CONAN
THE
BURNING HEART
OF AHRIMAN

These products required to play the content of this book:

Core Game	Mythic Battles Poseidon
Conan the Conqueror	Mythic Battles Hephaestus
Mythic Battles Pantheon	Mythic Battles Thermopylae
Mythic Battles Corinthia	

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Solo/Cooperative Mode

Know, O Prince, that ancient gods rose and fell like the waves. Once such god, Ahriman, summoned all manner of creatures who tormented mankind in ways no longer spoken. As Ahriman's power waned, these creatures were hunted near extinction, for revenge ever burns in the heart of mankind.

Yet revenge burns in the heart of gods as well as mankind, and none burn hotter than the heart of Ahriman. Deep inside an unnamed mountain on the Isle of Derecho, the ancient and wicked servants of Ahriman keep hope alive in the form of five crystal fragments said to contain the essence of Ahriman. Many adventurers have gone in search of these crystal fragments, but none have returned.

Over time, a pirate king established a port named Antiok on the Isle of Derecho in a truce with the remnants of Ahriman's servants, but no one other than the pirates know if this relationship had made them true allies or uneasy acquaintances.

But know also, O Prince, that Ahriman has enemies with greater power than that of a few rogue pirates. For many gods have no wish to see Ahriman return to power, especially the one who fought him once before...the slithering god Set.

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 The Burning Heart of Ahriman differ from the Tome of Skelos campaign as detailed below. This campaign requires the Conan Core game as well as the following expansions:

- Conan the Conqueror
- Mythic Battles Pantheon
- Mythic Battles Corinthia
- Poseidon (Game Board Only)
- Hephaestus (Game Board Only)
- Thermopolye (Game Board Only)

The outcome of each scenario will determine how well equipped the heroes are for the final scenario, The Burning Heart. 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.

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.

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 4, each player may choose one Boon to assign to their Hero.

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)

Archetypes and Starting Equipment

The Burning Heart of Ahriman has been written for 1-4 players to assume control of one Hero from each of the Archetype groups. **Players should play the same Hero from one scenario to the next.** If a Hero dies, the player may choose to either select a new Hero from that Hero's archetype options or continue playing with that Hero for the next scenario.

Warrior

The options for Warriors are: Achilles, Afari, Amra the Lion, Baal-Pteor, Conan, Conan the Conqueror, Conan the General, Conan the Mercenary, Conan the Pirate, Conan the Thief, Conan the Wanderer, Conan the Warlord, Constantius, Heracles, Gorm, King Conan, King Kull, Olgerd Vladislav, Othryades, Pallantides, Shentu, Thak, Valeria the Warrior, Vanir Valkyrie, Yogah of Yag, Zaporavo.

The following Heroes are considered warriors, but are not recommended for thematic reasons or due to their potential to affect balance: Nameless Horror, Winged One.

Starting equipment: Sword

Rogue

The options for Rogue Heroes are: Amboola, Atalanta, Balthus, Belit, Belit the Princess, Brule, Ghayoor, Ikhmet, N'Gora, Niord, Octavia, Savage Belit, Shevatas, Taurus, Zenobia.

Starting equipment: Cutlass

Sorcerer

The Options for Sorcerer Heroes are: Hadrathus, N'Yaga, Pelias, Shubba, Skuthus, Taramis, Xaltotun, Zelata, Zogar Sag.

Starting equipment: Parrying Dagger

Sellsword

The Options for Sellsword Heroes are: Amboola, Belit, Belit (Queen of the Black Coast), Constantius, Ikhmet, Kerim Shah, Leonidas, N'Gora, Odysseus, Shafiah, Valeria.

Starting equipment: Ornamental Spear & Buckler

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 6	Rogue	Drunkards laugh at the stories of your deeds told at seedy bars, and women use your name to hurls insults at their deadbeat husbands.
7 - 12	Adventurer	You earned some coin and survived another day, but no one will speak your name or remember your deeds. Perhaps some day you will journey out for another adventure, but for now you bury you face in your mug of ale and remember the comrades you lost.
13 - 18	Hero	The gods quake when they hear your name. At least, that is what you tell yourself as you tuck your loot into your pack and head back to the mainland.
19+	Legend	The Heart of Ahriman...one of the most valuable treasures from ancient antiquity...is now yours. If that doesn't command respect and fortune, then Ahriman's blood dripping from your steel should command respect. And who will oppose you, now that you have the Heart of Ahriman?

THUS BEGINS

THE BURNING HEART OF AHRIMAN

1 The Cook's Mutiny

Tales speak of an acient artifact buried deep in the heart of a dormant volcano on the Isle of Derecho. Many adventurers have gone in search of this artifact, the mysterious Heart of Ahriman, but none returned. Although a band of pirates turned a small part of the island into a port called Antiok, rumor has it they are afraid to venture beyond the Varuth Pass. Your cook claimed to know the leader of this pirate coalition, so you set sail for Antiok to resupply before venturing into the interior of the island. As you neared port, the crew--led by the treacherous cook--tried to mutiny. You and your loyal compatriots managed to fend off the mutiny, only to see 4 pirate ships converging on you from the port, as well as two ballistas on the rocks guarding the port entrance.

Objective

To win the game, the Heroes must kill all enemies.

Setup

The Burning Heart of Ahriman utilizes the Hero Archtypes listed on page 4:

- Warrior - Sword
- Rogue - Cutlass
- Sorcerer - Parrying Dagger
- Sellsword - Ornamental Spear, Buckler

The game starts with the Heroes' turn. The Heroes start the game in the ship marked ❶. Place a Plank token on the ship. If a Plank token is not available, use a Barricade token.

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

Asset Deck

Chests require a simple Manipulation to open. The asset deck contains Spellbook (Ymir's Retribution), Throwing Knives, Life Potion, Leather Armor.

Map Rules

Ships: Ships occupy two water areas and cannot more to land areas. There is no limit to the number of units that can occupy a ship.

Ship Movement: When a ship moves, it travels 1 area. Move the front half of the ship to an adjacent area. If the back half of the ship is adjacent to this new area, the ship turns but does not move. This is a PIVOT. If the back half of the ship is not adjacent to the new area, it moves into the area where the front half of the ship just left. This is a SAIL. Ships cannot sail backwards.

Hero Ship Movement: Each turn, any ship containing at least 1 Hero and no Overlord units may move once during the Heroes' turn. Players may choose when to perform this movement during the turn.

Overlord Ship Movement: When a tile activates, any ship containing at least 1 activating unit and no Hero units may move once per Overlord turn if it enables them to move closer to a Hero.

Planks: Units in an area with a Plank token may connect it or disconnect it to another ship in an adjacent Water area (or land) by performing a complex Manipulation with a difficulty of 2. Ships that are connected by a Plank may not move.

Leaping: Units with Leap may spend 2 movement points to attempt a Leap with a difficulty of 2 to move to an adjacent ship or land area. If the unit fails, they do not move.

Line of Sight: Line of sight can be drawn into, but not through, ships.

Water: Area with a ❹ are Water areas. Any units without the Swimming skill that enter a Water area are killed. Remove their miniature and equipment from the game board.

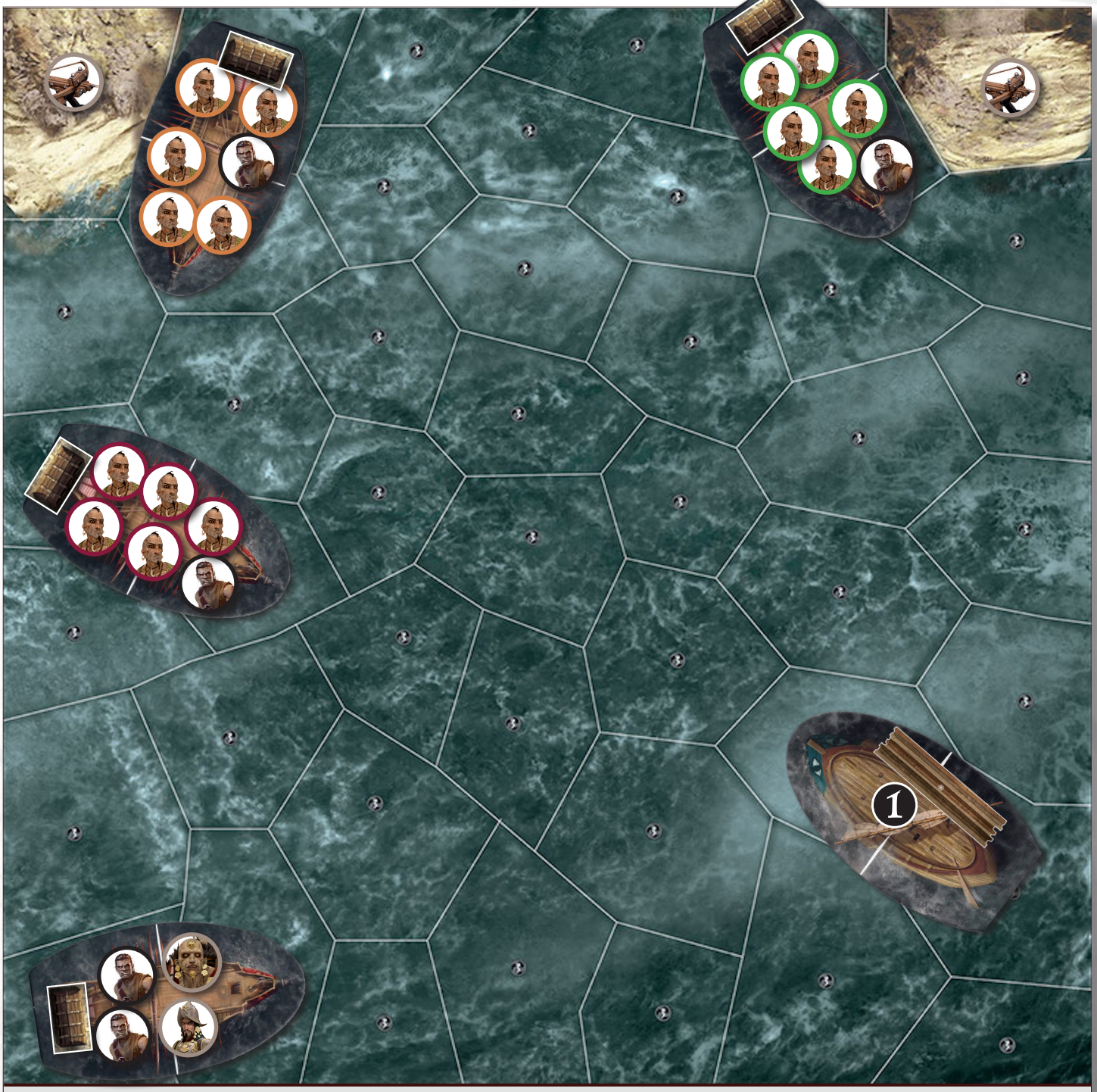
- **Diving:** Moving from a ship to a Water area costs 1 movement point. When a unit dives, they choose one of the two water areas the ship occupies.
- **Swimming:** Moving from a Water area to another Water area costs 1 movement point.
- **Beaching:** Moving from a Water area to a land area costs 1 movement point (units only).
- **Boarding:** Moving from a Water area to a ship costs 2 movement points unless the unit has the Climb skill, in which case it costs 1 movement point.

Special Rules

Ballista Pirates: If there is a ship with Heroes and no Overlord units, the Ballista Pirates will target the strongest Hero on that ship. Otherwise, they will target the strongest Hero. Whenever they cause damage, also add a water token to that ship. When a ship has 3 water tokens, the ship sinks. Remove the ship from the game board and place any on the ship in the Water. The Ballista Pirates are in tower. They gain the Elevation bonus and have line of sight to the entire game board, but may be attacked as normal.

Pirates: Pirates will not leave a ship if there is a Hero on their ship to attack. Pirates will not enter a Water area unless their ship sinks or moving into the Water are enables them to attack a Hero without having to roll for Leap.

Skuthus: Skuthus has the spell **Set's Bite** and casts it on the Target Hero. He then attacks the Target Hero if possible, but he cannot leave his ship unless a plank is available.



Hero Victory: Heroes are awarded 1 Victory Point per surviving Hero and may keep all loot, regardless of whether it was found during the scenario.

Hero Defeat: Set Victory Points to -1, pick new Heroes, and play this scenario again.

2 RAIDING ANTIOK

"We came looking for adventure," the warrior beside you growls, "but they have turned this into war!" You grunt in agreement, your eyes burning hatred as your ship nears the port of Antiok. You see movement on the beach as the remaining pirates try to prepare their defenses. "They didn't expect their ambush to fail," you say, pointing to some one doning his clothes as he took up position. Oddly, some of the pirates looked terrified, and ran to the beach like they wanted off of the island. No matter. They would receive the same fate as the rest. Gripping your sword, you turn to your crew. "Are you ready, dog brothers? Let's show them the same mercy they meant to show us!"

OBJECTIVE

To win the game, the Heroes must destroy both Barracks and clear the game board of all enemies while preventing the pirates from stealing their ship.

SETUP

The game starts with the Heroes' turn. The Heroes start the game in the ship marked ❶. In addition to the initial Overlord unit placements, spawn all marked locations (see Spawning rules below). Place the Event tile at the end of the River, but do not add an Activation token for it.

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

ASSET DECK

Chests require a simple Manipulation to open. The asset deck contains Spellbook (Born By the Wind), Heavy Spear, Conan's Sword, Leather Armor, Explosive Orb (x2).

EVENT

Onward!: Pirates with the red and orange borders activate.

MAP RULES

All Map Rules from scenario 1 apply.

Forest: Areas with the symbol are Forests. Forests block line of sight. Units cannot perform Ranged or Reach Melee Attacks into a Forest, but units in a Forest may perform Ranged or Reach Melee Attacks out.

High Ground: Areas with the symbol are High Ground. High Ground provides the Elevation bonus and offers line of sight to the entire game board except into Forest areas. Only units with the Climb skill may enter this area, but it does not cost extra to move into.

Boulders: Areas with the symbol are Boulders. Except for High Ground, Boulders block line of sight and provide the Elevation bonus. To enter a Boulder area, a unit must spend 2 extra movement points unless they have the Climb skill.

SPECIAL RULES

Activation tokens are not used to activate units, but rather to randomly choose which units spawn. The number of activations does not depend on how many Heroes are on the board. The Overlord turn always goes as follows:

Overlord Turn Sequence

1. Activate all spawned enemies. Units attack in the order they are listed in the River.
2. Spawn enemies (see Spawning rules below).

Pirates: The Pirates with the red and orange borders are trying to steal the ship. They treat the ship as their primary Target and spend ALL movement points trying to board it. Pirates will only attack a Hero if they end their activation in the area with a Hero. Pirates will move into a Water area if it enables them to reach the ship quicker without having to roll for Leap. **If a Pirate activates while on the ship and there are no Heroes on the ship, the Heroes lose.**

Amazons: Amazons attack the strongest Hero. They only move to reach High Ground. They will move to another High Ground area if it helps them avoid Hindering.

Destroy the Barracks: The tokens represent the Barracks. The Barracks have 1 life point and no armor, but can only be attacked with an Explosive Orb. When a Barracks is destroyed, remove it from the game board and do not spawn units there for the remainder of the game.

SPAWNING

Spawn Areas: Each area with a token is a Spawn area. To spawn enemies, perform the following steps:

1. Players choose the first Spawn area .
2. Draw a random Activation token to determine which enemy type will spawn in that area.
3. Place up to 2 units of that type (if available).
4. Repeat for the second Spawn area (if available).

NON-CAMPAIGN

Cache: Buckler, Cutlass, Leather Armor, Ornamental Spear, Parrying Dagger, Sword, Throwing Daggers

Spells: Ymir's Retribution

1 2 3 4 5 6

(5 Max) (5 Max) (5 Max) (5 Max) (4 Max) (4 Max)

Hero Victory: Heroes are awarded 1 Victory Point per surviving Hero and keep all loot from opened chests.

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

3 AMBUSH AT VARUTH PASS

The clattering of bones and clanking of rusty armor alerted you to danger up ahead. Your stomach heaved from the stench of rotting meat emanating from the huge pile of corpses beside the cliff. This is as far as Zaparavo's men dared travel, and the chests littering the ground contain all the gear your crew needs to push deeper in the isle. Those blasted skeletons don't move, they just linger by the chests as though drawn to the treasure like the pirates they once were. Hyenas roamed beyond them, skittish at the sight of the unnatural skeletons, but hungry and enraged at the sight of so much meat. Silently, you motion for your compatriots to take positions in the nearby forest, but before you can move a cacophony of sounds assails your ears--beasital roars, clattering hooves, and even a shaking sounds of a rattlesnake. Rocks clattering down from the nearby cliff make you look up to see bows drawn. "It's an ambush!"

OBJECTIVE

To win the game, the Heroes must retrieve the Key and the Hero carrying the Key must flee Varuth Pass before the end of turn 7. Any loot left in a chest at the end of turn 7 is lost.

SETUP

The game starts with the Overlord's turn. The Heroes start the game in the area marked 1.

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 1 to open. The asset deck contains Spellbook (Yog's Hunger, Set's Halo), Mantle of Gullah, Stygian Cloak, Bossonian Bow, Shield, Key

MAP RULES

Forest: Areas with the symbol are Forests. Forests block line of sight. Units cannot perform Ranged or Reach Melee Attacks into a Forest, but units in a Forest may perform Ranged or Reach Melee Attacks out.

Cliffs: Areas with the double border symbol are considered Cliffs. Cliffs provide the Elevation bonus and offer line of sight to the entire game board (except into Forest areas), but only in the direction the arrow is pointing. To move across a double border in either direction, a unit must have the Climb skill and spend 3 additional movement points.

Boulders: Areas with the symbol are Boulders. Except for Cliffs, Boulders block line of sight and provide the Elevation bonus. To enter a Boulder area, a unit must spend 2 extra movement points unless they have the Climb skill.

EVENT

Dust and Bones: The magic animating the Corinthian Skeletons fades and they collapse to the ground, dead once more. Any skeleton in an area with a Hero performs an Attack from Beyond (following normal targeting rules) before being removed from the game board. After all Corinthian Skeletons have been removed from the game board, the magic returns and new skeletons emerge from the pile of corpses. Place seven new skeletons in their original starting positions.

SPECIAL RULES

Medusa: Medusa has the spell Changing Destiny. Whenever she attacks, she casts Changing Destiny on the same unit.

Winged Ape: Attacks the Strongest Hero

Centars: Attack the Strongest Hero

Corinthian Skeletons: These undead creatures seem drawn to roguish elements, perhaps as a remnant of their piratical past. Whenever a Hero with Evasive leaves an area with one or more Corinthian Skeletons, the skeleton(s) move with that Hero.

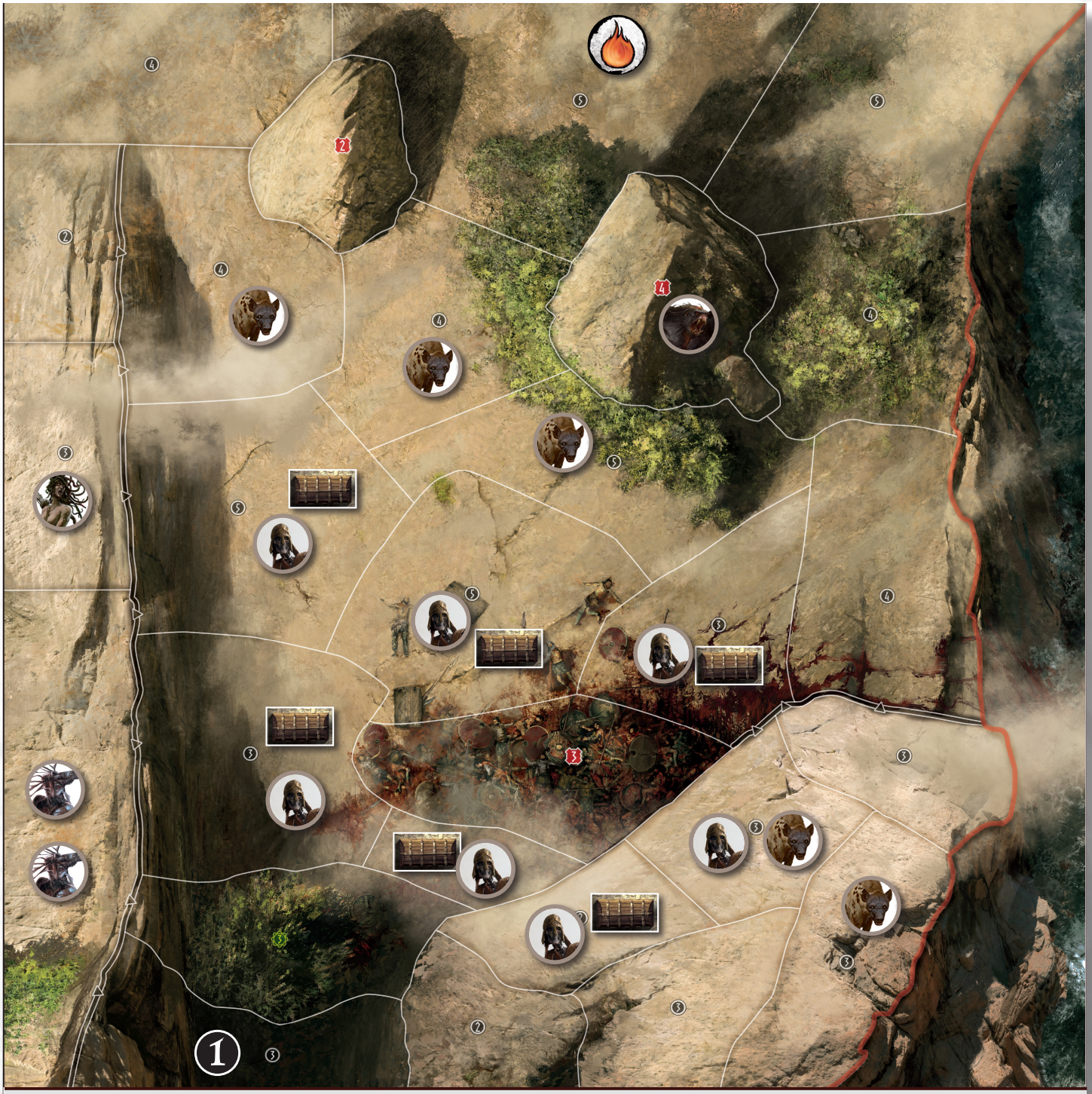
Fleeing Varuth Pass: A Hero can flee the Varuth Pass from the area with the token by spending movement points as though the Hero were moving across a border and removing the Hero's model from the board. Once a Hero has fled, the Hero's model cannot be returned to the board.

NON-CAMPAIGN

Cache: Buckler, Conan's Sword, Cutlass, Heavy Spear, Leather Armor (x2), Ornamental Spear, Parrying Dagger, Sword, Throwing Daggers

Spells: Flying , Ymir's Retribution

Objective: Gather all 6 items of loot from the chests. The Hero with carrying the Key must flee Varuth Pass.



1 2 3 4 5 6

8 4

Hero Victory: Heroes are awarded 1 Victory Point per surviving Hero and keep all loot from opened chests. Heroes receive 1 bonus Victory Point if they kill the Winged Ape or Medusa, and 2 bonus Victory Points if they kill both.

Hero Defeat: Lose 1 Victory Point. Without the key, there is no reason to continue. Choose new Heroes and try the scenario again.

4 THE RUINS OF TASHAR

Past the Varuth Pass is a ancient ruin from an age gone by. Whatever civilization built this certainly wasn't the same one who ambushed you in the Pass. The structures, even shattered into ruins, were clearly a remarkable remnant of an advanced culture. You care nothing for statues and pillars, however, so you scan the ruins for loot. Through the trees and ruins you catch a glimpe of movement, and your gaze is eventually drawn to shiny red and blue gems scattered everywhere on the ground. The glint in your crew's eyes match the glitter of the gems, and you all holler with excitement. Just as you reach the massive boulder at the entance of the ruins, a rustle of tree branches turns into a thunder as five enormous heads rise from the treeline and let loose five thunderous roars. Glancing back at those gems you realize they aren't stones at all, but eggs. And the movement you saw earlier was a scurrying harvest of ghoulish creatures stealing the beasts eggs. Unfortunately, the giant beast doesn't see them, and prepares to charge you and your crew!

OBJECTIVE

To win the game, the Heroes must kill all heads of the Hydra.

SETUP

The game starts with the Heroes' turn. Place the blue and red gems on the map as indicated. These reprensent the female and male eggs respectively. The Heroes start the game in the area marked 1.

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

MAP RULES

Forest: Areas with the symbol are Forests. Forests block line of sight. Units cannot perform Ranged or Reach Melee Attacks into a Forest, but units in a Forest may perform Ranged or Reach Melee Attacks out.

Boulders: Areas with the symbol are Boulders. Except for Cliffs, Boulders block line of sight and provide the Elevation bonus. To enter a Boulder area, a unit must spend 2 extra movement points unless they have the Climb skill.

Ruins: Areas with the symbol are Ruins. Moving into a Ruin costs 1 additional movement point unless the unit has Climb. In addition, Melee Attacks made within Ruins, or into Ruins with Reach, suffer -1 success.

SPECIAL RULES

Ghouls: The Ghouls are hungry and want to eat the eggs. When a Ghoul activates, it moves towards the nearest egg. If it ends its turn in an area with an egg, it eats the egg instead of performing an attack. If a Ghoul ends its activation in an area with a Hero but no egg, it will attack the Hero.

At the end of the Ghouls activation, spawn 1 Ghoul in each area with a token. If there are not enough Ghouls to place all four, the players may choose which areas to place the remaining Ghouls. There can be a maximum of 10 Ghouls in play at one time.

Hydra: The Hydra targets the Strongest Hero, and will only move if it cannot reach the Target Hero. The Hydra begins the scenario with ALL the skills listed on all Hydra tiles **except for Blocking and Constriction**. The Heroes may only attack the left-most head in the River. Once the left-most head is destroyed, flip the tile to the bloody side and remove the corresponding Activation token. The Hydra loses the skills from that tile. Killing a Hydra head triggers Attack from Beyond (if the Hydra still has that skill).

Whenever an egg is eaten, place the gem on in the River. For each blue gem in the River, the Hyrda adds 1 to its attacks. For each red gem in the River, the Hyrda adds 1 to its attacks.

NON-CAMPAIGN

Cache: Bossonian Bow, Buckler, Conan's Sword, Cutlass, Heavy Spear, Leather Armor (x2), Mantle of Gullah, Ornamental Spear, Parrying Dagger, Shield, Stygian Cloak, Sword, Throwing Daggers

Spells: Flying , Set's Halo, Ymir's Retribution, Yog's Hunger

1 2 3 4 5 6

6 6 6 6 6 (10 Max)

Hero Victory: If the Heroes win, they are awarded 1 Victory Point per surviving Hero. In addition, each Hero is granted a permanent Boon. Choose one from the list on page 4.

Hero Defeat: If this scenario results in a Defeat, the Heroes flee the beast. Lose one Victory Point and continue to the next scenario.

5 Enter the Labyrinth

Exhausted from your fight with the 5 headed beast, you pause to catch your breath. Gazing around, you see the ruins here are different in subtle yet significant ways. The pillars here have not crumbled or decayed, and you notice what appears to be a fully functional well there in the distance. You and your party head east, towards the well, when the ground begins shifting and crumbling. The ground breaks off into a giant slab of granite extending down into a cavern. Not a cavern, you realize as you peer into the darkness, a labyrinth. Before you can move, a roar rises up from those depths, followed by a snort and a long, scraping sound of something moving in your direction. Something large. And angry.

OBJECTIVE

To win the game, the Heroes must kill the Minotaur before the labyrinth floods.

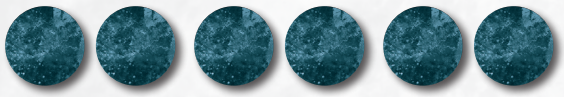
SETUP

The game starts with the Overlords' turn. The Heroes start the game in the area marked ❶.

Shuffle the 7-10 Activation tokens and randomly place them face down on the game board as indicated. They will be added to the game as the scenario progresses. Until they are added, their associated tiles do not activate.

Shuffle the 8 Treasure tokens shown below and randomly place them face down on the game board as indicated to represent a marble column.

Set aside 6 Water tokens and place them on the Event 3 tile in the River.



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

ASSET DECK

Chests require a simple Manipulation to open. The asset deck contains: Spellbook (Mitra's Healing), Halberd, Crossbow, Tools.

EVENT

Event 1: Reinforce - Add a Hellhound to each upper area with a Reinforcement token and a Corinthian Skeleton to each labyrinth area with a Reinforcement token.

Event 2: Charge - The Minotaur targets the Hero furthest away. To calculate this target, ignore any movement restrictions and choose the shortest route. When the target is chosen, move the Minotaur to that Hero's area and perform an attack on that Hero, and all Heroes in any areas the Minotaur passed through (not including the starting and ending areas). If there are two paths of equal distance to reach the target Hero, the Minotaur will choose the path that contains the most Heroes.

Event 3 (Well Token): Tremors - The ground rumbles and the labyrinth walls begin to crumble. You hear running water in the distance. It sounds to be coming from the well outside the labyrinth. Move a Water token from the Event tile and place it in the area with the Well. If there are no tokens available to perform this event, the Labyrinth floods and the Heroes lose the game.

SPECIAL RULES

Minotaur: If the Minotaur is damaged by **anything other than the Yuetshi Knife**, it suffers no Wounds and instead is pushed to an adjacent area of the Hero's choice.

Columns: The ancient builders of this Labyrinth hid an ancient weapon inside one of the columns near the entrance of the Labyrinth. To destroy a column, a Hero with the Tools equipment card may spend a simple Manipulation or a Hero with Wall Wrecker may spend 3 movement points. When a column is destroyed, flip the token to the numbered side. If it is 2, place the Yuetshi Knife in the area. Regardless of the number on the back, remove the token and the column. This area is no longer considered a Ruin.

Holy Water: A Hero in the area with a Water token can perform a complex Manipulation with a difficulty of 1 to turn the Water token into a Life Potion equipment card. Remove the Water token from the game.

Doors: Doors require a complex Manipulation with a difficulty of 2 or Wall Wrecker to open. Overlord units do not open doors.

MAP RULES

Walls: For this scenario, borders with double lines are considered stone walls that cannot be crossed **by any means**.

Labyrinth: The bottom half of the game board is the labyrinth. For this scenario, the labyrinth has a ceiling. Units cannot fly over walls.

Ruins: Areas with the symbol are Ruins. Moving into a Ruin costs 1 additional movement point unless the unit has Climb. In addition, Melee Attacks made within Ruins, or into Ruins with Reach, suffer -1 success. **For this scenario,** each Ruins area has a to represent a column. If the column is destroyed, the area is no longer considered a Ruin.

NON-CAMPAIGN

Cache: Bossonian Bow, Buckler, Conan's Sword, Cutlass, Heavy Spear, Leather Armor (x2), Mantle of Gullah, Ornamental Spear, Parrying Dagger, Shield, Stygian Cloak, Sword, Throwing Daggers

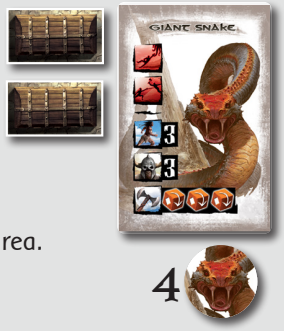
Spells: Flying, Set's Halo, Ymir's Retribution, Yog's Hunger

Boons: Each Hero may choose a Boon from the list on page 4.

LABYRINTH ROOM CHART

7

Something flashes toward you with blinding speed. Before you can move, something grabs you with incredible force and drags you into the room.



4

Add the Giant Snake tile to the River in slot number 7. Add the Activation token 7 to the Fatigue zone in the Book of Skelos.

Place 2 chests in the area. Chests require a simple Manipulation to open.

Giant Snake: The Giant Snake activates immediately and targets the Hero who entered the area. For all subsequent activations, the Giant Snake targets the Strongest Hero.

8

A dark shape curled up by the wall shifts as your footsteps echo in the hall. From the darkness you see two yellow eyes open, and the shape transforms into a screeching winged creature.

4

Add the Winged Ape tile to the River in slot number 8. Add the Activation token 8 to the Fatigue zone in the Book of Skelos.

Place 2 chests in the area. Chests require a simple Manipulation to open.

Winged Ape: The Winged Ape activates immediately and targets the Hero who entered the area. For all subsequent activations, the Winged Ape targets the Strongest Hero.

9

Something glints from the dust and cobwebs in the corner of the dank labyrinth. Reaching down, your find an ancient talisman from some long forgotten god.

Place the Stygian Artifact in the area and remove the 9 token from the game.

Stygian Artifact: This item may be sacrificed at any time to cancel one Overlord activation. To sacrifice the Stygian Artiface, remove it from the game. This does not cost an action or energy to perform.

10

You notice a metal ring set in the wall. With a mighty heave, you pull on the metal ring and reveal secret stairs leading up.

Add a Stair token to this area and the area marked with the token. Units can spend 1 movement point to move between these two areas. Remove the 10 token from the game.

1 2 3 4 5 6

(7 Max) (9 Max)

4

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.

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

6 THE FLAMING HEART

A secret passage deep in the Labyrinth opens into a wide corridor extending in both directions. Red light flickers in the distance to the left, while the right holds nothing but darkness. The party wordlessly starts down the left passage, and before long sweat begins dripping down your spine.

Your canteen quickly runs dry as you head deeper into the hellish light. Eventually, faint sounds reach your ears, and soon you recognize the noise as the sounds of battle.

Passing through a massive arch, you come upon the scene out of nightmares. Rivers of lava flow amongst rock platforms, spanned by rickety bridges. A few wooden planks lie nearby, and red crystals reflect from various platforms around the cavern.

On the center platform, two behemoths battle. You breathe a sigh of relief when they take no note of your entrance, though you dare not press your luck by entering that center platform.

So engrossed by that battle, you almost fail to notice the other threats in the cavern: monstrous hounds and infernal guardians, who begin approaching you. Standing near the entrance, staring down at you with three heads is a monstrous dog, acrid smoke rising from its mouth.

OBJECTIVE

To win the game, the Heroes must combine the shattered heart fragments and kill the Nameless Horror and Ahriman.

SETUP

The game starts with the Heroes turn. The Heroes start the game in the area marked 1. Place the Ares tile and Life Point token and the Heart of Ahriman equipment card nearby, as they will be used during the scenario.

If you do not have the Heart of Ahriman stretch goal equipment card, use the Key equpipment card.

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

EVENT

Event Tile 1: Reinforements - Place up to 1 Infernal Warrior and 1 Hellhound in both areas with a Reinforcement token. If not enough models are available, the players choose which Reinforcement area to place the model(s).

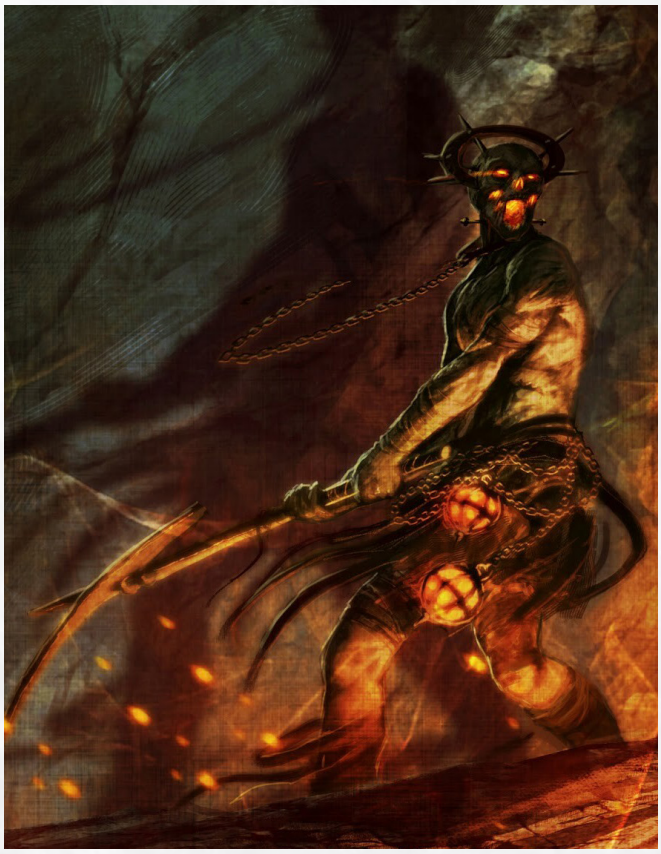
Event Tile 2: Lava Surge - Perform the following actions in the order listed:

1. If there are any Fire tokens 1 on the board with the 1 side facing up, replace it with a 2 side facing up 2.
2. If there are any Plank tokens over a Lava area, and there is no Fire token already on the Plank, place a Fire token 1 on the Plank with the 1 side facing up.
3. Place a Fire token 1 with the 1 side up in an area with a Hero (players choice).

MAP RULES

Lava: Areas with the symbol are Lava. Heroes without flying moving into Lava take unblockable damage. **For this scenario,** Overlord units are fireproof and take no damage from Lava.

Planks: Units in an area with a Plank token may spend 1 movement point to connect it or disconnect it to another land area across a Lava area. If a Plank ever has a Fire token 2 with the 2 side up, remove the Plank from the game.
This only applies to Plank tokens, not bridges printed on the game board.



SPECIAL RULES

Fire: At the start of the Heroes' turn, any Hero in the same area as a Fire token (1) takes unblockable damage equal to the number on the Fire token. In addition, if a Hero enters an area with a Fire token, they take unblockable damage equal to the number on the Fire token.

Servant of Ahriman: As long as the Nameless Horror is alive, the Servant of Ahriman will target the Nameless Horror unless a Hero is in an area on the middle island (marked with an X), in which case it will target the Strongest Hero on the island. Once the Nameless Horror is dead, it targets the Strongest Hero who is not carrying the Heart of Ahriman.

If the Servant of Ahriman dies before the Nameless Horror, immediately replace its tile with the Ares tile and place the Ares miniature in the location marked (1).

Nameless Horror: As long as the Servant of Ahriman is alive, the Nameless Horror will only target the Servant of Ahriman. Once the Servant of Ahriman is dead, it targets the Strongest Hero who is not carrying the Heart of Ahriman.

If the Nameless Horror dies before the Servant of Ahriman, immediately replace its tile with the Ares tile and place the Ares miniature in the location marked (1).

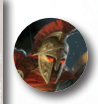
Cerberus: When Cerberus activates, he targets with the following priority:

1. A Hero carrying the Heart of Ahriman.
2. A Hero carrying the most Heart Fragments. In case of a tie, choose the Stongest Hero.
3. The Strongest Hero

Heart Fragments: The red gems represent the shattered heart fragments of the Heart of Ahriman. A Hero in an area with a heart fragment may use a simple Manipulation to pick it up. Heart fragments have an Encumbrance value of 0 and are too fragile to be thrown. A Hero with all 5 heart fragments who moves into a Lava area immediately merges them into the Heart of Ahriman. They take no Lava damage.

Heart of Ahriman: A Hero carrying the Heart of Ahriman takes no damage from Lava or Fire and their armor value is increased by 2. Use the Mitra's Halo token to track these effects.

Ahriman: Ahriman cannot be harmed except by a Hero carrying the Heart of Ahriman. When Ahriman activates, he targets with the same priority as Cerberus (see above).



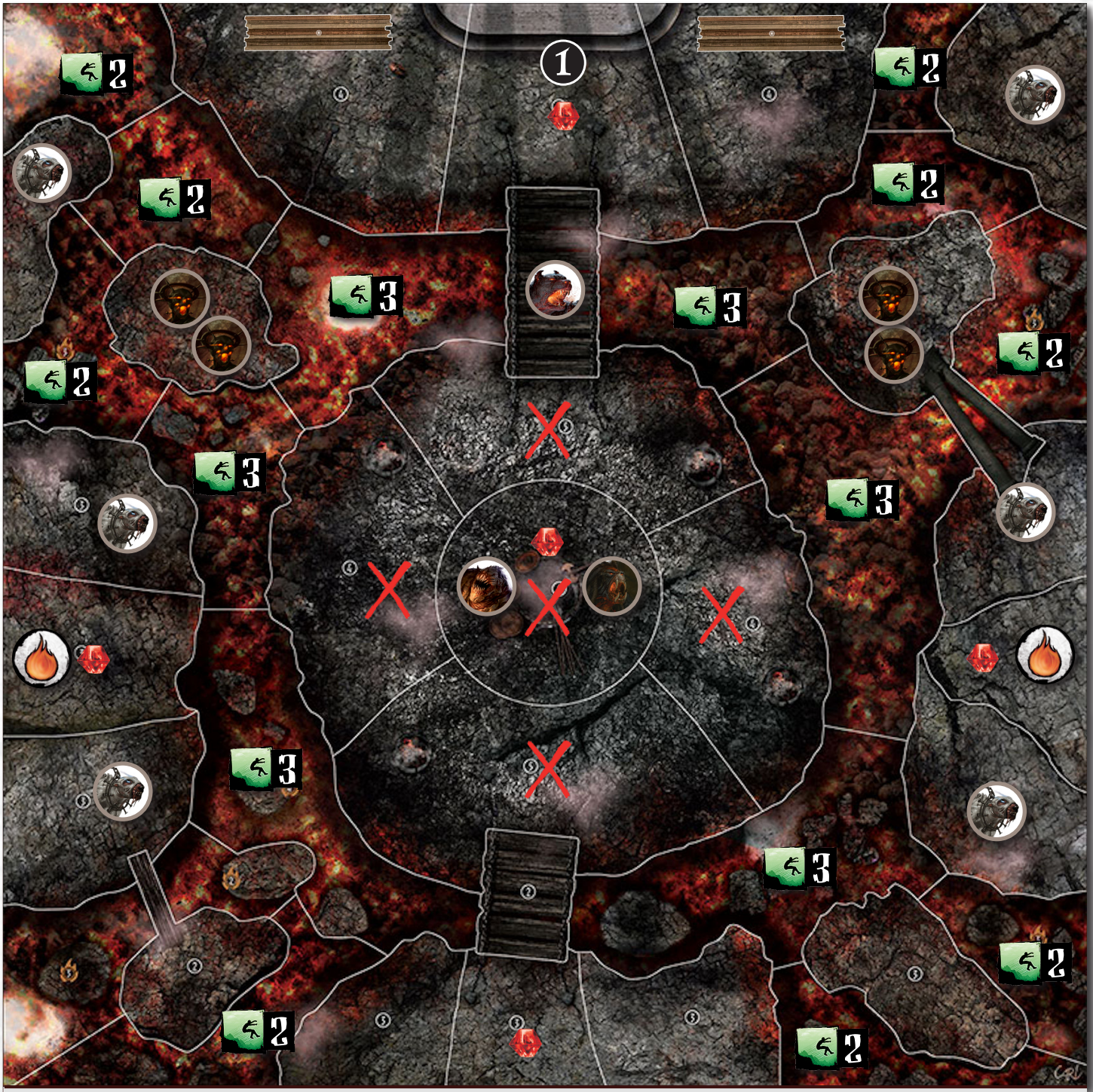
8

NON-CAMPAIGN

Cache: Bossonian Bow, Buckler, Conan's Sword, Crossbow, Cutlass, Halberd, Heavy Spear, Leather Armor (x2), Mantle of Gullah, Ornamental Spear, Parrying Dagger, Shield, Stygian Cloak, Sword, Throwing Daggers

Spells: Flying, Mitra's Healing, Set's Halo, Ymir's Retribution, Yog's Hunger

Boons: Each Hero may choose a Boon from the list on page 4.



1 2 3 4 5 6 7

(4 Max)

(9 Max)

15

6

12

Hero Victory: If the Heroes win, they are awarded 1 Victory Point per surviving Hero. Consult the Victory Point chart on page 5 to read the outcome of your adventure.

Hero Defeat: If this scenario results in a Defeat, lose one Victory Point. Consult the Victory Point chart on page 5 to read the outcome of your adventure.

THUS ENDS
THE BURNING HEART
OF AHRIMAN

Know, O Prince...

...that ancient gods rose and fell like the waves. One such god, Ahriman, summoned all manner of creatures to torment mankind in ways no longer spoken. As Ahriman's power waned, these creatures were hunted near extinction, for revenge ever burns in the heart of mankind.