CONAN
WHISPERS
FROM STYGIA
SPECIAL EDITION
THE NEMEDIAN CHRONICLERS

Campaign rules by Matt John
Adventure Mode scenarios and flavor text by Dan Mauric, Neil Amswych, Kevin Deming, Ken Meyri, Matt John
Conversion to Solo/Coop Mode by Ken Meyri
Layout by Ken Meyri

These products required to play the content of this book:

Core Game • Stygia • Khitai • Nordheim • Yogah of Yog • Crossbowmen • Kushite Witch Hunters

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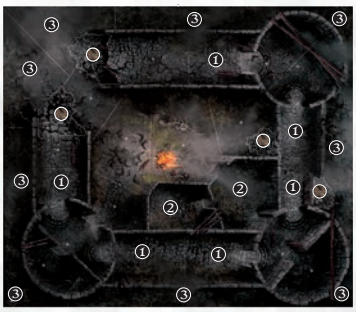
GAME BOARD RULES

Khitai Market:

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

Stygia Port:

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



The Abandoned Fort:

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

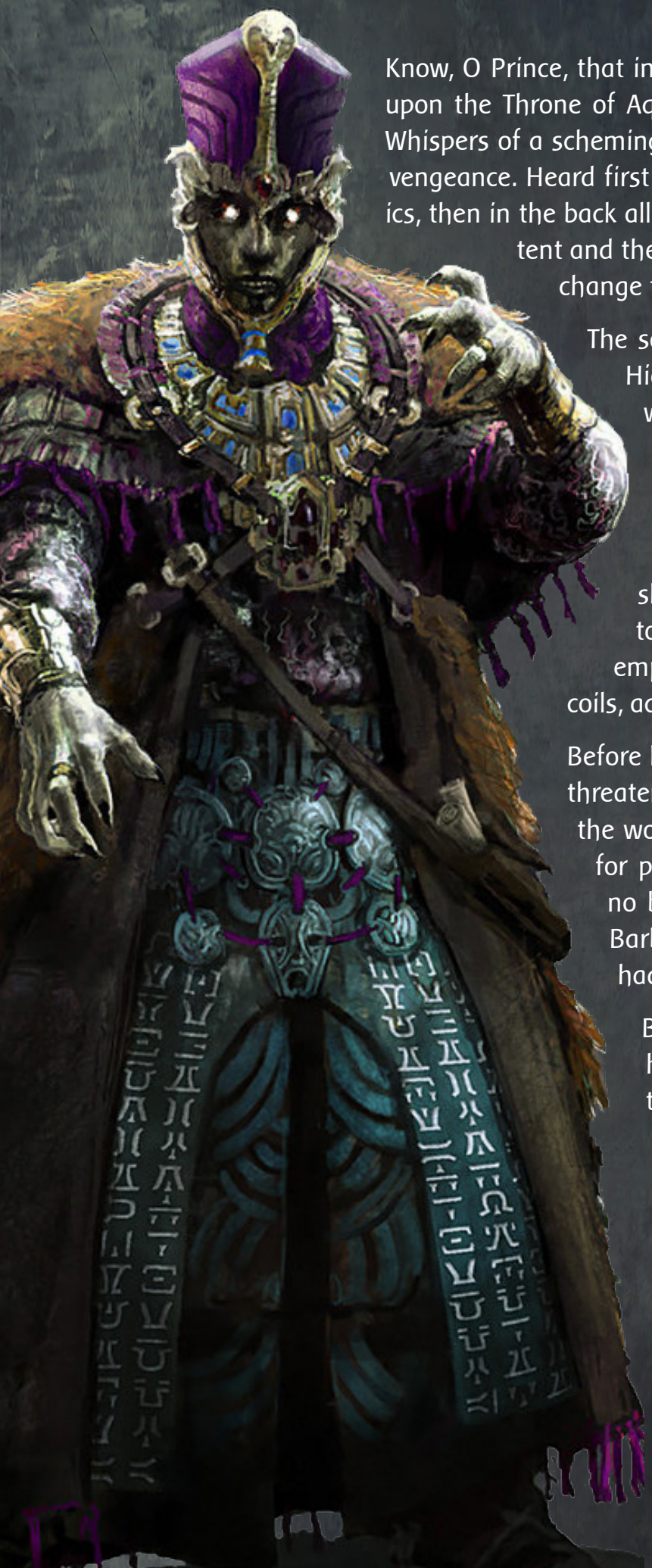
The Pict Village:

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

The Ships:

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

Prologue



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

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

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

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

Adventure Mode

Whispers from Stygia is a 5 player campaign designed by the Conan Overlord Community at the-overlord.net. It requires the Core game, as well as the following expansions: Stygia, Khitai, Yogah of Yag, Nordheim, Crossbowmen, and a bonus scenario with the Kushite Witch Hunters.

Standalone Mode: These scenarios can also be played as standalone scenarios without Bonus Gems and Victory Point bonuses. The scenario contains all the information required. Some scenarios that require Carryover Items will reference the section below.

Golden rule: If the rules of a scenario contradict the rules of the game, the scenario rules take precedence.

Bonus Gems

At the end of each scenario, assign 2 bonus gems to the winner and 1 bonus gem to the loser. Each side may carry over 1 unused Bonus Gem to the next scenario. If gems are not available, use tokens. All bonus gems apply to the exertion limit and are discarded during the End Phase of the turn they are used.

The Overlord uses Blue Gems. Place them in the Reserve zone at the start of the next game.

Heroes use Red Gems. Any Hero can use these at any time. These gems do not count when determining the Heroes' Life Points.

Carryover Items

Heroes start the game or acquire certain items that they may carry over to subsequent scenarios. The items and their powers are listed below. If an item is not in the list below, it DOES NOT carry over in Adventure Mode.

Spellbook (Quest item):

Place 3 on the Spellbook card. Hadrathus may use these gems to cast spells by moving them to a spell card. Gems used in this way must not raise the total number of gems on the spell card above its exertion limit. He may combine these gems with his blue gems.

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

The Medallion of Zhangpau (Quest item):

If the heroes escape with the medallion in scenario 2, they may distribute it as desired at the begining of each scenario as long as a character holds it at the end of each scenario.

If a hero carrying the Medallion engages in a melee attack against the Dark Demon, its Guard is reduced by 1, to a minimum of 2. This does not apply to the Outer Dark Demon.

Use an Amulet Fragment card from the Nordheim expansion to represent the Medallion.

Xuthal's Crown (Chest items):

If the heroes acquire one or two Xuthal's Crowns in previous scenarios, they may distribute the crowns as desired at the beginning of the final scenario. A character carrying Xuthal's Crown is immune to Mind Control AND gains +1 armor against all spell attacks (including unblockable damage).

Campaign End

The campaign ends after the final scenario. The scenarios are played in order. After playing the Dreams of Atali, tally the victory points bonuses on page 17 and then determine the final scenario. The side that wins the final scenario wins the campaign.

If the Heroes wins **The Fate of Yag-Kosha**, the final scenario is:

The Streets of Khemi

If the Overlord wins The Fate of Yag-Kosha, the final scenario is:

The Trap.

1 - The Time for Flight is Nigh

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

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

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

"I have been betrayed," Hadrathus thought. "Shuang Mian is in league with Thoth Amon."

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

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

The time for flight is nigh.

Winning the Game:

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

To win the game, the Overlord must prevent Hadrathus from escaping the Tower.

Suggestions for 4 heroes:

- Hadrathus (Mitra's Halo, Telekinesis) Starts with Mitra's Halo cast.
- Yogah of Yag (Battle Axe, Gift of Life)
- Shintu (Khtan Sword, Khitan Short Sword)
- Ikhmet (Assassin's Dagger, Parrying Dagger, Explosive Orb)

After setup, the Heroes move 3 gems from their Reserve to their Fatigue zone.

The game starts with the Overlord's turn. The heroes start in the areas indicated by the setup diagram.

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.

NA

The Evil Hound (from the Khitai expansion) represents a Dark Demon that hasn't reached its full power yet. It may not be damaged in any way by the Heroes.

Does not activate.

Special rules:

Game Board Rules: Standard game board rules do NOT apply. Only apply the game board rules specified in this scenario.

Escaping the Tower: Shuang Mian's Tower is magically sealed. A Hero may not move or Teleport through the Outer Wall, Floors, Windows or Red Doors. Once Shaung Mian is defeated, the seal is broken. Remove the Red Door tokens and the Heroes may exit the Tower through the Main Door on Level 1 or the Sewer Grate on Level 0. Once a Hero exits the Tower, remove his model from the board. Once a Hero is removed he may not be returned to the board.

Shuang Mian: Shuang Mian took magical precautions before moving against Hadrathus. At the beginning of the game, place Shuang Mian's model in the area with his symbol on Level 3. Each time a Hero attacks him and rolls at least one success, Shuang Mian's magic is disrupted. Move Shuang Mian's model to the next lower level in the area marked with his symbol. Once Shuang Mian is defeated on Level 0, he vanishes in a puff of smoke. Remove his model from the board. His power broken, he can no longer command the Evil Hound. Disgusted by Shuang Mian's failure, Thoth Amon bids the creature to return to his side. Remove the Evil Hound from the board and remove it's tiles from the River.

Through the Windows: The Assassins start on the outside of the Tower. They must spend 1 extra movement point to enter the Tower through a Window.

Special rules continued:

They Keep Coming: Thoth Amon has sent a seemingly endless number of Assassins to the Tower. When an Assassin is killed do not remove the model from the board. Instead place the model in an area with a one level lower than the level it was killed on. If an Assassin is killed on Level 0 the Overlord places it on Level 1.

Key: Only Hadrathus may pick up the Key, though he may trade it afterward. A Hero with the Key may use a simple Manipulation to open the yellow bordered door on level 3 and the chest on Level 0.

Spellbook: Only Hadrathus may pick up the Spellbook. See Carryover Items on page 5 for Spellbook rules. For this scenario only, Hadrathus also gains the Teleportation Spell as long as the Spellbook is in his possesion.

Warlock Documents: These represent Hadrathus' research and evidence that he must get to Conan. Only Hadrathus may pick up the Warlock Documents. Once picked up, the Warlock Documents may be passed to other Heroes as normal.

Chests: The chest requires the Key and a simple Manipulation to open. It contains the Stygian Artifact and Xuthal's Crown. The Stygian Artifact represents the Pendant given to Hadrathus by the Priest of Yun and is further proof of Thoth Amon's sinister plot.

Line of Sight on Stairs: Units always have Line of Sight to the next Stair area above or below them.

Crowded Stairs: The Stair areas marked with an * are small and may only have 2 models on them before they to are considered Occupied. The Stair area on Level 4 must have 4 models on it to be considered Occupied. Yogah of Yag and the Dark Demon count as 2 models for determing if an area is Occupied. All other Stair areas use normal Occupied Area rules, keeping in mind that Yogah of Yag and the Dark Demon bases will hang over the sides, so only measure front-to-back.

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

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

2 - Fight or Flight?

The muscles in Hadrathus' legs burned from running for three days and the dizziness of exhaustion brought about by an intolerable lack of food almost overtook him, despite finally reaching the port of Shu Chen. He and his colleagues paused to momentarily breathe in the evening air which, despite its frosty undertone, brought no comfort. As he did, he remembered the times since the Tower when they had so narrowly escaped death at the hand of Thoth Amon's diabolical assassins. His spellbook, now badly damaged, was in desperate need of repair since their last encounter, but there was no time to address that now. He knew it would only be a matter of time before Thoth Amon's spies would bring back word of their location, and that time was rapidly running out.

Yogah grabbed him by his spindly arm and pulled him towards the town, snapping him out of his moment of reflection. "Here we will find swift passage away from the demon," he urged the wizard. Shentu looked at them both with alarm. "Wait!" he cried hastily, "The medallion of Zhangpau is here. Wizard! Were we to seize it for ourselves, you could use its magic to one day vanquish the foul beast!"

Hadrathus did not know of this medallion but the certainty in Shentu's voice suggested that he might be able to unlock its secrets once they were clear of the demon. The Stygian Ikhmet looked across the town with his keen eyes and then looked back behind them, straining to see if the demon was close. "I do not think we have enough time," he said, "but if we are to try, we will have to move like the wind. I fear the beast is near upon us."

Winning the Game:

If the Heroes escape with the merchant who can give them safe passage, the Heroes win the game and gain 1 Victory Point. If they remove the Medallion of Zhangpau from the town, they receive an additional 1 Victory Point.

If the merchant dies or the Overlord prevents the Heroes from escaping with the merchant, the Overlord wins the game and receives 2 Victory Points. If the Heroes escape but the Medallion remains in Shu Chen, both the Overlord and the Heroes gain 1 Victory Point.

The game starts with the Heroes' turn. The heroes start in the areas indicated by the setup diagram.

Suggestions for 4 heroes:

- Hadrathus (Mitra's Halo, Mitra's Healing, Bori's Rage, Push Back)
- Yogah of Yag (Battle Axe, Gift of Life)
- Shintu (Khitan sword)
- Ikhmet (Assassin's dagger)

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

The Overlord starts with 10 gems in their Reserve zone, 2 gems in their Fatigue zone and the Recovery token showing a Recovery Value of "5" in the Book of Skelos.

The Dark Demon Arrives: he Overlord may only activate this tile at a cost of 1 gem, i.e. when the Event tile is in the furthest left slot in the River. When this tile is activated, it is removed from the game. The Overlord places the first Dark Demon tile on slot 3 by sliding other tiles to the right. The Overlord then places the second Dark Demon tile on slot 6 by sliding other tiles to the right.

Place the Dark Demon token on space 8 of the time track to represent its health. The Dark Demon appears in the same starting area as the heroes.

Special rules:

Game Board Rules: Standard game board rules apply. Units with large bases may cross bridges. Due to the river being highly polluted, anyone entering it must take 1 wound.

Hadrathus' Spellbook: For this scenario only, Hadrathus' spellbook has been badly damaged and is limited to 1 .

Finding The Merchant: During setup, the Overlord randomly places Number tiles 1-5 face-down as indicated to indicate merchants. A Hero ending their turn in an area with a tile may negotiate with that merchant and flip one token. If it is 1, the merchant will help them escape. Place the 1 token on the Heroes dashboard and place the Shevatas miniature in the area with the Hero. Remove the remaining tokens from the board.

The Merchant: The merchant has 4 health, an Armor value of 1, and does not affect Hindering. The merchant always moves with the Hero with the 1 token. The Hero may abandon the merchant at any time by dropping the 1 token. A Hero in the same area as the 1 token may pick it up as a free action. A Hero with the 1 token may add 1 to the merchant's defense for every gem spent.

Escaping Shu Chen: The Hero holding the 1 token must exit the board by spending the appropriate number of movement points from the area marked with the token to escape with the merchant. This Hero must also be carrying the Medallion. If no Hero is carrying the Medallion, then it must be Hadrathus who exits the board with the merchant.

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains Xuthal Crown, Dagger, Leather Armor. If a hero recovers a Xuthal Crown but does not leave the town with it, the heroes will not be able to use it in the future

The Medallion of Zhangpau: The Medallion is in the space marked (1). It can be removed from its holder with a complex Manipulation with a difficulty of 4. See Carryover Items on page 5 for Medallion of Zhangpau rules.

The Dark Demon: At any time during the Overlord's turn, if the Dark Demon is in the same area as a minion, the Overlord may remove the minion and increase the Dark Demon's health by 2, up to a maximum of 15. Due to its immense power, the Push Back spell requires 3 gems to move the Dark Demon one space.

3 - An Unfortunate Interruption

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

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

"Ok. What did they take?"

Winning the Game:

The Heroes must retrieve Hadrathus' Spellbook and flee the board with it. The Heroes must also kill Shubba, to ensure that the rest of the Witch Hunters won't pursue them, before the end of turn 6 to win the game. The Heroes regain full access to Hadrathus' Spellbook and gain 6 Bonus Gems.

If the Overlord prevents the Heroes from fleeing the board with Hadrathus' Spellbook, or if Shubba is still alive, at the end of turn 6 the Overlord wins the game. Hadrathus' Spellbook is damaged in the fight and functions at a reduced capacity for the remainder of the Campaign. The Spellbook will only grant 2 Gems. The Overlord also gains 2 Bonus Gems.

The game starts with the Heroes' turn. The heroes start in the areas indicated by the setup diagram.

Suggestions for 4 heroes:

- Hadrathus (Mind Control, Pass Through Wall)
- Yogah of Yag
- Ikhmet (Assassin's Dagger, Black Lotus)
- Shintu (Khitan short sword, javelin)

After setup, the Heroes move 5 gems from their Reserve to their Fatigue zone.

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

Shubba has the Psychic Attack spell. A Hero wearing Xuthal's Crown is immune to Psychic Attack. Shubba also has the Attack From Beyond skill.

Afari has the Attack From Beyond skill.

8 5 5 6

Special rules:

Game Board Rules: Standard game board rules apply.

Alarm: The Kushite Witch Hunters are sleeping, however their Hyneas are keeping watch for intruders, ready to howl out an Alarm. The Overlord may only activate 1 tile per turn until the Alarm is sounded.

The Alarm is sounded if:

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

After the Alarm Sounds all Kushite Witch Hunters gain 2 movement points that must be spent immediately. The Overlord's Recovery Value is increased to 5 and The Overlord may now activate 2 tiles as normal.

Renegade Assassin: Because of Ikhmet's Assassin training he cannot cause the Alarm to sound for any reason. For this scenario Ikhmet benefits from the Intangible skill. Ikhmet loses both of these benefits if he is carrying 4 or more.

Black Lotus Powder: Ikhmet is equipped with the Black Lotus card. At the beginning of the game place on the card. On his turn, Ikhmet may use a simple Manipulation to remove one and place it in his area. Any Hero or Overlord unit immediately suffers 1 of damage with no possible defense, as well as any Hero or Overlord unit that starts their activation in, or enters, the area. Ikhmet is immune to the effects of the Black Lotus Powder.

On the Prowl: At the beginning of each Overlord turn, roll 1 and return that many Hyena models to the board on one of the event spaces. No more than 5 Hyena models may be on the board at any time.

Chests: Chests require a complex Maniuplation with a difficulty of 1 to open. The assest deck contains: Spellbook, Assassin's Dagger, Battle Axe, Khitan Sword, Trapped Chest (x2).

Special rules continued:

Thoth Amon's Gift: When a Trapped Chest is found by a Hero, other than Ikmet, the Alarm sounds. No matter which Hero found the Trapped Chest, the Overlord places 2 Giant Scorpions in the area and a Giant Scorpions tile in the 1 slot in the River sliding all other tiles to the right. The Overlord then makes 1 free attack with each Giant Scorpion, interrupting the Hero's turn. Do not move the Giant Scorpions tile. After the attack, the Hero's turn continues as normal. (The Giant Scorpions will not suffer the effect of Black Lotus until their next activation.) If the Giant Scorpions tile is already in the River when the second Trapped Chest card is found, move it, face up, into the 1 slot. All Giant Scorpions on the board will activate the next time the tile is activated.

Poison: When attacked by a Giant Scorpion, instead of suffering damage as usual, a Hero must place a number of Poison tokens equal to the amount of damage either on the Melee Attack space or the Move space of their Hero's sheet. Each Poison token on the space reduces by 1 the Exertion Limit of that Action. When both Exertion Limits are reduced to 0, that Hero immediately dies.

Hadrathus' Spellbook: Hadrathus' Spellbook does not provide any benefit in this scenario, the goal is to retrieve the Spellbook and flee. Hadrathus has no time to properly prepare the Spellbook for use.

Fleeing the Village: A Hero can flee the board from an area at the edge of the board by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a Hero has fled, the Hero's model cannot be returned to the board.

4 - The Fate of Yag-Kosha

"I travelled this road in days long past," spake Yogah, and although his voice changed in neither key nor timbre, not being meant for human speech, his companions yet could feel the aching sorrow in his words. "The ruins we approach were once an outpost of Turan, here on the eastern shores of the Vilayet. Yara, calling upon dark allies and sorceries, claimed it as he dragged me along the route to Zamora from the dim jungles of Khitai. Here it was that - bound by chains of iron, of sorcerous power, of alchemical might - I was forced to divulge further black knowledge. Here it was that vile rituals, that I am loathe to recall, were performed to create an idol in my likeness and of my essence to contol me if paired with the proper rites. It was left here, guarded by abominable physical sentries as well as sorcerous traps, as a failsafe to be retrieved should his control over me wane."

Hadrathus, Shentu, and Ikhmet could say nothing, overcome with shame as if the guilt of an entire race were laid upon them. "I had thought it forgotten - yet now Thoth Amon has learned of it and will seek it. We must destroy it, place it in the ever-burning fire within, must thwart his plans - and in doing so send me back to the realm from which I was summoned to aid you. You must carry on from here; aid the Cimmerian as he once aided a wretched Yag-Kosha." Striding through the verdant fronds before them, they found themselves facing the ruins of a fortress named accursed, disused for some 300 years.

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

Winning the Game:

To win the game, the Heroes must find the Idol Of Yag-Kosha and place it in the fire (in the area marked "A") to destroy it by the end of turn 8, before the befouled air renders them unconscious.

To win the game, the Overlord must prevent the heroes from destroying the Idol of Yag-Kosha, thereby granting control of the Idol to Thoth Amon.

The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

- Hadrathus (Bori's Rage, Mitra's Healing, Mitra's Halo, Carried By The Wind) Hadrathus starts with Mitra's Halo cast.
- Yogah of Yag (Ornamental Spear, Gift of Life)
- Ikhmet (Assassin's Dagger, Parrying Dagger)
- Shintu (Khitan Sword, Sword)

After setup, the Heroes move 3 gems from their Reserve to their Fatigue zone.

The Overlord starts with 12 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.

When an Event tile is activated, the Overlord chooses one of these events to occur:

Viridian Wings of Yag: The Overlord chooses a wall or tower area and infuses it with lotus fumes seeping from the walls. Heroes in this area are convinced they possess great wings and leap to an adjacent ground area of the Overlord's choice (or from the tower to the nearest wall area). Falling damage is taken accordingly, and the spell is broken. This can happen only once per area. Mark the area with a gem or other token.

Crushing Burden: The Hero carrying the Idol of Yag-Kosha is overcome by its weight. Their free movement value is reduced to 0 while carrying it for the remainder of the scenario. Their exertion limit is unaffected.

Bat Swarm: The Overlord chooses an area occupied by one or more Heroes; that zone is swarmed by a horde of bats at the beginning of the next Heroes' turn. For that turn, Heroes must spend one extra movement point to move out of this area. Mark this area with the Energy token .

8 6

Special rules:

Game Board Rules: Standard game board rules apply.

Doors: Doors can be opened by Yogah's Wall Wrecker skill or with three 3 successes of the Bori's Rage spell.

Hand of Yara: During setup, the Overlord secretly places the 1-6 Number tokens face-down as indicated in the setup diagram. The first time a Hero enters an area with a Number token, flip it face-up. If it's an even number, a spectral hand appears and attacks the Hero. Resolve this attack as an Attack From Beyond. The Hero may guard against this attack but loses any remaining free movement points. The hand disappears after the attack is resolved. The first time Yogah has line of sight to this, he will recognize a ring on the hand and become enraged. For the remainder of the scenario, Yogah gains a bonus for all melee attacks.

Chests: Chests require a complex Manipulation with a difficulty of 2 to open. The asset deck contains 2 Antidotes, Idol of Yag-Kosha, Javelin, Life Potion. If you do not have the Idol of Yag-Kosha, use the Pictish Fetish instead, but give it an Ecumbrance Value of 4.

Servants of the Black Ring, Unshrouded: The heroes have been tracked by 3 Stygian Assassins. When the Idol of Yag Kosha is revealed, the Overlord may place the Stygian Assassins anywhere on the board and add their tile in the 1st space in the river.

Idol of Yag-Kosha: To destroy the Idol of Yag-Kosha, it must be dropped in the fire (the area with the "A" token). Yogah may throw the idol (using Throwing an Object rules) despite its encumbrance. If it is destroyed, Yogah will fade away, returning to his realm. If the heroes fail, Thoth Amon will use his magic on the Idol to gain control of Yogah to teleport him (and the idol) away.

Antidote: A hero with an Antidote may discard it to remove all the poison tokens from one of the action spaces of their hero sheet.

Poison: When attacked by a Giant Scorpion, instead of suffering damage as usual, a Hero must place a number of Poison tokens equal to the amount of damage either on the Melee Attack space or the Move space of their Hero's sheet. Each Poison token on the space reduces by 1 the Exertion Limit of that Action. When both Exertion Limits are reduced to 0, that Hero immediately dies.

Blood of the Bat: Any hero in a zone affected by Bat Swarm may perform a complex Manipulation with a difficulty of 3 to catch a bat that has developed an anti-toxin. Perform a simple Manipulation to bite into the bat and ingest its blood as an Antidote.

5 - Dreams of Atali

Was it all a dream, or did Conan truly catch a glimpse of Ymir's icy realm? Even Niord, a sword-brother from Conan's past is dubious of the Cimmerian's account of the frost giant's daughter - and it was Niord himself who found the awe-struck barbarian shortly after the supposed encounter. But one thing concerning this strange tale is certain: Thoth-Amon knows that Conan's memory of the mysterious woman has never dimmed, nor has his desire to continue the chase.

And so the sorcerer has breathed deeply of the lotus blossom and traversed strange realms where the feet of mortal men are forbidden to tread. But so too has Hadrathus, and it is at the threshold between the material world and realm of eternal frost that the two sorcerers meet. Thoth-Amon plans to lure Atali from her home and capture her to serve as bait for the King of Aquilonia. It is up to Hadrathus to disrupt the Stygian's plot, so that Conan may prepare for the battle ahead without being disturbed by visions of a woman "like Dawn running naked on the snows".

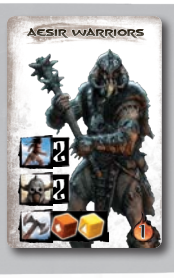
Winning the Game:

The Heroes win the game if at least one Hero or Ally (Aesir Warrior or Frost Giant) is in the same area as Atali at the end of Hero turn 10.

The Overlord wins the game if no Hero or Ally is in the same area as Atali at the end or Hero turn 10, or if, at any point during any Overlord's turn, Atali does not share an area with a Hero or Ally and shares an area with Thoth-Amon. The Overlord may also secure victory instantly if they have placed six blue gems on their altar (marked with 2).

The game starts with the heroes' turn.

- Hadrathus (Spellbook, Kriss, Buckler, Mitra's Halo, Mitra's Healing, Bori's Rage)
- Niord (Aesir Sword, Aesir Sword, Leather Armor), 4 Aesir Warriors
- Ikhmet (Assassin's Dagger, Parrying Dagger, Bossonian Bow)
- Shintu (Khitan Sword, Khitan Short Sword, Leather Armor)

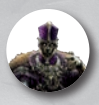


After setup, each hero moves 4 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 8 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.

Reinforcement: 5 reinforcement points .

Earthquake: The Overlord chooses an aera and rolls 1 . They may then move an equal number of miniatures in that area to any adjacent area(s) of their choice.



Thoth Amon has Lightning Storm, Teleport, Set's Halo, and Push Back.

1 6

Special Rules:

Game Board Rules: Standard game board rules do NOT apply. Only apply the game board rule for the elevation bonus for the 4 elevated locations.

Atali: Atali is placed on the board at the beginning of Hero turn 8 in the area shown on the setup diagram. She is not controlled by the Heroes or the Overlord. She does not activate and may not be moved by any means.

Thoth-Amon: Thoth-Amon only ever has one Life Point. Whenever he suffers a wound, his miniature is removed from the board and placed on the Book of Skelos. At the beginning of the Overlord's next turn, he is placed back in his starting zone.

Smoking Hearts: When a Vanir Warrior dies, drop a to represent his heart. When an Aesir Warrior or Hero dies, drop a to represent his heart. Heroes and Aesir Warriors may pick up a red gem with a simple Manipulation. Overlord units may pick up a blue gem as a free action during their activation. A single unit can only hold one gem at a time, and may never hold a gem of the wrong color. Gems have an Encumbrance Value of 0. Gems cannot be passed or thrown, but they may be dropped as a free action or if the unit dies.

Smoking Hearts for Ymir's Board: Smoking hearts can be used to summon Frost Giants to join them in battle. To gain a Frost Giant as an ally, one side must drop 3 gems in the area representing their 'board' (for Heroes, for the Overlord). Once 3 gems have been dropped, the player chooses a Frost Giant tile and places the corresponding Frost Giant miniature in the area indicated on the setup diagram. This Frost Giant may be activated by any player on their side at no gem cost once per turn, including the turn it was summoned. Players may not spend gems on Benefits for the Frost Giant, nor may they use the Command ability for additional activations. Each Frost Giant has 6 Life Points. It is possible for one side to gain control of more than one Frost Giant.

Tally up the victory points for each side and assign the bonuses according to the chart below. **If the Heroes won scenario 3, the final scenario is Scenario 6 - The Streets of Khemi. If the Overlord won scenario 3, the final scenario is Scenario 7 - The Trap.**

Overlord		Heroes	
VP	**Bonus**	**VP**	**Bonus**
0-1	3 Bonus Gems	0-1	3 Bonus Gems
2-4	River tiles get a Defense Bonus of +1 armor against non-magic attacks	2-4	Heroes get a Defense Bonus of +1 armor against non-magic attacks
5	River tiles get a Defense Bonus of +1 armor against non-magic attacks AND an Attack Bonus of +1	5	Heroes get a Defense Bonus of +1 armor against non-magic attacks AND an Attack Bonus of +1 reroll

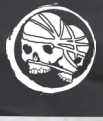
6 - The Streets of Khemi

Frustrated time and again by Conan and his allies, Thoth Amon has lured a powerful eastern sorcerer, Shuang Mian, to Khemi. Shuang Mian carries a shard of a powerful amulet that, when united with Thoth Amon's shard, will summon the mortal incarnation of Set. When word of this evil alliance reaches Aquilonia, King Conan summons his allies and embarks on a journey to the heart of Stygia to put an end to Thoth Amon's plots.

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

Winning the Game:

To win the game, the Heroes must prevent Thoth Amon and Shuang Mian from joining forces to complete the amulet. If either sorcerer is killed before the two meet, the heroes win.



To win the game, Thoth Amon and Shuang Mian must join forces to complete the ritual. If they are in the same area at the beginning of the Overlord's turn, the Overlord wins.

The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

- Conan (Sword, Leather Armor, Buckler)
- Hadrathus (Dagger, Bori's Rage, Mitra's Halo, Teleportation)
- Ikhmet (Assassin's Dagger, Assassin's Dagger, Leather Armor, Throwing Knives)
- Niord (Tribal Mace, Parrying Dagger)

After setup, the Heroes move 5 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 14 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.

When an Event tile is activated, the Overlord performs both of these events IN ORDER:

Mind Possession: The Overlord takes control of a character who is not wearing Xuthal's Crown. The Overlord may move up to four gems from their own Reserve zone to their own Fatigue zone. For each gem moved in this manner, the Overlord may move one gem from the possessed character's Reserve to any of the character's action spaces or spells, but may place a maximum of 2 in any one action space. This must follow exertion limits. The Overlord may not use the character's free movement points, may not instruct the character to jump into water or off a building, or use community gems. Once the Overlord chooses to stop using gems to activate the character, Mind Possession ends.

Reinforcement: 6 reinforcement points .

Thoth Amon has the spells Set's Bite, Set's Halo, and Set's Possession. A magic aura protects Thoth Amon from all damage except spell damage. This aura prevents Thoth Amon from moving more than his base movement during each activation. Thoth Amon begins the game with Set's Halo active.

Shuang Mian has the spells Energy Drain, Mental Control, and Pestilence Swarm. A magic aura protects Shuang Mian from all damage except by someone carrying the Stygian Artifact. This aura prevents Shuang Mian from moving more than his base movement during each activation.

When the Outer Dark Demon dies, place the Stygian Artifact in his zone.

Atali has the spell Kiss Of Death.

4 4 6 6 1

Special rules:

Game Board Rules: Standard game board rules apply.

Sorcerer's Scepter: A spellcaster carrying the Sorcerer's Scepter gains access to the spell Lightning Storm.

Chests: The asset deck contains Sorcerer's Scepter, Halbred, Crossbow, Shield, Life Potion, Life Potion.

Shared Power: At the start of the game, stack both the Thoth Amon tile and the Shuang Mian tile in slot number 2 (one on top of the other). This is called the sorcerer stack. Whenver the Overlord activates the sorcerer stack, he must choose which villain to activate. Once the chosen villain activates, BOTH tiles are moved to the end of the river. Moving the tile in this manner DOES NOT count as an activation for the UNCHOSEN villain.

Atali's Enthrallment: Conan is the only hero who can see or interact with Atali. She does not hinder nor harm any hero but Conan. However, all other Overlord units and Atali interact as normal. While Atali is alive, Conan is enthralled. Every movement point spent must bring Conan closer to her. He must LEAP if it is the shortest path to Atali. Conan must spend at least one free movement point in this manner. Xuthal's Crown does not protect Conan from this enthrallment. If the heroes won the previous scenario, DO NOT USE Atali in this scenario. Remove her tile from the river and the Atali miniature from the board.

7 - The Trap

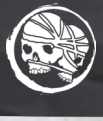
"By Crom, I'll make that bloody necromancer pay!" Conan crept across the grassy field like a panther, guided only by the half moon. Ahead, torches flickered from the walls of the ruined fort, silhouetting shadows of soldiers patrolling the parapet. The bulk of Conan's army rested a day's journey north,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

Losing hope that any stragglers from his vanquished army would join him, Conan realized that nothing stood between Tarantia and these hellish forces save himself. Spying the crumbled ruins of the northwest tower lifted Conan's spirit as he saw his chance to sneak inside and slay the beasts within—Thoth Amon and Yogah of Yag. Conan gritted his teeth, loosed his sword, and strode forward.

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

Winning the Game:

If both Yogah of Yag and Thoth Amon die, the Heroes win the game



If Conan dies, the Overlord win the game

The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

- Conan (Sword, Scale Armor, Bossonian Bow)
- Hadratus (Spellbook, Gift of Life, Lightning Strike, Mental Torture)
- Ikhmet (Yuetshi Knife, Parrying Dagger, Throwing Knives)
- Niord (Tribal Mace, Parrying Dagger)

After setup, the Heroes move 0 gems from their Reserve zone to their Fatigue zone.

Standalone Mode

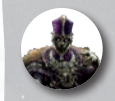
Do not use Victory Point bonuses. Distribute 1 Xuthal's Crown and the Medallion of Zhangpau amongst the Heroes as desired. Refer to the campaign rules on page 5 for descriptions of the Spellbook, Xuthal's Crown, and the Medallion of Zhangpau.

The Overlord starts with 9 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.

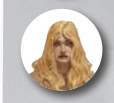
The Event tile can only be activted once per turn. When activated, the Overlord performs these events IN ORDER:

Yogah's Possession: Activate Yogah of Yag. Yogah's activation counts as a standard hero and begins by choosing a cautious or aggressive stance. After Yogah's activation is complete, Yogah tries to fight the mystical bonds that control him. Roll 1 yellow die. Yogah of Yag suffers the result in self-inflicted wounds. This die CANNOT be rerolled.

Reinforcement: 4 reinforcement points .



Thoth Amon has the spells Set's Bite, Set's Halo, and Pestilence Swarm. He begins the game with Set's Halo active.



Atali has the spell Kiss Of Death.

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Yogah's Tragedy

Yogah of Yag is controlled by the Overlord. Use red gems rather than blue. Yogah may only be activated by using an Event tile. Yogah may open doors and chests, and recovers gems by using either aggressive or cautious stances. Yogah does NOT gain additional gems when a hero dies.

- Yogah of Yag (Ornamental Spear, Bori's Rage, Mitra's Halo)

After setup, the Yogah of Yag moves 2 gems from his Reserve zone to his Fatigue zone.

Special rules:

Game Board Rules: Standard game board rules apply to the Abandoned Fort map. The Stygia Underground map does NOT use the standard game board rules, it only uses the rules outlined in this scenario.

Stygia Underground: The catacombs beneath the Abandoned Fort have two levels. The stairs with the blue ring connect to each other and the stairs with the orange rings connect to each other. To move from one level to the corresponding area on another level requires a total of 2 movement points.

Sorcerer's Scepter: A spellcaster carrying the Sorcerer's Scepter gains access to the spell Mind Control.

Chests: During setup, the Overlord places 6 chests on the board as indicated by the setup diagram and creates 2 separate asset decks. The first deck belongs to the three chests in the Stygia Underground. They contain life potion, life potion, and sorcerer's scepter. The second deck belongs to the three chests in the Abandoned Fort. It contains: halbred, chainmail, battle axe.

Atali's Enthrallment: Conan is the only hero who can see or interact with Atali. She does not hinder nor harm any hero but Conan. However, all other Overlord units and Atali interact as normal. While Atali is alive, Conan is enthralled. Every movement point spent must bring Conan closer to her. He must LEAP if it is the shortest path to Atali. Conan must spend at least one free movement point in this manner. Xuthal's Crown does not protect Conan from this enthrallment. If the heroes won the previous scenario, DO NOT USE Atali in this scenario. Remove her tile from the river and the Atali miniature from the board.

Solo/Cooperative Mode

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

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

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

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

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

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

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

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

Skills

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

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

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

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

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

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

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

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

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

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

Campaign Rules

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

Equipment and Cache

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

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

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

Starting a Scenario

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

Cache

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

Starting Equipment

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

Special Gear

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

Sorcerer's Scepter

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

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

Stygian Artifact

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

Xuthal's Crown

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

Spells

Though spells are found in the same way as other equipment, they function a little differently. In campaign mode, once picked up, spells are never lost (not even during a defeat). Whenever putting together the asset deck for a scenario, place the Spellbook equipment card into the deck. This will ensure that when facing down, it will be indistinguishable from other equipment cards. In some scenarios, the Spellbook will yield more than one spell. Once attained, these spells are never lost to the players. Players controlling spellcasting Heroes will split the spells between them before play begins. These spells do not need to be distributed evenly. During play, they may not share any spells, but between scenarios they may redistribute the spells in a different arrangement.

Boons

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

Hero Selection

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

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

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

Cunning Attackers

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

The Strongest Hero

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

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

Defeat

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

Campaign End

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

Victory Points and Rank

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

Rank

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

VICTORY POINTS

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

THUS BEGINS

WHISPERS FROM STYGIA

1 The Time for Flight is Nigh

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

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

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

"I have been betrayed," Hadrathus thought. "Shuang Mian is in league with Thoth Amon."

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

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

The time for flight is nigh.

Objective

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

Setup

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

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

Asset Deck

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

Event

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

Special Rules

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

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

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

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

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

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

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

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

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

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

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

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

Non-Campaign Mode

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

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

1 2 3 4 5 6

NA NA 2

Do not add the False Evidence, Tower Key, or Warlock Documents to the cache. They are specific to this scenario.
Hero Victory: Heroes are awarded 1 Victory Point per surviving Hero. Hero Defeat: Set Victory Points to -1.

2 Fight or Flight?

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

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

As they started for town, Shentu called out to them. "Wait! An ancient artifact from Stygia is over there, in that shrine. If we seize it for ourselves, we could use its magic to help vanquish that foul beast!"

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

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

Objective

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

Setup

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

x4 Nothing x1 Merchant

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

Asset Deck

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

Event

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

Special Rules

Boats: Boat zones are normal terrain for movement.

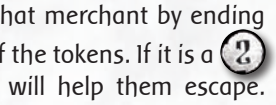
Stygian Artifact: A Hero can remove the Stygian Artifact from its holder with a complex Manipulation with a difficulty of 4. (See page 26 for Stygian Artfact rules.)

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

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

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

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

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

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

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

Non-Campaign Mode

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

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

8

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

Hero Defeat: Lose 1 Victory Point and all equipment found during this scenario.

3 An Unfortunate Interruption

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

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

"Ok. What did they take?"

Objective

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

Setup

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

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

Asset Deck

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

Special Rules

Game Board Rules: Standard game board rules apply.

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

The Alarm is sounded if:

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

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

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

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

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

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

Non-Campaign Mode

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

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

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

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

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

4 The Face of Yag-Kosha

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

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

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

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

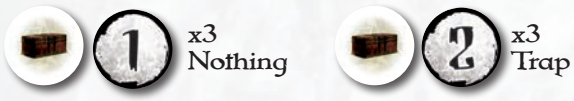
"Thus we enter the forgotten, remote fastness of Yara. No matter the outcome, I am honored to fight with you."

Objective

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

Setup

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



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

Asset Deck

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

Event

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

Event 2: Apply both of these affects:
a) All wall areas are infused with lotus fumes. Heroes in these areas must leap to an adjacent ground area of their choice and take falling damage.
b) If a Hero is carrying the Idol of Yag-Kosha, reduce their free movement value to 0 for the rest of the scenario.

Special Rules

Game Board Rule: Standard game board rules apply.

Doors: Doors are magically sealed and must be opened by Wall Wrecker, 2 successes with Bori's Rage, or a complex Manipulation with a difficulty of 2. Heroes cannot Teleport into sealed rooms.

Hand of Yara: The first time a Hero enters an area with a flip the token. If it's a 2, a spectral hand wearing a gem-encrusted ring appears and attacks the Hero. Resolve this as an Attack From Beyond but the damage is considered spell damage. The Hero may Dodge this attack but doing so halts movement. The hand disappears once the attack is resolved.

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

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

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

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

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

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

Outer Dark Demon: Targets the Strongest Hero.

Non-Campaign Mode

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

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

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

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

5 DREAMS OF ATALI

Was it all a dream, or did Conan truly catch a glimpse of Ymir's icy realm? Even Niord, a sword-brother from Conan's past is dubious of the Cimmerian's account of the frost giant's daughter - and it was Niord himself who found the awe-struck barbarian shortly after the supposed encounter. But one thing concerning this strange tale is certain: Thoth-Amon knows that Conan's memory of the mysterious woman has never dimmed, nor has his desire to continue the chase.

And so the sorcerer has breathed deeply of the lotus blossom and traversed strange realms where the feet of mortal men are forbidden to tread. But so too has Hadrathus, and it is at the threshold between the material world and realm of eternal frost that the two sorcerers meet. Thoth-Amon plans to lure Atali from her home and capture her to serve as bait for the King of Aquilonia. It is up to Hadrathus to disrupt the Stygian's plot, so that Conan may prepare for the battle ahead without being disturbed by visions of a woman "like Dawn running naked on the snows".

OBJECTIVE

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

SETUP

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

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

6 6

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

EVENT

Apply both of these affects:

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

SPECIAL RULES

Game Board Rules: Standard game board rules do NOT apply. Only apply the game board rule for the elevation bonus for the 4 elevated locations.

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

Wolves: Target Aesir Warriors rather than Heroes unless no Frost Giants are available. Wolves do not follow the Cunning Attackers rule, and they choose their target based on which Aesir Warrior the most Wolves can reach. Each time a Wolf attacks, add 1 for each previous Wolf attack on the same target during the current activation (i.e. for the first Wolf, for the second, etc.). If a is on the ground, one Wolf will move towards it and pick it up as a free action. Next activation, that Wolf will try to drop off the in the area marked 2. (Substitute Hyena minis if necessary.)

Smoking Hearts for Ymir's Board: After the Heroes have dropped in the area marked 1, players may choose a Frost Giant, place its tile on the table, and place the mini in the area marked 1. This Frost Giant may be activated once (and only once) each turn, including the turn it was summoned. Players may not augment Frost Giant attacks, defense, or movement in any way.

If Wolves drop in the area marked 2, players choose a Frost Giant, place its tile near the River, and place the mini in the area marked 1. This Frost Giant activates every round in addition to the normal Overlord activations. Overlord Frost Giants follow normal targeting rules.

Outer Dark Demon: Targets the strongest Hero.

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

1. **Cast Lightning Storm** - Choose the area with the most Hero & Ally units **that are not outnumbered by Overlord units.** In case of a tie, he targets the area with the Hero with the fewest gems in their Reserve.

2. **Teleport** - Teleports to the area with the Hero with the fewest gems in their Reserve. **If Atali is on the board, Thoth-Amon teleports to the area marked 1 instead.**

3. **Attack** - Performs a melee attack (if possible).

If Thoth Amon begins his turn in the Lightning Storm target area, he will instead perform a melee attack (if possible), teleport to the area marked 1, and then cast Lightning Storm (even if the target area is the area marked 1).

When Thoth-Amon dies, place his miniature on the Book of Skelos. At the beginning of the Overlord's next turn, place him in the area marked 2.

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

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

Non-Campaign Mode

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

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

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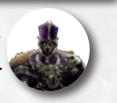
1 

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

Hero Defeat: Lose 1 Victory Point.

6 The Streets of Khemi

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

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

Objective

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

Setup

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

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

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

Asset Deck

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

Event

Apply both of these affects:

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

Special Rules

Game Board Rule: Standard game board rules apply.

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

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

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

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

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

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

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

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

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

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

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

Non-Campaign Mode

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

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

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

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

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

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

7 THE TRAP

"By Crom, I'll make that bloody necromancer pay!" Conan crept across the grassy field like a panther, guided only by the half moon. Ahead, torches flickered from the walls of the ruined fort, silhouetting shadows of soldiers patrolling the parapet. The bulk of Conan's army rested a day's journey north, their bodies nourishing Aquilonian fields in one last service to their country.

Losing hope that any stragglers from his vanquished army would join him, Conan realized that nothing stood between Tarantia and these hellish forces save himself. Spying the crumbled ruins of the northwest tower lifted Conan's spirit as he saw his chance to sneak inside and slay the beasts within—Thoth Amon and the possessed devil acting as his general. Conan gritted his teeth, loosed his sword, and strode forward.

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

OBJECTIVE

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

SETUP

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

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

ASSET DECKS

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

EVENT

Apply both of these affects if possible:

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

SPECIAL RULES

Game Board Rule: Standard game board rules apply to the Abandoned Fort except Overlord units only require 2 movement points in total to enter a rock slide area. The Stygia Underground has two levels. The stairs with the green check connect to each other and the stairs with the red X connect to each other.

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

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

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

8 Life Points

15 Life Points

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

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

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

Everyone Plays Their Part: Overlord units will not move from the Abandoned Fort to the Stygia Underground or vice versa unless there are no Heroes on their game board.

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

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

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

Non-Campaign Mode

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

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

Boon: Each Hero may choose one of the Boons listed in the Hero Victory section on page 39.

8 4

Hero Victory

If the Heroes win, they are awarded 1 Victory Point per surviving Hero. Consult the chart to determine how your legend lives on.

"Know, oh Prince, what started as whispers soon grew to a deafening roar. The kingdom teetered on the precipice of annihilation. In Aquilonia's darkest hour Conan, by the might of his arm and the strength of his steel, stood strong and smote that old reptile, Thoth Amon. Peace restored, the King brooded upon the throne once again. The roar subsided to whispers and finally faded to murmurs.

However, the seeds of discontent were inevitably sewn and the murmers soon grew again to whispers... but that, oh Prince, is a tale for another time..."

Hero Defeat

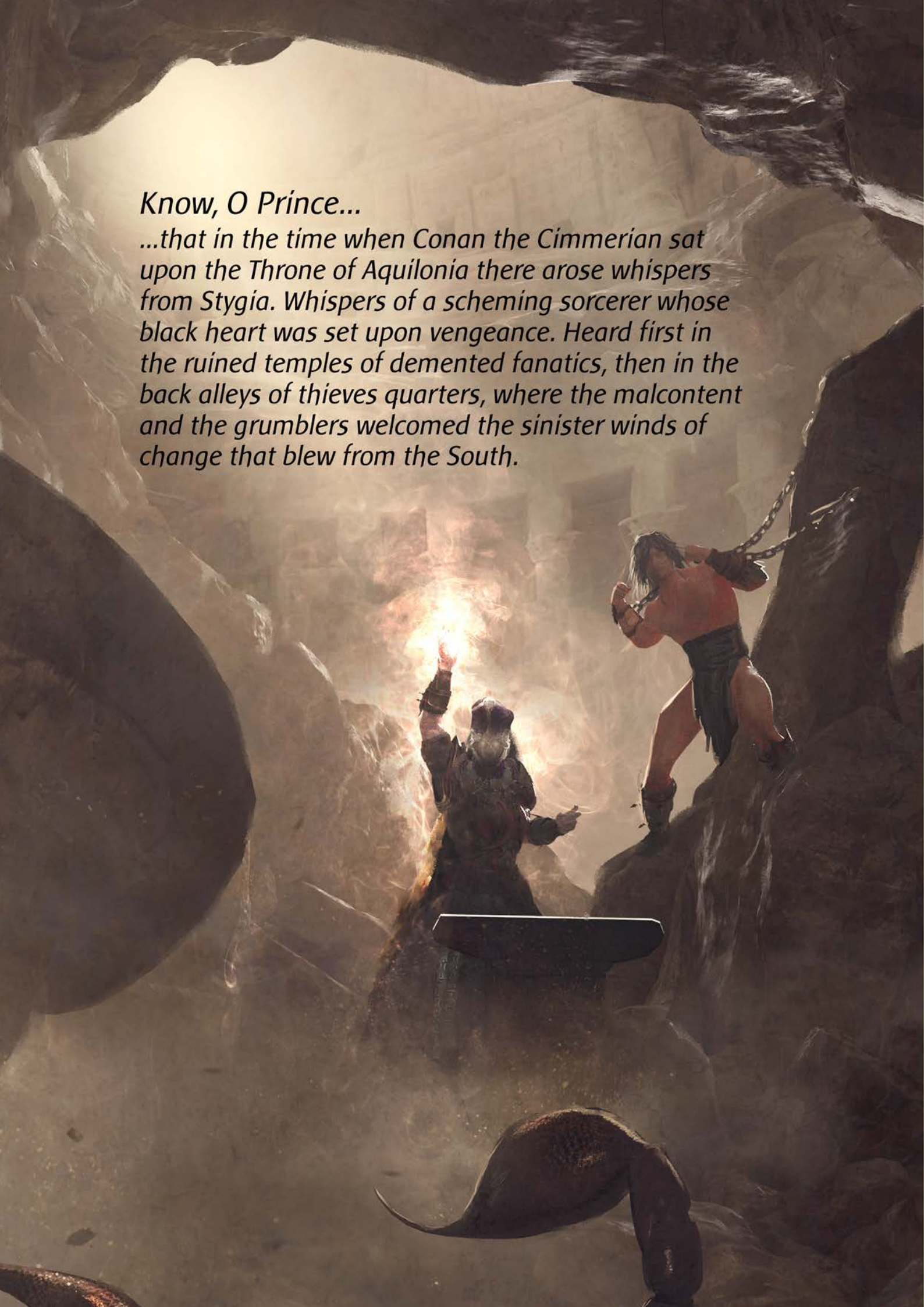
If this scenario results in a Defeat, lose one Victory Point. Consult the chart to determine how your legend lives on.

"Know, oh Prince, that after the age of Conan there ascended from the ashes of Aquilonia a fearsome tyrant who plunged the kingdom into darkness. Thoth Amon, High Priest of Set, seized the crown through serpent's guile and assassin's dagger. With a heavy fist he subjugated all who opposed his rule. Chains or gallows was the fate of any who would dare speak the name of the fallen King, even in whispers...

Know also, there arose whispers from the northern marches... whispers of a Lion! But that, oh Prince, is a tale for another time..."

THUS ENDS

WHISPERS FROM STYGIA



Know, O Prince...

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