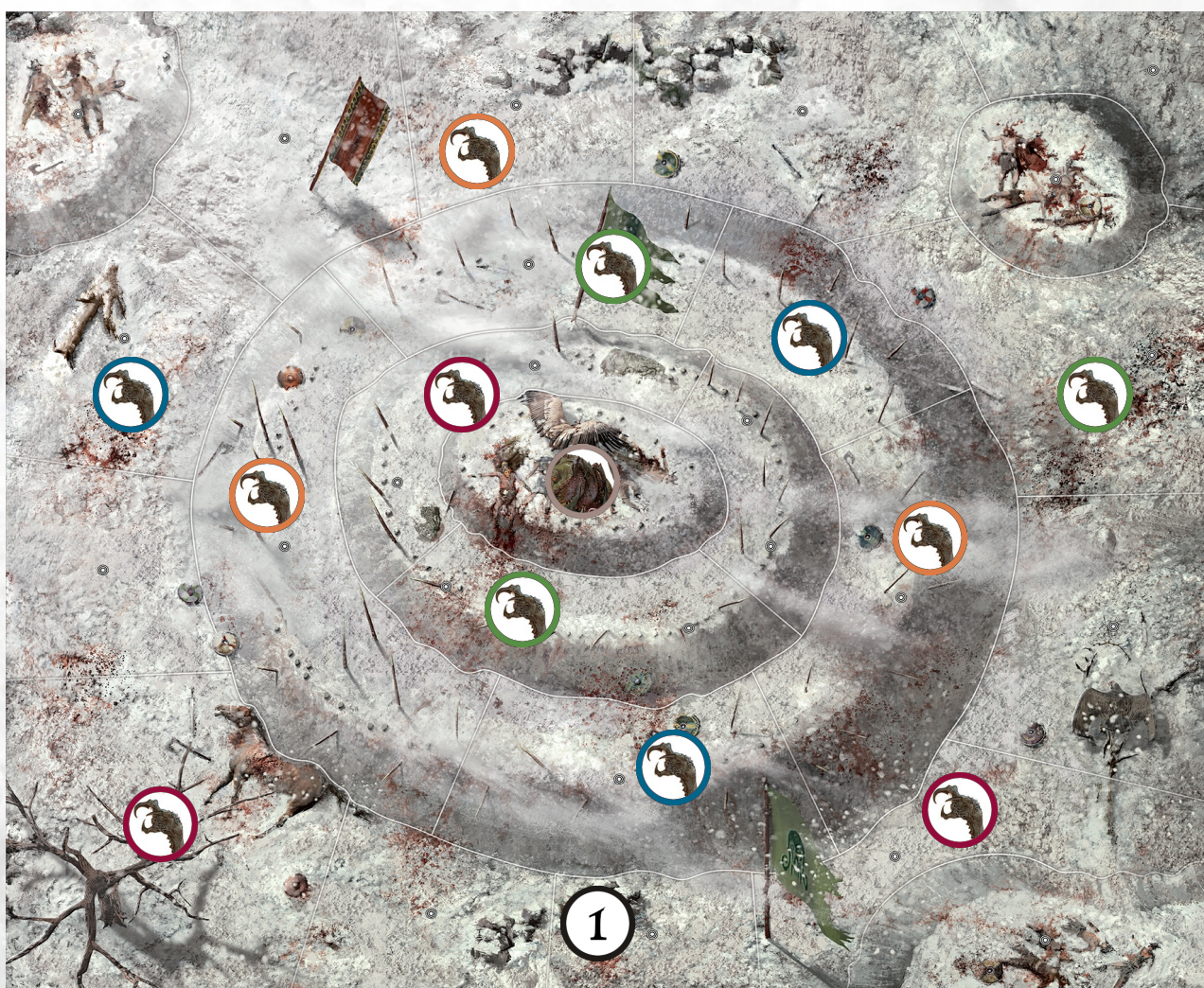


Not a sound permeated the harsh cold environment as Pelias, Balthus, and Pallantides silently continued their journey north, save for the slight crunch each of their footfalls made contact with the ice. Countless miles stood between them and their next goal, and each hero was exhausted and beaten from the intense battles behind them.

The warning signs were easy to miss. The frozen ice they traveled upon cracked just a little more. The surrounding wildlife had taken flight. Within seconds the ice before them seemed to shudder before violently bursting into the chilled air, revealing a huge mass of pointed teeth and large, bulbous eyes.

Each hero stared in horror at the abomination as the rumbling continued and smaller fissures formed in the ice before innumerable tentacles and clawed appendages burst forth, whipping through the air, searching for prey. An unearthly roar emitted from the horror's throat, reverberating around the frozen land. The ice behind the men first cracked, then split into small, unstable platforms, eliminating any option of retreating.

Each hero pulled their weapons free and readied themselves for the onslaught. Death seemed to hang in the air, waiting for any misstep or mistake. This would be no easy battle.



Objectives




If the Heroes deplete Thaug of life points by turn 8 he retreats back into the frozen lake. The Heroes win the game. They brave the battleground and find among Thaug's victims warriors with powerful weaponry. Add the Crossbow to one hero's inventory.




If Thaug survives to the end of turn 8 the heroes are overcome, and retreat. The Overlord wins the game.



The game start with The heroes' turn.

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



 The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Setup: : The heroes start in the area marked '1.' Ignore normal line-of-sight; all areas are visible to all other areas.

The Many Arms of Thaug: Reinforcements: 6 points. Units may be placed in any area not already occupied by an Overlord unit.



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Special rules

Roars of Pain: Place a token on the Thaug tile for each tentacle killed. Each token reduces Thaug's armor value by 1, to a minimum of 0. Each tentacle placed back on the board through reinforcement removes a token.

Burrowing Horrors: : All tentacles have a movement of 1 and evasive.

Viktor



Balthus parted the overgrowth of the jungle and paused, horrified, at the revealed grotesque stone face. The adventurers had been interrupted in their travels by one of Conan's barons who desperately pleaded for their help. Across the countryside animals had become far more predatory and aggressive. Careful investigation of the affected areas had revealed strange tribal markings.

A captured pict warrior provided the most important clue. His dying words were screamed into the night several times before he passed: "Jhebbal Sag." The name of the ancient master of beasts was known had great power, and now it was in the hands of the pict.

Scouting parties had revealed the location of the pict village. The sacrifice of a few scouts brought further intelligence: the pict were indeed channeling the power of the ancient god and his blood magic. Only one option remained: destroy the focuses for the power and any practitioner of its use before the animals reclaimed the land through the death of every settler.

Beyond the stone totem the pict village loomed, pict chanting and screaming into the night sky. The battle for the fate of the settlers had begun.



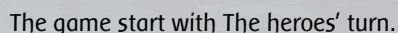
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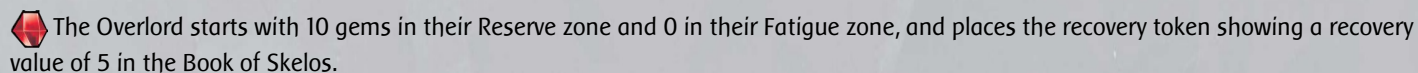
If the Heroes destroy the signs and kill Zohar Sag by the end of turn 10, the Heroes win the game. The sign of Jhebbal Sag is lost to the ages once more, and the Picts have been routed.



If the Overlord prevents the heroes from accomplishing their objective, the Overlord wins the game. The heroes are overwhelmed by the savage beasts, and Zohar Sag leads his army across the wilderness, slaughtering farmers.



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



Spells : Hand Of Death

Special rules

Setup : The heroes start in area 1. Place the Sabertooth Tiger, Snake, and 3 Hyenas to the side of the round counter. Place the hit point tracker for the Snake and Sabertooth Tiger at 5. Place four chests on the board as shown on the map. The chests contain a spellbook with the spell "Set's Halo," an Axe, a Pirate's Saber, and Leather Armor.

Sound the Alarm! The activated raven provides 3 reinforcement points.

The Signs : Each relic marker is a carved totem to Jhebbal Sag. The totems glow with his power, and are difficult to destroy; each has 10 health and 0 armor. The Overlord may allocate gems to the defense of the totems.

Place a relic token on the 0 space of the round tracker to indicate the power of the signs. Move it up one position at the beginning of each Overlord round for each active totem. Additionally, move it up one position each time a hero or allied unit takes damage.

The Overlord may spend the accumulated power of the signs, moving the relic token back down the track. The power is spent during Overlord upkeep, before restoring gems. Place the new unit(s) at any reinforcement point and place their tile on position 1 of the river. Three hyenas may be added for 2 power, the Sabertooth Tiger for 5, and the Snake for 8. If a summoned/bought creature is killed it may be summoned/bought again for the same price. The Sabertooth Tiger and Snake count as lieutenants for scoring.

Valerius



"This is a sorceror of some renown, then?" Pallantides queried his companion as the trio continued their trek through the dense underbrush.

"Most assuredly," Pelias replied. "Her assistance in the matter of the reconstitution of Khostrel Khel was..." His words were cut short as the foliage parted and the heroes found themselves at their destination, a small village comprised of only a few huts, far from the concerns of other towns and cities. Dead picts littered the area, their bodies bearing the burn and acid marks of horrific, magical deaths. Pelias raced forward, ignoring the cautionary calls of his comrades. They found him knelt at the body of an old, unconscious woman. Her breathing was labored, but she was alive.

As Pelias alternately muttered curses at the situation and stabilizing incantations of his patient Pallantides' eyes roamed the battleground, searching for clues. "This was a scouting party," he hissed. "There will be more. Hide the body, wizard. We'll have company soon enough."



Objectives




If the Heroes protect Zelata for 8 turns, the Heroes win the game. Zelata thanks the heroes with their choice of 1 spell: Teleportation, the custom spell Thorny Halo, or the custom spell Mystical Dagger.




If the Overlord depletes Zelata of hit points, the Overlord wins the game. The heroes mourn a lost comrade, knowing the loss will be grave news to Conan once he is restored.



The game start with The heroes' turn.

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



 The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Scour the Area! : Gain 4 reinforcement points.

OR

All units gain one 1 movement point that must be resolved immediately.



Spells : Lethal Cloud, Magic Block



Spells : Energy Drain

Special rules

Setup: : The heroes select a numbered hut (1-7) and record it on a piece of paper. This is the hut where they have hidden Zelata. When an Overlord unit enters a hut the heroes must reveal if the number of the hut corresponds to the chosen number. If so, place Zelata in any space in the hut. Zelata has 10 hit points and 0 armor.

The heroes start in the area marked with the flame token '1.'

Endless Horde : Place 2 more Picts of each color on the side of the board. The Overlord may reinforce with these units. All Picts have the Sacrifice ability.



Their journey was nearly complete. From the legends and stories of villages visited along their adventures Pelias had pieced together what he needed: the location of a lost treasure so powerful it could hold back the darkness clouding Conan's mind. In the heart of Stygia lay a pyramid, and deep within its walls a crown. It was an object of untold dark power, but Pelias was confident in his ability to bend the will of the cursed item to fit their needs.

Screams filled the air as their ship pulled into the harbor. As they descended the gangplank a lone man rushed up to them, his robes torn and stained with blood, and collapsed at their feet. "Save us!" he begged. "She lives again! Nothing can survive her bloodthirst!" They were too late. The crown had been found.



Objectives




If at least one civilian remains by the end of turn 12, or if Akiyasha is killed, the heroes win the game. If Akiyasha is killed the undead collapse into dust, and on the withered husk of the vampire they find Xuthal's Crown. If Akiyasha lives her plans have been thwarted. She swears vengeance and slips away unseen.




If Akiyasha kills all civilians by the end of Overlord turn 12, the Overlord wins the game. The heroes fall back to the boat as the city swarms with undead and frantically call for the captain to depart. They desperately push back the last rotting horrors and climb onto the boat to the distant sound of Akiyasha's maniacal laughter.



The game start with The heroes' turn.

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



 The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Seductress : Each civilian that Akivasha has line-of-sight to moves 1 space closer to her.

Army of the Undead : 4 reinforcement points



10



8



Spells : Pestilence Swarm, Mental Control, Yajur's Awakening, Withering

Special rules

Setup : The heroes begin in area 1. Place token or appropriate miniatures for each civilian, labeled 2 on the map.

Vampire : Civilians cannot be attacked or hurt except by a melee attack by Akivasha, which automatically kills them. Any death otherwise (e.g. area attack) is a loss for the team that made that attack. Akivasha heals two damage after each civilian death and the civilian token is replaced by an skeleton or mummy unit as if it were reinforced. Akivasha relishes stalking her prey; she cannot move more than 2 areas per Overlord turn.

Terror : At the beginning of each round, hero and Overlord, roll an orange die that cannot be re-rolled for each remaining civilian. On a result of 0 they cower in place. On a result of 1 the Overlord moves them 1 space. On a result of 2 the heroes move the civilian 1 space. The movements are not affected by hindering and must be done in a way that does not cause damage to the civilian (e.g. no falling damage).



The time had finally come. Armed with new allies, new equipment, and new spells to fight back the dark magic plaguing their realm they had returned. Arcane energy swirled around Pelias, then sped toward the citadel gates, ripping them to the ground. Gone were the friends and allies they left within the fort, replaced by unknown soldiers. Each seemed to possess an inhuman malevolence as they silently gazed down at the heroes.

Pelias paused. "I know that spell. Be wary, friends. Thot-Amon is near. Our enemy is revealed at last. I do not think he will take kindly to our efforts to free our friend."

Balthus grinned and notched an arrow. "I suspect he will be far more open to negotiation with several arrows through his skull."

Pallantides remained silent, his blood boiling as his thoughts turned to the fate of his fellow soldiers. His sword slipped from its scabbard as he began to march towards the walls, intent on ripping apart all who stood between him and his goal. A lone soldier outside the gate fell brutally to his sword and rose up again, his face warped in death and dark magic, but was dispatched with cold efficiency.

Today it would end.



Objectives




If the Heroes kill Thot-Amon by the end of turn 12, the Heroes win the campaign. The spell corrupting Conan is permanently shattered, and he orders the remaining troops to stand down. The heroes are celebrated throughout Conan's realm and given prominent positions within his court. Their adventures are immortalized in countless ballads, and their legend rivals that of even Conan himself.




If the heroes fail to kill Thot-Amon by the end of turn 12 the Overlord wins the campaign. The heroes fall back in retreat, and never again find an opportunity to save Conan's kingdom. Thot-Amon's dark reign begins, and countless villages and towns are set afire and put to the sword in Conan's name. Conan's soul is forever tortured as it watches his kingdom burn.



The game start with The heroes' turn.

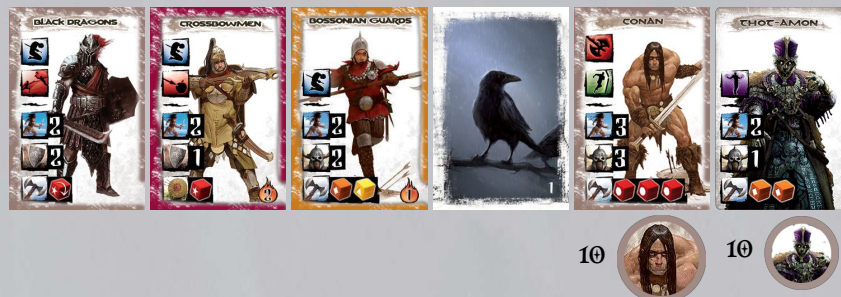
 After setup, the Heroes move 4 gem(s) from her Reserve zone to her Fatigue zone.



 The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Dark Magic : Place a blue skeleton in Thot-Amon's area. The first time this is done add the blue skeleton tile to the end of the river.



Spells : Lethal Cloud, Energy Drain

Special rules

Setup : Put the grey, blue, and red mummy tiles (2 movement, 3 defense) to the side of the board. Place the blue skeleton tile (2 movement, 1 defense, sacrifice) to the side of the board. The heroes start in area 1.

Necromancer : Each time a Black Dragon, Crossbowman, or Bossonian Guard is kill replace their model with a mummy of the same color. The mummy is activated by the same tile of the unit it replaced, but uses its own attack, defense, movement, and abilities from the tile to the side of the board. Do not flip a tile until all units and mummies of that color are killed.

Xuthal's Crown : A hero carrying Xuthal's Crown may attempt to place it on Conan's head if they occupy the same area. The hero rolls a complex manipulation. If the result is greater than Conan's normal defense the Crown slips over his head. Its magical energies block Thot-Amon's spell and bind Conan, rendering him powerless and immobile. Remove Conan's model from the board and his tile from the river.

Viktor

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