

CONAN

THAL KAAR, THE INVINCIBLE



SOLO/CO-OP

1-3

CONAN - THAL KAAR, THE INVINCIBLE - 3



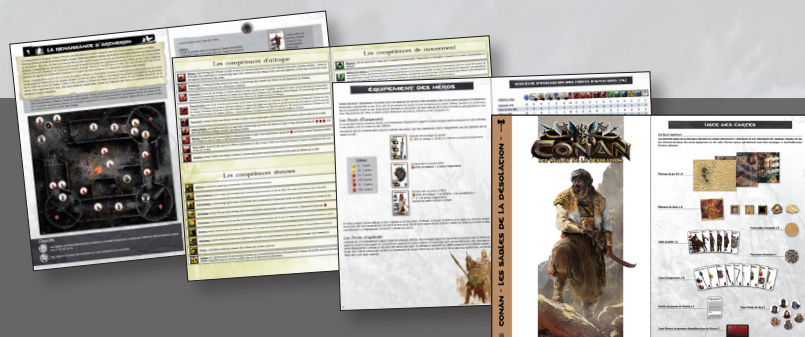
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Find on Overlord, scenarios, a campaign, an improved list of skills, a points system allowing you to choose alternative Heroes or units to replace those you lack, as well as a guide to choose the equipment of a Hero.

By Nesh-Shogta

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

Ambient texts, graphic design (except illustrations), scenarios
by Nesh-Shogta

Prologue

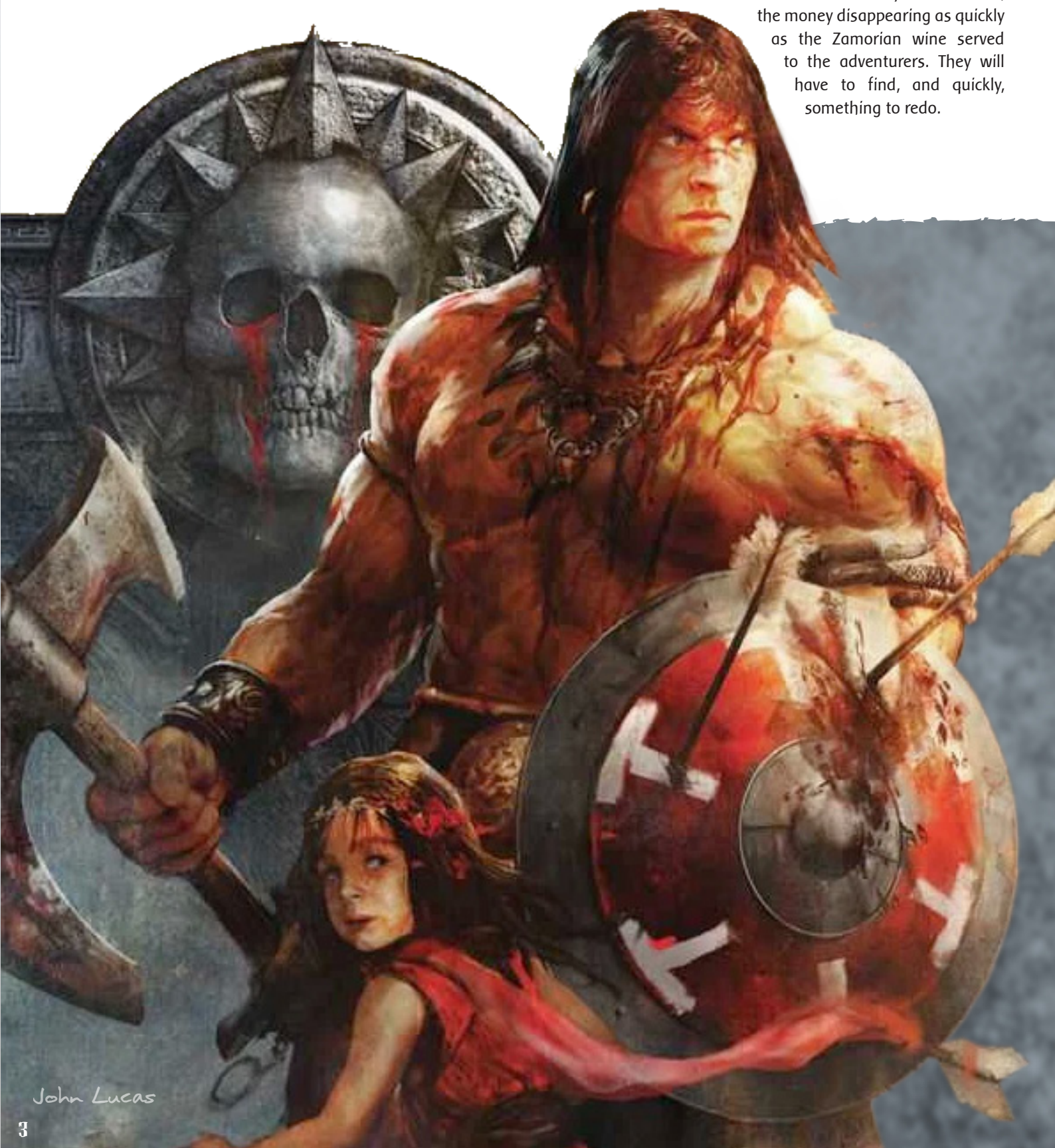
Conan and his companions, are eager to leave Iranistan, to get away as far as possible from this kingdom overwhelmed by a blazing sun, from Kushaf and his cutthroats, the undead hordes of Nahtok.

The desire for a radical change is in order, Conan longs for a less hostile landscape, with irrigated fields, rows of taverns, and luxurious villas overflowing with loot. Head west, towards the sea. The long journey begins by going up the Styx river to Nippr, at the gates of Shem.

Fifteen million people inhabit this nation, it is a prominent shopping center. Countless traveling caravans, laden with exotic goods from distant lands. The revenues generated by trade are colossal, to such an extent that the wealth city-states engage in ceaseless struggles to keep or seize a monopoly.

Arrived at Nippr, the adventurers begin their vacation, it consists in abandoning themselves to nights of debauchery and drunkenness, followed by days of recovery.

But the festivities only lasted a while, the money disappearing as quickly as the Zamorian wine served to the adventurers. They will have to find, and quickly, something to redo.



John Lucas

INTRODUCTION

Thal Kaar, the Invincible is a fan-made campaign. It requires the Barbarian pledge, Kithai and Stygia extensions. This campaign is playable from 1 to 3 players with the addition of the rules:

http://www.monolithedition.com/download/Conan/Rulebook/ConanTheConqueror_Solo-Rules_WIP-EN.pdf

- Rewards and death of a Hero are described in the scenarios.

Main 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 rule campaign :

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

CARDS TO PRINT

The last pages of this document describe the steps required to print and prepare the Equipment Cards, and Boon Cards designed specifically for this campaign and reusable for other scenarios.

Equipment Cards x 5



Boon Cards x 7



DIFFICULTY RATING

The difficulty level of a scenario is indicated by the small axes in the title bar.



The plot is simple to understand, the objectives rather easy to solve, it is especially the blood of the adversaries which will flow freely.



Everything gets tough, at least one of the Heroes has a good chance of getting through.



The tactical skills and luck of the players are going to be put to the test, mistakes may be severely punished, but victory will be synonymous with miracle rewards and glory.

ARCHETYPES

For a standard three-player game, decide who will play each Hero archetype.

Warrior : Warriors have an unparalleled mastery of weapons and armor, as well as a deep knowledge of combat skills.

Sorcerer : Sorcerers are the only ones who can cast spells.

Rogue : Rogues rely on their dexterity and mobility in addition to their martial prowess. They can be very useful for securing objectives and / or acquiring equipment waiting in vaults.

STARTING EQUIPMENT

The official rules impose, in their current version, a standard equipment by type of archetype, without taking into account the skills and attributes specific to each Hero. Which results in archers with swords or equipment that fails to bridge the gap between them and Conan's character superiority. Here is an alternative offering more consistency and balance in the choice of a Hero's equipment based on the value of the equipment dice (1 yellow die = 1, 1 re-rollable yellow die = 2, etc.).

Quick choice: players in a hurry can simply equip their Hero with the starting equipment.

Purchase of equipment: with this option players can customize their Hero's equipment. Next to the name of the Hero appears in parentheses a number, it is the amount in gold pieces (po) that each Hero has to equip himself.

Trade: At the end of a scenario, Heroes can sell equipment for half the price (round down), to have more money.

WARRIORS STARTING EQUIPMENT OR MONEY

Amboola (11 gp) Turanian Sword, Zingaran Breastplate	Kerim Shah (10 gp) Sword, Leather Armor, Zingaran Bow
Conan (6 gp) Battle Axe	Shentu (11 gp) Kithan Sword, Assassin's Dagger, Zingaran Breastplate
Conan mercenary (6 gp) Pirate Saber, Assassin's Dagger	Pallantides (11 gp) Sword, Leather Armor, Shield
Conan warlord (8 gp) Conan's Sword, Leather Armor	Níord (8 gp) Aesir Blade, Assassin's Dagger
Constantius (8 gp) Battle Axe, Leather Armor	Valeria (12 gp) 2 Swords
Olgerd Vladislav (8 gp) Battle Axe, Leather Armor	Valeria warrior (8 gp) Sword, Assassin's Dagger

ROGUES STARTING EQUIPMENT OR MONEY

Conan wanderer (6 gp) Battle Axe	Shevatas (8 gp) Sword, Zingaran Bow
Balthus (9 gp) Sword, Bossonian Bow	Taurus (8 gp) Stygian Specter, Zingaran Bow Ornamental
Ikhmet (10 gp) Turanian Sword, Assassin's Dagger	Savage Belit (10 gp) Turanian Sword, Assassin's Dagger
N'Gora (8 gp) Spear, Tribal Shield	Vanir Valkyrie (8 gp) Sword, Assassin's Dagger

SORCERERS STARTING EQUIPMENT & SPELLS

Pelias Kris, Set's Halo, Bori's Rage.	Yogha of Yag Ornamental Spear, Bori's Rage.
Hadratus Mitra's Staff, Mitra's Halo, Bori's Rage.	Zelata Kris, Set's Halo, Bori's Rage.
Taramis Kris, Set's Halo, Bori's Rage.	



Equipment	Cost
Black Staff	1
Assassin's Dagger	2
Kris	2
Sacrificial Dagger	2
Axe	2
Mitra's Staff	2
Spear	3
Pirate Saber	4
Kithan Short Sword	4
Parying Dagger	4
Yuetshi Knife	4
Tribal Mace	4
Ornamental Spear	4
Mitra's Mace	5
Battle Axe	6
Sword	6
Kithan Sword	6
Conan's Sword	6
Aesir Blade	6
Stygian specter	6
Phoenix Sword	7
Bori's Hammer	7
Turanian Sword	8
Two-Handed Sword	9
Akbitana's Claymore	10
Halberd	11
Throwing Knives	1
Javelin	2
Zingaran Bow	2
Bossonian Bow	3
Shemite Bow	4
Crossbow	5
Buckler	1
Leather Armor	2
Zingaran Breastplate	3
Shield	4
Shadow Mantel	4
Tribal Shield	5
Chain Mail	5
Scale Mail	6
Asshuri Cuirass	7
Shield of Mitra	7
Explosive Orb	3
Life Potion	4

Thal Kaar, the Invincible



I - RAPINE AT DAWN



A rumor reaches the ears of adventurers: the famous pirate captain Khimba, would have got his hands on a map indicating the location of a treasure. His camp being only one day away, Conan decides to pay him a courtesy visit. Preferably at night, when everyone is asleep, so as not to disturb anyone.

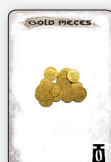
The sun has long since disappeared when Conan and his cronies stealthily approach the pirate camp. The sentries, more numerous than expected, forced the adoption of a more direct tactic.



Winning the Game :


If the Heroes have collected the content of at least 3 chests and fled the village (or kill everyone) ; the Heroes win the game.

Provide these cards :




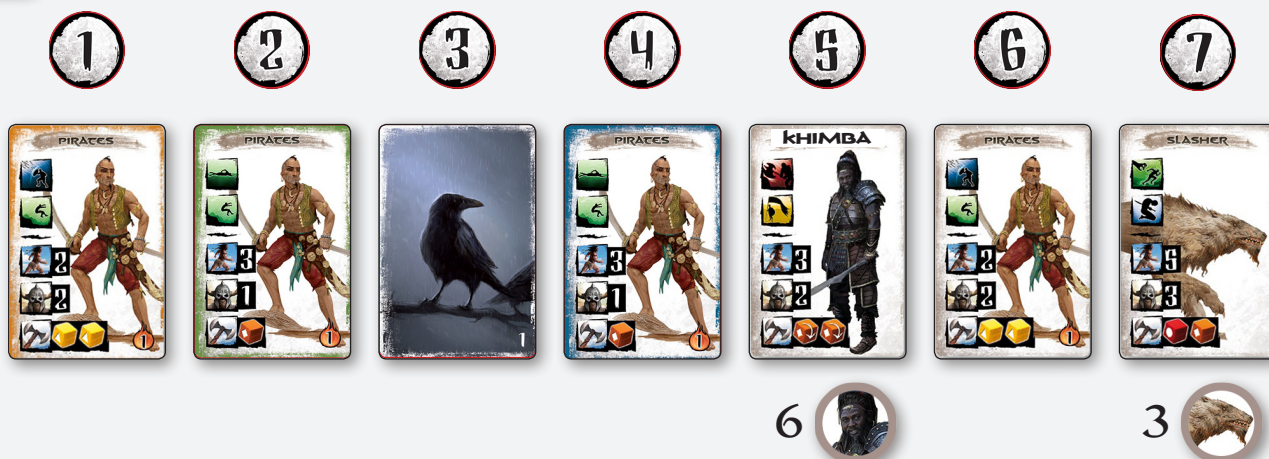
The game starts with the Heroes' turn. The Heroes deploy in the zone marked with a ❶.

3 players choose a Hero. If player has already chosen Amboola, the Overlord just changes models (Ageera).


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



Bounty : Khimba promises a bounty to anyone who deadly strikes one of the intruders. The next model to attack (no matter how close it is to Khimba), gains an attack bonus of  (even if it's on the next turn). The event card is removed from the river when Khimba is killed.



Special Rules :

Zhila : (Akvasha's model) at the start of Turn 1, Zhila appears in . She is protected by a magical halo, she can not be injured. At the start of each turn, she teleports to the nearest chest, and pick up its contents. The last chest she can search contains the treasure map. The Overlord's units don't attack her, they focus on the Heroes. If a Hero targets her, she drops the heaviest item in her inventory (considered an item from a chest), and teleports to the nearest chest and she will recovers its contents next turn. As soon as she retrieves the map, she escapes by teleporting through the nearest exit. If the adventurers are about to steal the contents of the last chest, Zhila receives an additional activation during the Heroes' turn.

Chests : pay 1 gem for a Simple Manipulation to open chests. The asset deck contains : 1 Parrying Dagger, 1 Leather Armor, 1 Life potion, 2 Gold Pieces cards, each worth 4 gp, 1 Spell Book (Gullah's Strength, Eel Skin). The spells contained in a Spell Book are added to those of a Hero with the Spell caster skill. New spells can only be learned at the start of the next scenario.

Khimba : If his figure is used by a player, you may use Ageera's model instead.

Rewards :

If the Heroes win, only those who were not killed can keep the equipment and gold pieces they carried.

If this scenario results in a Defeat, choose new characters, receive no equipment, no gold pieces from this scenario.



2 - ELUSIVE TRUTH



Adventurers really do not accept the idea of having been dubbed. They think they can find Zhila in the nearest town, Luxur. After having toured several inns, the owner of the Opal Fountain designates a woman to sit at the table with two men, the trio seem to appreciate the specialties of the house. Conan recognize the culprit.

The adventurers are eager to recover what they feel is rightfully theirs, without hesitation, they go to meet their thief.

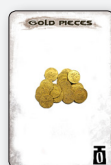
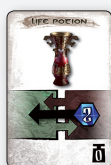
Zhila, seeing them, rises hastily before teleporting. His companions immediately draw their swords and with their accomplices, undertake to protect Zhila at all costs.



Winning the Game :

If the Heroes have questioned Zhila, and at least 2 Heroes fled through the cellar (2) Heroes win the game.

Provide these cards :



The game starts with the Heroes' turn. The Heroes deploy in the zone marked with a ❶.

3 players choose a Hero.

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



Reinforcement : roll

❶ 1 Pirate.

❷ 2 Pirates.

❸ 2 Pirates et 1 Javelin Thrower.



Zhila has Bori's Rage.



Special Rules :

Zhila's Actions : she is drunk and struggling to control her teleports. Whenever a Hero enters their zone or attacks them from a distance, roll on turns 1 & 2, on turns 3 & 4, starting on turn 5.

❶ Zhila attacks a Hero from a distance if she can while moving, otherwise she does nothing.

❷ Zhila uses her 2 movement points to get away from the Heroes.

❸-❹ Zhila teleports 2 areas upstairs, trying to get away from the Heroes if possible.

When cornered, it attacks (during the Overlord's turn).

Interrogate Zhila: a Heroes must start by knock down her by by dealing a blow of 3 damage points or more (she does not die) and spend one full turn without taking any other action than interrogating her (cost 1 gem. The Hero remains active). At the start of the Heroes' next turn Zhila asks to be spared, in return she is ready to reveal the name of the sponsor of the theft of the map. She spits out a name of Thal Kaar.

Chests : pay 1 gem for a Simple Manipulation to open chests. The asset deck contains: 1 Life Potion, 2x 4 gp, 1 Spell Book (Eagle Eye, Stone Skin).

Rewards :

If the Heroes win, only those who were not killed can keep the equipment and gold pieces they carried.

If this scenario results in a Defeat, choose new characters, receive no equipment, no gold pieces from this scenario.



3 - EXPRESS WEALTH



Thal Kaar's name means nothing to Conan or his accomplices. Shuang Mian, who directs all the illegal activities of the city, should be able to inform the adventurers about this mysterious character. However, there is no question of arriving empty-handed. A present is essential, such as a box full of coins. The place where travelers change their currency to the official currency of the region should be useful.

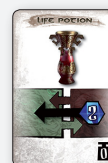
All you have to do is sneak in, under cover of darkness, into the money building, walk along the walls, lockpick a few locks and come out with the loot. Not seen, not caught.



Winning the Game :

If the Heroes have killed Kerim Shah, took his key and the treasure chests and fled by ①; the Heroes win the game

Provide these cards :



The game starts with the Heroes' turn. The Heroes deploy in the zone marked with a ❶.

3 players choose a Hero. If player has already chosen Kerim Shah, the Overlord just changes models (Kothian Archer).

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



Let go of the wild animals! : 1 additional Hyena appear in Maximum 5 Hyenas may be on the board at any one time.



8



All the tiles in the river are activated once per turn.

Special Rules :

Doors : they can only be opened with the key in the possession of Kerim Shah (also concerns Overlord units). Their opening is a Simple Manipulation. An open door is removed from the board.

Chests : opening is a Simple Manipulation. 1 Leather Armor, 1 Spellbook (Fleet Runner, Bel's Hand, Archer of Acheron), 1 Life Potion.

Blue Gards : their tile rejoins the river only when a Hero reaches the area ❶.

Red Gards : their tile rejoins the river only when a Hero open the door ❸.

Shahin : Shahin and his archers do not move until a Hero has reached ❷. When Shahin is killed, drop the key equipment card on his area. This key opens doors and chests. Don't forget about Elevation bonus and Shahin's Protected Skill. Shahin and his archers have lines of sight the courtyard and the first room of the building to the southwest.

Chest ❹ : Heroes' objectives. They contain gold pieces. Heroes can take 2 gp from each. Taking a chest is a Simple Manipulation.

Impassable Obstacles : a wall separates the Heroes start area and the archers. In the courtyard, two barricades force the Heroes to descend into the pit. A character must spend 1 extra movement point to move out of the pit area.

Cage Door : it is possible to block the arrival of new Hyenas by closing the cage with Kerim's key, is a Simple Manipulation. Place a door to indicate the closing of the cage. Then remove the event tiles and Hyenas from the river.

Turn 6 et 8 : 5 gray Bossonian guards arrive as reinforcements, they have a key. Their tile is replaced in the river.

Rewards :

If the Heroes win, only those who were not killed can keep the equipment and gold pieces they carried.

If this scenario results in a Defeat, choose new characters, receive no equipment, no gold pieces from this scenario.



4 - LETHAL REFLECTS



The adventurers have secured a meeting with Shuang Miàn. Their gifts should encourage the boss to be sympathetic towards them. The sorcerer resides in a tower which stands out with its architecture, in the purest kithan style.

He receives them on the second floor, surrounded by some members of his clan.

"My friends, you are putting me in a very awkward position. You are going to make a terrible host of me, you who come with a generous present, or should I say two generous presents, because the bounty for handing you over to the authorities is indeed generous."

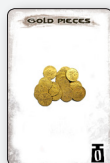
On a sign from Shuang Miàn, his guards point their weapons at the adventurers, the sorcerer then goes through the window, he floats in the air, and under the questioning gaze of Conan, Shuang Miàn begins to split.



Winning the Game :

If the Heroes have killed Shuang Mian, recover his account book, and fled the board through the area ②, the Heroes win the game.

Provide these cards :



The game starts with the Heroes' turn. The Heroes deploy in the zone marked with a ❶.

3 players choose a Hero.

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



Roll ❷.

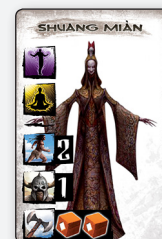
- ❶ **Reinforcement** : 1 Tower Guard, the closest to the Heroes, is physically split. A maximum of 5 Tower Guards may be on the board at any one time. If there is no more guard, 1 Tower Guard arrives in ❸.
- ❷ **Reinforcement** : 1 Honor Guard, the closest to the Heroes, is physically split. A maximum of 5 Honor Guards may be on the board at any one time. If there is no more guard, 1 Honor Guard arrives in ❸.
- ❸ **Fratricidal illusion**: the last attack made by a Hero is canceled, and the damage is transferred to the strongest Hero (other than the attacker).



Shuang Mian has Lethal Cloud (❸❸), Set's Halo and Pass through Wall.



These tiles never flips.



Special Rules :

Shuang Mian : he created 3 illusions of himself, he and his doubles are flying outside the tower. Mix and place the tokens ❶ ❷ ❸, facedown, for his doubles, and the token ❹, facedown, for Shuang. He attacks each turn. Only the real Shuang attacks, so after each attack he and his doubles do several quick rotations around the tower so that the Heroes no longer know who the real Shuang is (remix the tokens). If an attack against a Shuang gets at least ❷❷, flip the token, if it is a double it disappears to reappear on the next turn, if it is the real Shuang manage the attack according to the rules. Going up or down 1 level costs 1 movement point. When he is killed, place, at level 1, the Warlock Documents card and the Spellbook on the area where his body fell. He is protected by a permanent Set's Halo. When Shuang dies, reinforcements are doubled.

Door : opening is a complex manipulation (❷❷). The open door is removed from the board.

Chests : complex manipulation (❷). 2 gold pieces cards (4 gp each), 1 bossonian bow. Each chest contains a mirror, which when broken subtracts a double from Shuang, and places a curse ❺ on one of the Heroes (player's choice), who suffers the effect of Jinx until the end of the scenario. The 3 Heroes will be victims (one after the other, when the last mirror is shattered, the 3 heroes suffer jinx), even for those who have not destroyed a mirror. Breaking a mirror is a simple Manipulation.

Shuang's Documents : made up of a Spellbook (Mitra's Healing, Pestilential Swarm, Telekinesis, and of an account book which mentions a Thal Kaar having received an advance for the charter of the ship named Swordfish.

Lethal Cloud : guards do not enter the area of the Lethal Cloud, they opt for an alternate target.

Rewards :

If the Heroes win, only those who were not killed can keep the equipment and gold pieces they carried.

Additionally, the players are each rewarded one Boon that is assigned to their Hero permanently. No single Hero may take the same Boon twice. The options are as follows.

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

If this scenario results in a Defeat, choose new characters, receive no Boon, no gold, no equipment from this scenario.

5 - THE VEIL OF SHADOW



Arrived in Khemi, the city located at the delta of the Styx river, Conan is hopeful of finding the trail of the Swordfish. The docks are teeming with activity, the fishermen unload the fruit of their labor, porters loaded with heavy bales, come and go between the merchant ships and the warehouses.

At the harbor master's office, the official is conciliatory, the few coins which have reached the bottom of his pocket are certainly there for something. The Swordfish weighed anchor no later than the day before, it would have taken the direction of Messantia. Now Conan have to find a ship stopping off at Messantia, located in the delta of the Khorotas river. It is not very complicated to find a ship going to this last town before the sea. The captain of the Kilham agrees to take passengers, sets sail in an hour. Just enough time to go spend some money in this shop where a Asshuri breastplate seemed to be waiting for Conan. After hard bargaining, Conan and his friends take over the management of the dock where the Kilham is anchored. Strangely, the street empties, the hubbub fades giving way to a supernatural silence, a sneer echoes along the narrow alley, and a turbaned man with a fixed gaze stands in front of the adventurers. A young woman accompanies him, gazing at Conan. The murderous spirit that motivates this couple is matched only by the greed aroused by the bounty promised by Thal Kaar to those who would rid them of the curious. The stranger mumbles few words, and when he closes his eyes, Conan and his companions are plunged into the world of darkness. It will become very difficult to travel the few meters that separate Conan from the ship that will take him to Messantia.



Winning the Game :

At the end of turn 7, if the Heroes have killed Khemsa and a Hero fled the board through the area ②, the Heroes win the game.

The game starts with the Heroes' turn. The Heroes deploy in the zone marked with a ❶. Players continue with surviving Heroes or choose a new one.

Blindness : the Heroes are almost blind until they kill Khemsa.

- their movement points as well as the movement exertion limit are divided by 2 (round up to the next number),
- the first 2 successes of all their actions are ignored (does not concern armor).

A Set's Halo does not dissipate with the activation of Khemsa.



After Setup, each Hero moves 0 gem from their Reserve zone to their Fatigue zone.



Roll :

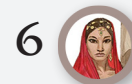
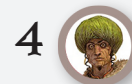
- ❶ **Reinforcement** : if the spider has been eliminated, another replaces it by arriving at . If she's still alive, a scorpion is coming.
- 🦂 **Reinforcement** : a scorpion arrives in . A maximum of 3 Scorpions may be on the board at any one time.
- 🦂 **Treacherous Nephtys** : Khemsa's girlfriend appears on a gem area, moves to attack the strongest Hero, before disappearing. It has 4 movement points. The gem is removed from the board. If Khemsa is attacked, she spawns in his area and attacks the perpetrator (automatically activated on each remaining turn).



Khemsa has Bori's Rage.



These cards are activated in that order each turn.
They stay in the river,
even if there are no more models on the board.



Special Rules :

Khemsa : he is motionless somewhere on the board, he is focused on the spell that obscures the vision of the Heroes. To flush it out, a Hero must be in an area with a red gem, and perform a melee attack (he performs large movements with his weapon), if he obtains a higher number of successes of the number of remaining red gems he has found Khemsa, if he obtains at least 3 (3 symbols with the penalty) the gem is removed from the board. Khemsa casts his Bori's Rage spell against a Hero in the line of sight of a gem. When Khemsa dies, Heroes no longer suffer penalties on their movements and actions.

Giant Scorpions: they do not have the Poison skill for this scenario. When Khemsa is attacked, they come to defend him, when he dies, they flee.

Giant Spider : it does not have the Web Projection skill for this scenario. When Khemsa is attacked, it comes to defend him, when he dies, it flees.

Rewards :

If the Heroes win, only those who were not killed can keep the equipment they carried.

Each gem still on the board after Khemsa's death, is automatically worth 2 gp.

If this scenario results in a Defeat, choose new characters, receive no equipment, no gold pieces from this scenario.





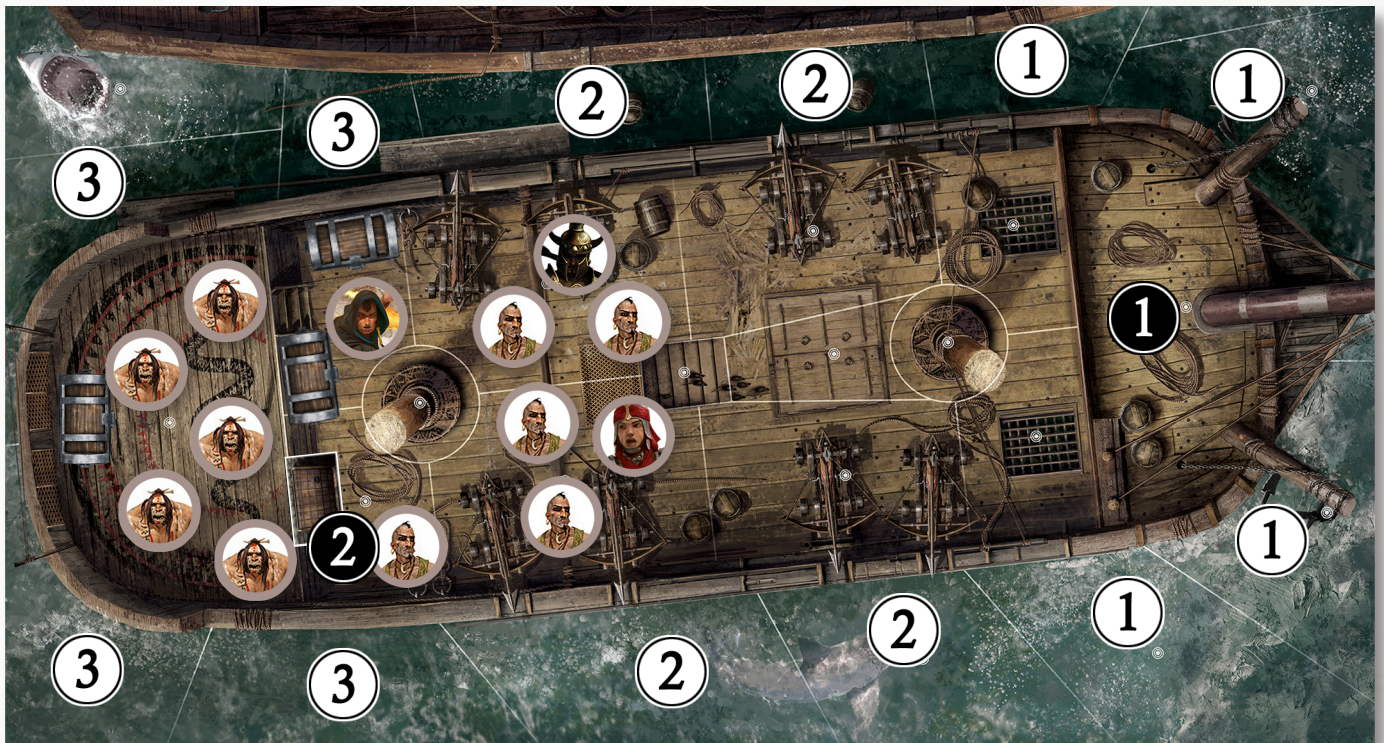
After a few days of sailing along the coast, the Kilham arrives at Messantia, the most sumptuous of cities, capital of Argos and hub of trade and trafficking. Messantia is a city full of intrigue and peril.

Getting information on The Swordfish is not very complicated, just more expensive than in Khemi. The ship would be heading for the Bachara Islands.

The rest of the trip will be aboard a small sailboat rented for the occasion. The adventurers take the direction of the islands. With the meager nest egg the adventurers have at their disposal, all they have been able to acquire is a skiff in poor condition, but that should be enough, if there is no storm. The frail boat drifts between the Bachara Islands, in search of its prey. Luckily, during a meeting with fishermen, who inform Conan of the presence of the Swordfish in a cove on the island of Araris.

Head for the island, Thal Kaar's ship is there. Conan decides to attempt a stealth boarding. The adventurers anchor out of sight of the Swordfish crew, and stripped of their armor and shields, they swim towards the two masts. They climb the chain of the anchor, and arrive, undetected, on the bow.

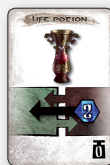
Conan realizes as half the crew is on deck, preparing to disembark, taking advantage of the surprise effect, the adventurers rush in yelling at the pirates.



Winning the game :

If the Heroes have killed the captain, recover his key in order to access his cabin (2) and take the logbook, before escaping by jumping between 2 areas without tentacles ; the Heroes win the game.

Provide these cards :



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

After this scenario, players will no longer be able to purchase equipment.

Players continue with surviving Heroes or choose a new one. If players have already chosen Hadratus or Constantius, the Overlord just changes models (Skuthus, Zaporavo).

Heroes have no armor or shields (the survivors will collect them in the next scenario).



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

Roll , if the result is not applicable (death of Hadratus for example), draw a new activation token.



① **Hallucinations** : Hadratus launches an orb in the strongest Hero's area, which bursts, spreading a cloud of black lotus. All the characters in the area suffer a penalty of on all their dice rolls, until the end of their turn. Then Hadratus is activated, he attacks from a distance.

Ballista Shot : an Overlord miniature near a ballista moves to its area and uses it to shoot a Hero. Each ballista does damage, and can only be used once (so 8 shots in all). A Hero can also activate a ballista (simple manipulation).

Attack from above : as long as there is at least one pirate left. A pirate climbs up the masts and throws himself at a Hero, he receives a bonus of . The distance that separates the pirate from his target is not taken into account. The pirate remains in his target area.



If 2 tiles remain in the river, one of them will be activated twice, if 1 tile remains, it will be activated 3 times.

Special Rules :

Corpses : leave the models dead, lying on their areas.

Giant Octopus : after the death of 3 characters, 4 tentacles appear, one on each marked area ① . When 3 other corpses are added, 4 more tentacles appear, one on each marked area ② . When 3 other corpses are added, 4 more tentacles appear, one on each marked area ③ . They are activated at each end of the Overlord's turn, each tentacle begins by catching a corpse, it disappears with, he comes back to the next turn, if there is no corpse, the tentacle attacks the weakest character. A destroyed tentacle is replaced on the next turn. The only way for the Heroes to leave the ship is to dive between 2 adjacent water areas without tentacles.

Use a Bait : a corpse can be moved (encumbrance 7, simple manipulation).

Captain : after his death, place the key card on his area.

Captain' Cabin : its access is in ② . Only the captain's key can open it. A Hero must spend 1 additional movement point to enter it, and wait 1 full turn (aggressive stance) before exiting with the logbook.

Chests : complexe manipulation (). Life Potion, Turanian Sword, Spellbook (Mitra's Halo, Lightning Storm, Shapechanger).

Rewards :

If the Heroes win, only those who were not killed can keep the equipment they carried.

If this scenario results in a Defeat, choose new characters, receive no equipment from this scenario.

7 - ETERNALS GUARDIANS



The Swordfish logbook bookmark is the treasure map stolen from the adventurers. A piece is missing, but they can read on the rest of the map that somewhere on the island, an ancient magical site, protected by demons, is said to be the door leading to the tomb of Petron, a king of ancient times. The map reveals the location of the traps in the tomb, this information will be very precious. The spellcaster of the group has heard of this legend, and has a vague idea of the direction of the village which contains rocks used for ancient rituals.

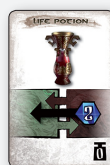
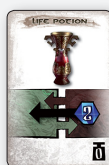
The adventurers head for a swampy area with the faint hope that such an ungrateful place will be the last visited by the opposing expedition.



Winning the game :

If the Giant Snake and the Bone Golem are killed, and the 3  hidden simultaneously, the Heroes may access the stairs leading to the tomb and win the game.

Provide these cards :



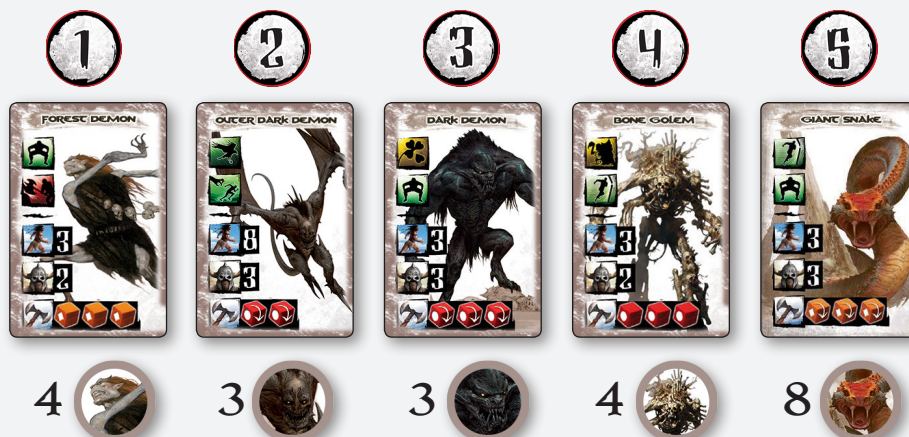
The game starts with the Heroes' turn. The Heroes deploy in the zone marked with a ❶. Players continue with surviving Heroes or choose new ones (with a doubled starting gold capital).



After Setup, each Hero moves 2 gems from their Reserve zone to their Fatigue zone.

The Event activates once at the beginning of every Overlord Turn. To determine what happens, roll a .

- Demons still alive gain 1 additional movement point for this turn.
- ” The Dark Demon respawns, with all its life points. He targets the strongest Hero.
- ”” The Forest Demon respawns, with all its life points. He targets the weakest Hero.
- ””” The Outer Demon respawns, with all its life points. He targets the strongest Hero.



If 1 tile remains in the river, there is only one activation per turn, and 2 activations if 2 tiles remain.

Special Rules :

Access to the tomb : the staircase leading to the tomb is accessible when the Giant Snake and the Bone Golem are dead, and the 3 demon spawns are inactive (see special rule). Then turn over the staircase counter. A Hero must spend 1 additional movement point to leave the board.

Death and Respawn of Demons : when a demon is killed, place his figurine on his spawn token , when the 3 tokens are hidden, the staircase located ❷ becomes accessible. A demon respawns in its starting area.

Chests : opening is simple manipulation. 3 life potions, 1 spellsbook (Lethal Cloud, Divine Charisma), these spells are not added, they replace 2 others.

Rewards :

If the Heroes win, only those who were not killed can keep the equipment they carried.

Additionally, each player whose character did not die during the scenario chooses 1 remaining boon card.

If this scenario results in a Defeat, choose new characters, receive no equipment from this scenario.



8 - THE KINGDOM OF THE DEAD

Throwing themselves into the dark passage revealed during the demonic trio's disappearance, the adventurers find themselves in the final resting place of King Petrión. Torches cast flickering lights on the rock-cut walls, the place is a labyrinth, with its pitfalls, dead ends, and vigilant sentries. The emaciated bodies of the royal guards stir, come back to life. Their weapons are corroded, their armor eaten away, but the curse that binds their souls to their dead overlord is unaltered, neither time and death will end it. Conan fears less the army of the dead than the imminent and inevitable arrival of his formidable adversary, Thal Kaar.



Winning the game :


If all living Heroes have escaped the tomb (1) with the Stygian Artifact and the Crown of Xuthal; the heroes win the game.



Provide these cards :




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

Players continue with surviving Heroes or choose new ones (with a doubled starting gold capital).

You may use the token  to indicate the area of effect of the spell Lethal Cloud.

The players have 3 traps symbolized by the pit tokens , and 3 barricade tokens . They place them as they please on the board, but not on an area already with Overlord models.


Traps : if a trap is in the way of an undead, the first one takes   damage. A trap works only once, the pawn is removed after it is triggered.


Barricades : a barricade has a resistance of 3 LP. Destroying it is the only way to get through. The living dead seek to bypass it, if the barricade is in their way, they attack it. Use the tokens  to know the remaining life points. Barricades block line of sight.




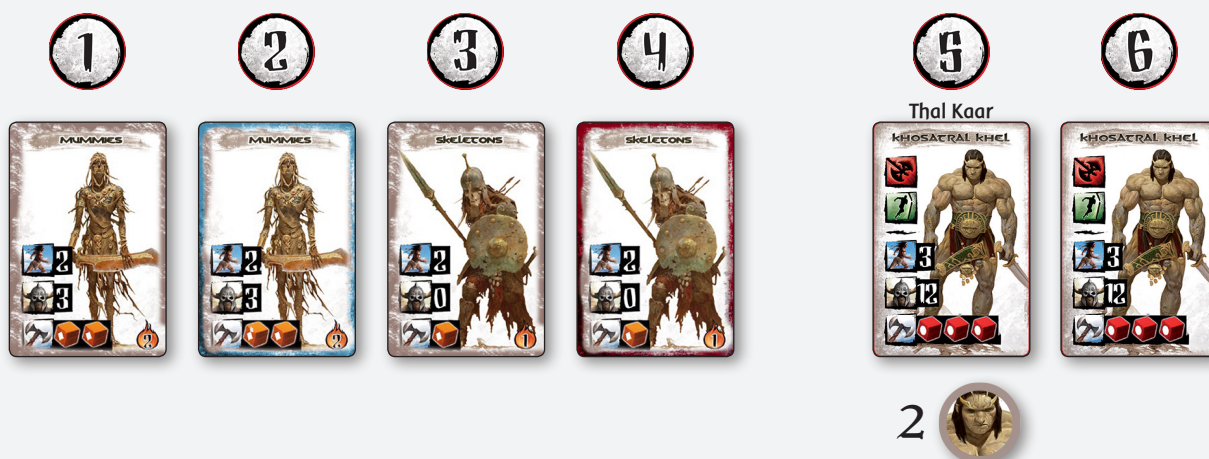
After Setup, each Hero moves 2 gems from their Reserve zone to their Fatigue zone.

The Event activates once at the beginning of every Overlord Turn. To determine what happens, roll a .

○ **Reinforcement** : 2 mummies respawn in the area  closest to the Heroes. A maximum of 10 mummies may be on the board at any one time.

☞ **Reinforcement** : 4 skeletons respawn in the area  closest to the Heroes. A maximum of 10 skeletons may be on the board at any one time.

☞☞ **Cursed weapons** : for this turn, the living dead gain a bonus of  for all their attacks.



Special Rules :

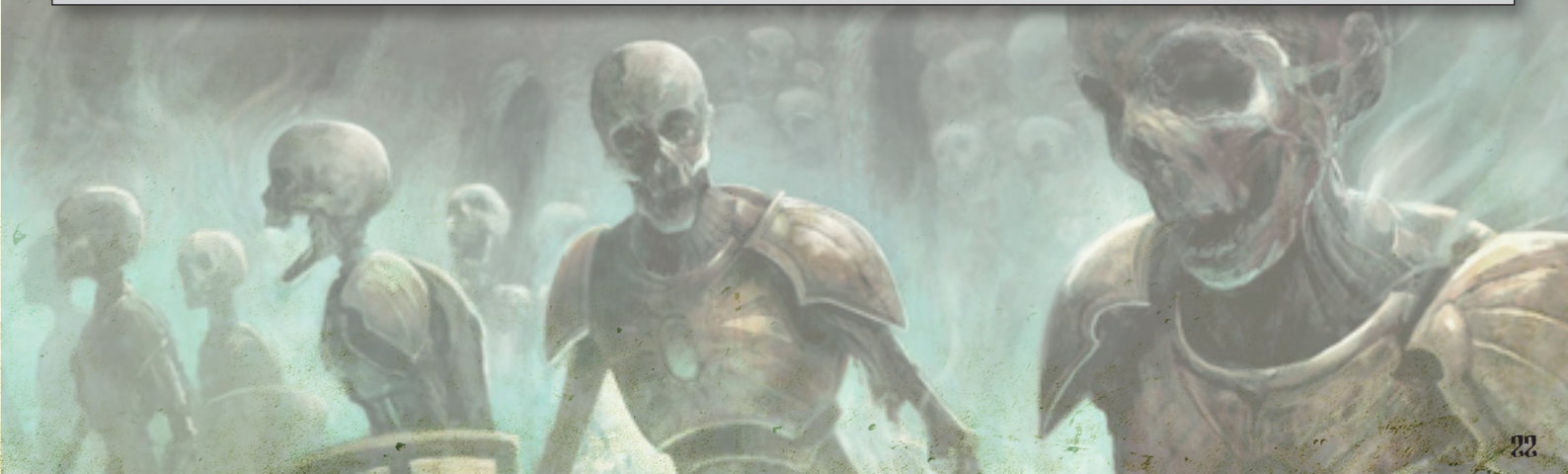
Game board : for this scenario the two levels are one.

Thal Kaar : he arrives on the reinforcement zone closest to the Heroes, at the end of the turn in which the Heroes have recovered the Stygian artefact or the crown. From this moment, one of his tile joins the river. Its second tile is added to the river when the Heroes have found the second object. It targets the closest Hero, if several Heroes are in the area, it targets the strongest.

Living Dead : They only attack the Heroes. There is no Hindering effects between Thal Kaar and the living dead.

Doors : they symbolize open passages. They do not block the lines of sight and crossing them is done at no extra cost.

Chests : open it is a simple Manipulation. Halberd, Stygian Artefact, 2 Life potions, Crown of Xuthal, Explosive Orb.



Conclusion

This adventure will have reinforced the sincere and deep hatred that Conan has for witchcraft. Once again, he will have had his drunk on witches and wizards, curses and demons.

Thal Kaar represents a strong opponent, and he is not sure that having wronged him has put him in good mind. He will seek for revenge, he is a deadly threats, which will force Conan to travel,

while thinking about an effective strategy.

But the time is not for bitterness or regret, Petrión's treasure will bring in a small fortune, and how to spend it is a real dilemma, as the temptations are numerous and varied in the cosmopolitan and golden city of Messantia.



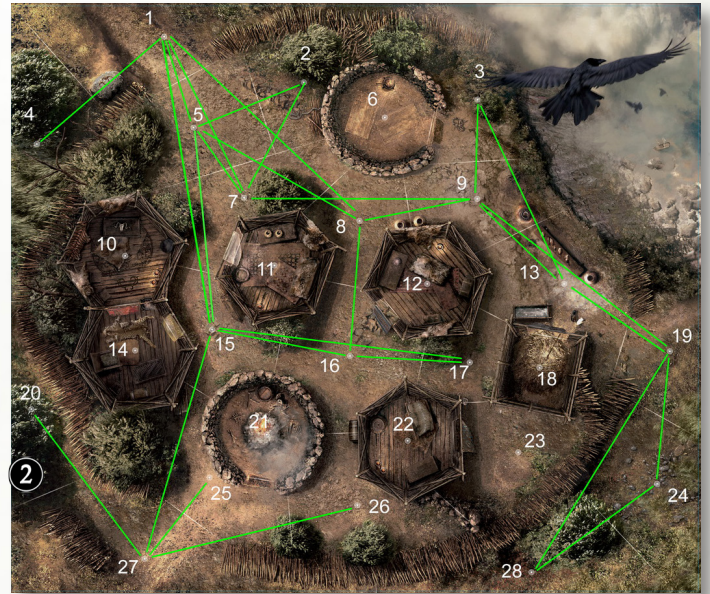
GAME BOARD RULES



The Pict Village :

- ① The hut flaps at the entrance of each hut block line of sight. A character must spend 1 extra movement point to move across a border into or out of a hut.
- ② The huts with stone walls cannot be wrecked using Wall Wrecker.
- ③ The outer walls cannot be climbed over, or wrecked using Wall Wrecker.

Lines of sight



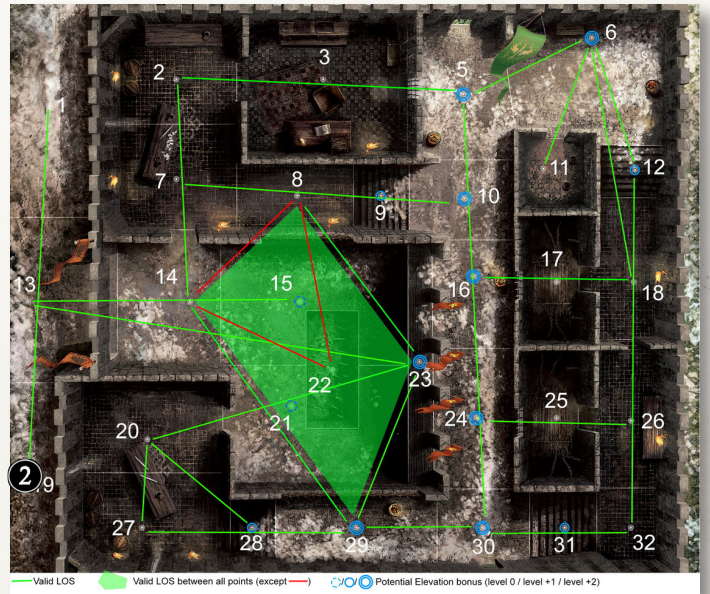
- ④ The bushes do not block line of sight.
- ⑤ Wooden Huts: A character with Wall Wrecker can use it to move across the wall of one of the wooden huts. The walls of an occupied hut cannot be wrecked using Wall Wrecker.
- ⑥ Climbing: A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.



The Citadel :

- ① 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

Lines of sight



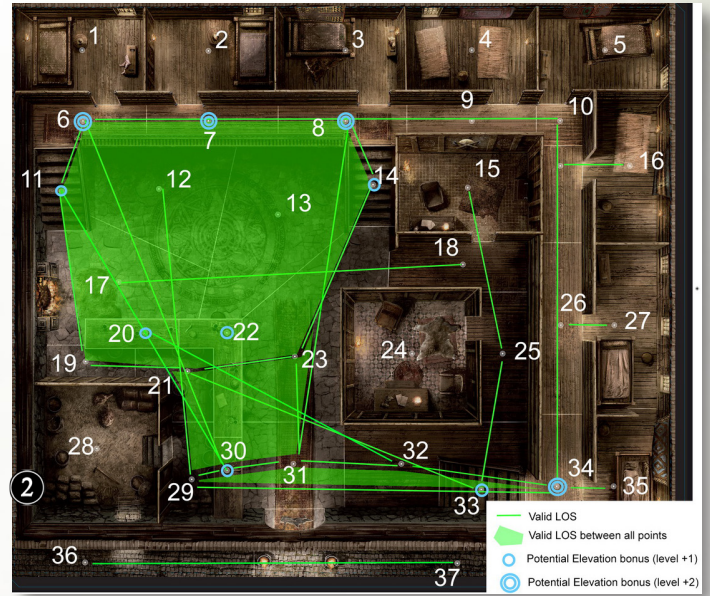
- floor area to a balcony area by spending 1 extra movement point.
- ② Pit: A character must spend 1 extra movement point to move out of the pit area.
- ③ Cellar windows: The cellar windows do not block line of sight.



The Inn :

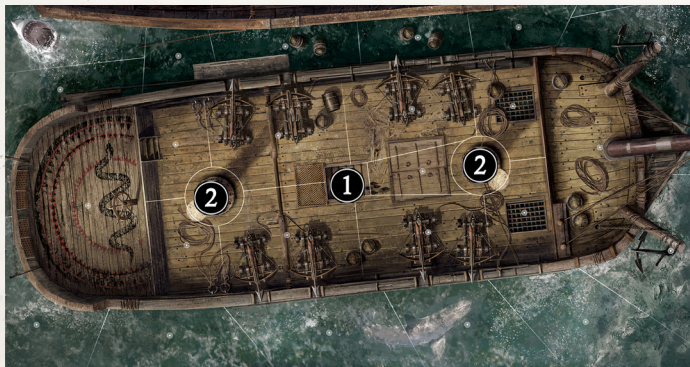
- ① A character with or without Leap or Climb may move onto the bar areas or a table area by spending 1 extra movement point. These areas provide an Elevation bonus of . A character in the bar's area or in a table's area, with or without Reach, may attack a character in an adjacent area with a Melee Attack. These areas do not block line of sight. A character may exit these areas with no movement penalty.
- ② Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.
- ③ Leaping From/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as

Lines of sight



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.

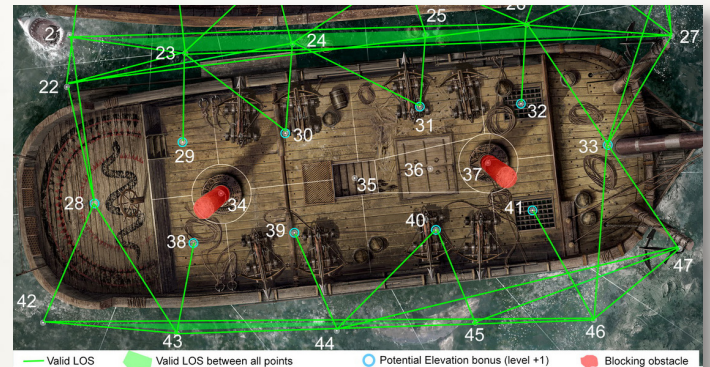
- ④ Leaping From/Climbing a Stairwell: A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.



The Ship :

- ① A character coming out of the hold must move in the area in front of its exit.

Lines of sight



- ② All the areas of the game board have line of sight on the masts' aeras.



The Docks :

- ① Roof top: this areas provide an Elevation bonus, including on the stairs areas. A character may jump from these areas of the street level. That character rolls for falling damage. If that character has Leap, he rolls . A character cannot move onto the roof directly from the street level except when moving through the stairs areas.
- ② Wall Wrecker : a character with Wall Wrecker can only use this skill to move across this wall .



- ③ Jumping in the water : a character adjacent to a water area may move into that area with no movement penalty. When a character without Swimming moves into a water area, that character dies immediately.
- ④ Moving Back onto the Docks: a character in a water area adjacent to a ladder may move back onto the docks by spending 1 extra movement point.



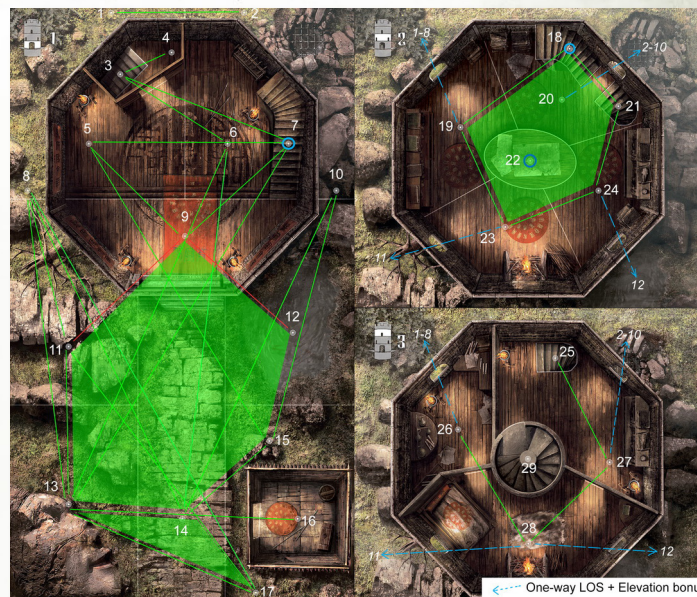
The Swamp :

- ① Water areas: A character must spend 1 extra movement point to move out of a water area. A character can move from a water area to an adjacent wood area by spending 2 extra movement points.
- ② Leap: Leaping over the water area around the altar in a single movement is not possible. The character must stop in the



- altar area before performing a second leap.
- ③ Wooden Huts: A character with Wall Wrecker can use it to move across the wall of one of the wooden huts.
- ④ Lines of sight: they are all valid, except the ones passing through a wall.

Lines of sight



The Tower :

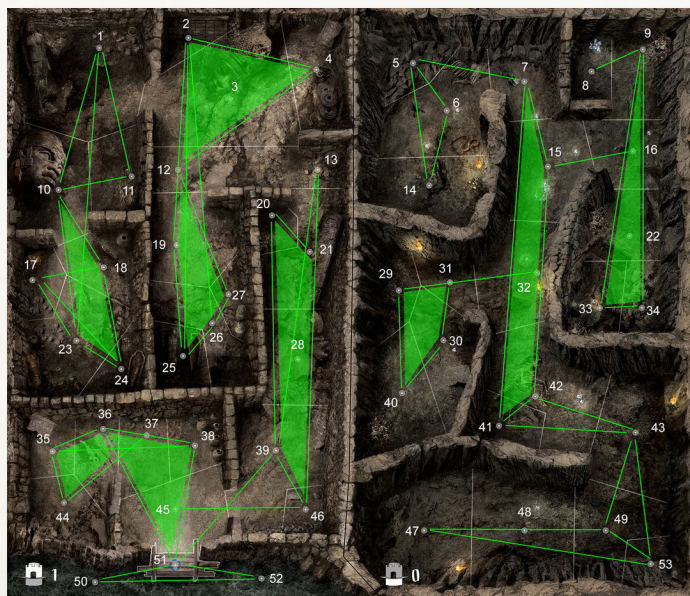
❶ Table and stairs: the stairs give a Elevation bonus for ranged attacks against an enemy on a lower aera. A character with or without Leap or Clmb may move onto the table on level "2" by spending 1 extra movement point. That aera provides an Elevation Bonus. A character in the table's aera, with or without Reach, may attack a character in an adjacent aera with a Melee attack. That aera does not block line of sight.

❷ Climbing: A character with the Climb may:

- Move from level "1" to level "2" (and the other way) by climbing the tree and spend an extra movement point,
- Move from level "2" to "3" (and the other way) or from level "3" to "4" (and the other way) by climbing from the outside of the walls of the tower and spending 2 extra movement points.

❸ Stone wall: A character with Wall Wrecker cannot use it to move across an outer wall of the tower or a stone wall.

Lines of sight



Underground :

LoS on this board are only valid if there is no rule of darkness. Which is the case in scenario 8.

HOW TO MAKE YOUR ASSET CARDS

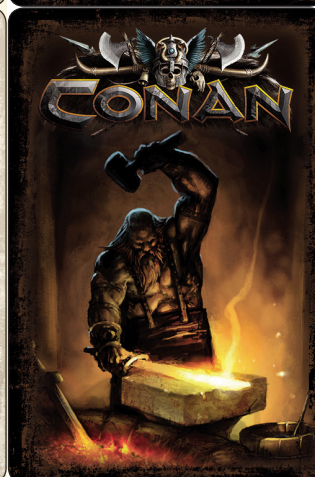
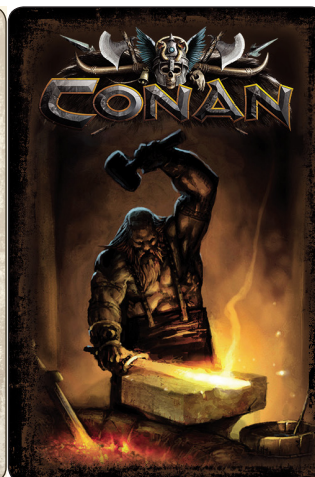
Hardware :

- 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

Equipment Cards and Boon 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.

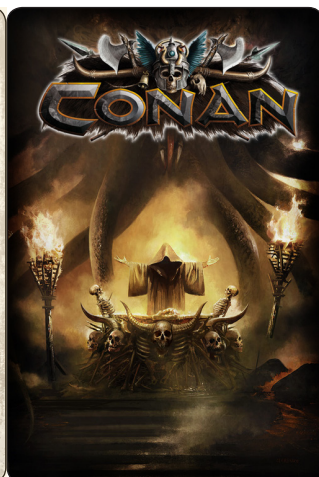


fold

fold

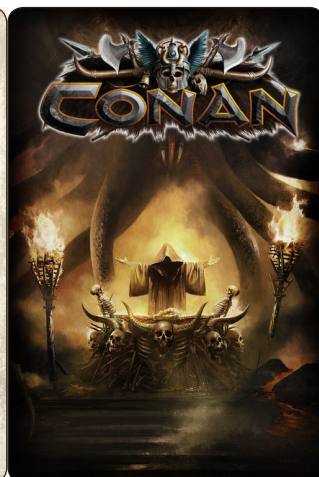
BOON

+1 RANGED
ATTACK THRESHOLD
(TO A MAXIMUM OF 6)

BOON

+1 TOTAL
STAMINA POOL

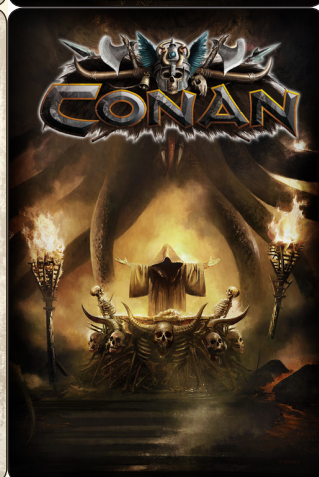
BOON

MANIPULATION
DICE GAIN THE
RE-ROLL SYMBOL



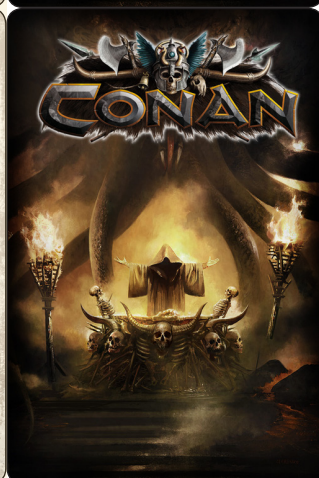

BOON

+1 MELEE
ATTACK THRESHOLD
(TO A MAXIMUM OF 6)


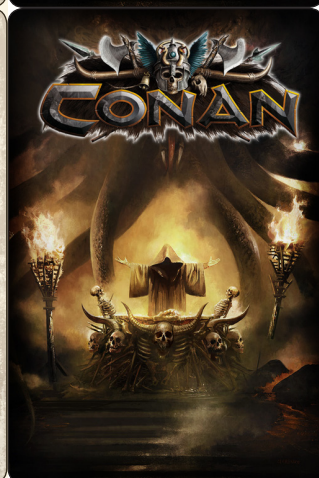
BOON

+1 FREE
MOVEMENT VALUE

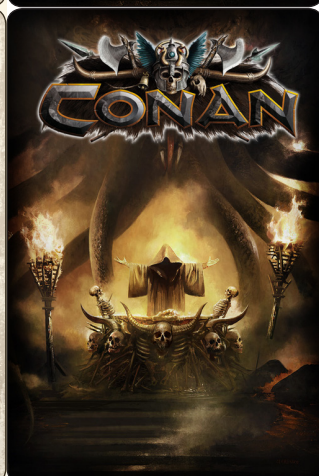
BOON

A HERO WITH THE
SPELL CASTER SKILL
MAY, ONCE PER
TURN, CAST A SPELL A
SECOND TIME,
IGNORING THE SPELL'S
THRESHOLD, SO LONG
AS THEY HAVE THE
STAMINA GEMS TO
DO SO

BOON

ENCUMBRANCE LEVEL

SPELL BOOK





fold

fold

WEAPONS, ARMOR & GOODS			
Melee Weapons		Ranged Weapons	
Aesir Blade	6	Stygian Specter	6
Conan's Sword	6	Phoenix Sword	7
Kithan Sword	6	Bor's Hammer	7
Sword	6	Hades' Dagger	8
Battle Axe	6	Turanian Sword	8
Mitra's Mace	5	Two-Handed Sword	9
Ornamental Spear	4	Archeronian Sword	9
Tribal Mace	4	Akbitana's Claymore	10
Yuetshi Knife	4	Halberd	11
Paryng Dagger	4		
Kithan Short Sword	4		
Pirate Saber	4		
Spear	3		
Mitra's Staff	2		
Axe	2		
Sacrificial Dagger	2		
Kris	2		
Assassin's Dagger	2		
Black Staff	1		
Cost		Cost	
Melee Weapons		Ranged Weapons	
Stygian Specter	6	Explosive Orb	3
Phoenix Sword	7	Antidote	3
Bor's Hammer	7	Poison Ointment	3
Hades' Dagger	8	Gripping Hook	3
Turanian Sword	8	Life Potion	4
Two-Handed Sword	9	Armbands of Bel	6
Archeronian Sword	9	Ashari's Amulet	6
Akbitana's Claymore	10	Thieves' Tools	8
Halberd	11	Kordava Boots	10
Cost		Cost	
Goods		Armor & Shields	
Zingaran Breastplate	3	Buckler	1
Shield	4	Leather Armor	2
Shadow Mantel	4		
Tribal Shield	5		
Chain Mail	5		
Scale Mail	6		
Asshuri Cuirass	7		
Shield of Mitra	7		
Cost		Cost	
Goods		Armor & Shields	
Explosive Orb	3	Crossbow	5
Antidote	3	Shemite Bow	4
Poison Ointment	3	Bossorian Bow	3
Gripping Hook	3	Zingaran Bow	2
Life Potion	4	Javelin	2
Armbands of Bel	6	Throwing Knives	1
Ashari's Amulet	6		
Thieves' Tools	8		
Kordava Boots	10		
Thyrsus' Staff	10		
Regeneration Potion	15		

fold ▶

OVERLORD TURN QUICK REFERENCE

- 1 – First, remove any flipped tiles, push remaining tiles to the left to fill the gap, and remove numbered Activation tokens that no longer correspond to a tile.
- 2 – Determine number of Overlord activations (activations = number of Heroes on the board)
- 3 – Anytime the Reserve zone is empty, return all Activation tokens to Reserve (numbered side facing down). Then, draw an Activation token (if the Overlord has more actions available).
- 4 – Activate the tile on the River that corresponds to the number on the Activation token you have just drawn.
- 5 – If Overlord still has available activations, activate again by drawing another numbered token.

Determining the Target Hero (the weakest)

1. First, check which Hero has the fewest Stamina gems in their Reserve zone. That Hero becomes the Target Hero.
2. If two Heroes have the same number of gems in their Reserve, the Target Hero will be the Hero who has suffered more Wounds.
3. If both amounts are equal, the players choose which Hero is the Target Hero.

Determining the Alternate Target Hero

1. If an activating Overlord miniature would be unable to attack the Target Hero for any reason (even after moving), players will determine an Alternate Target Hero.
2. The Alternate Target Hero is the Hero that has the second fewest gems in its Reserve zone and can be reached for an attack.
3. If two or more Heroes (that can be reached for an attack) have the same number of gems in their Reserve, the Alternate Target Hero will be the Hero who has suffered more Wounds.
4. If these amounts are equal, the players choose which Hero is the Target Hero.

Strongest Targeted Hero

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