



Escaping from the massacre of his army by Shah Amurath, Conan and Olivia, an Ophirian princess slave of Amurath, flee through the marshes to an apparently deserted island in the sea of Vilayet. There they discover ancient ruins adorned with remarkably lifelike statues.

The night of their arrival, Olivia dreams of dark men with iron skin who torture a young man with fair skin. When the young man is beheaded, a deity appears and turns the ebony warriors to statues. Olivia wakes up, persuaded that those statues will come alive in the moonlight. Conan is not convinced by the young beauty's fears but agrees to leave immediately.

Our two heroes accidentally fall on a motley crew of pirates in search of a fabulous and ancient treasure. Olivia goes into hiding and Conan challenges their captain Sergius of Khrosha, a coward bastard of Koth. The fight is short and a victorious Conan claims the title of captain. A Brithunian lieutenant named Aratus stuns the barbarian and argue Conan's claim does not follow the laws of the Red Brotherhood, but another pirate leader, named Ivanos of Corinthia, supports the barbarian's claim. A lively confrontation follows but the pirates find the coveted riches and celebrate it drinking, until passing out. Conan is tied with ropes and left in the temple ruins.

Meanwhile Olivia, despite being terrified by the approaching moonbeams, braves her fear and takes advantage of the pirates' drowsiness to break into the buccaneers' camp and free her barbarian savior. Her bad premonition is keenly accentuated as she has the feeling that a massive form is watching her from the forest...



Objectives



To win, the heroes must kill Aratus, steal his artefact (the only one fit to open the altar containing the fabulous treasure), seize the riches that are there and escape both before the end of the turn 9, to go the pirate ship at anchor. To escape, the heroes must be in the exit zone, marked with a green arrow, without any other opponent miniature (hostile pirates, animated statues, or Grey man-ape). In case of victory, Conan will have the pleasure of seeing (some) surviving pirates begging him to take them on board... under his authority!




To win, the Overlord must prevent one or more heroes from fleeing with the loot before turn 9. After turn 9, the animated statues will appear in numbers and put all the stragglers to death.




The game start with The heroes' turn.


- Conan begins with no equipment, hand and foot bound.
- Olivia, Ophir Princess (parrying dagger) . This character is new (download below) and uses The princess or Gitara miniature. Olivia is a beautiful female smooth talker who manages to convince the pirates who support Conan to fight for him. She has 2 allied tiles, which she can each activate each turn: 1 "Pirates " tile (grey base / pirate with movement 3 and passive defense 1 / if the tile is activated, Olivia can activate all the grey Pirates for the cost of 1 gem) and 1 "Ivanos, Corinthian lieutenant" tile represented by the tile "Kothian Archer". Ivanos has 3 life points. Olivia has especially the skill "Fascination": attention, this skill can be disabled according Olivia's encumbrance level (especially if she carries the treasure!). If Olivia attacks a pirate, all pirates of the same tile can attack her now. Fascination does not work against animated statues.

 After setup, the Heroes move 3 gem(s) from her Reserve zone to her Fatigue zone.



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



Reinforcement : 3 reinforcement points  . Each "Pirates" tile in the Overlord board can only control up to 4 miniatures in play. Over the entire game, the Overlord will only be able to summon up to 10 pirates reinforcements (regardless of their base colors).
=> From the moment the statues are placed into play: the Overlord can choose to use the reinforcement points to put into play Animated statues (represented by Black Men) instead of pirates. The statues reinforcements can only come into play through the reinforcement zone located in the underground stairway of the main temple.
=> From the turn following the first activation of the Animated statues: the Overlord, may decide to put into play the Monkey Man in the exit zone (green arrow), instead of reinforcements. The Grey man-ape tile is placed at the end of the river and the raven tile is removed from the river.



Aratus, the Brithunian Lieutenant, is represented by the tile and the miniature of "Kerim Shah"



The Grey man-ape starts with 4 life points

Special rules

Conan tied up : Conan starts with feet and hands bound. Each part of his body can be detached by Olivia (or Conan if his hands are loosened) by performing a level 2 complex manipulation. If Conan has his feet tied, his free base movement is reduced to zero and his extra moves are limited to 2 maximum per turn. If Conan has his hands tied, he fights with his bare hands with a penalty of 3 axes and he can not perform manipulations (open a chest, pick up an object ...).


Pirate saber : A "pirate saber" equipment card is placed face up in the area marked by .

Quarrel between pirates : Heroes can not be attacked by Pirates (orange and red bases) as long as there is an allied Pirate (grey bases) in their area.



Aratus : Aratus wants to kill Conan and Ivanos: at each activation he must do everything to carry a ranged attack on one or the other and, if he can not fire, he must not move away from them. When Aratus is killed, a "Stygian Artifact" card (Encumbrance Value 1) is placed in the area where he was.

Holy treasure : The treasure is in the central statue area marked by a red surrounded chest. This special treasure can only be opened by a hero from an adjacent area possessing the "Stygian Artifact" and with a level 2 complex manipulation. The hero then acquires directly in his inventory a "Sacred Treasure" equipment card (Encumbrance Value 3).

Allegiance : If Aratus is killed, and all the miniatures in play of one of the two Pirate tiles also, then the pirates of the last tile of the Overlord can no longer attack the Heroes (they can only be activated to escape from animated statues to have them preferentially attack Heroes). In this situation those remaining pirates no longer hinder. If the Overlord then calls for Pirate reinforcements, those cannot attack the Heroes either (regardless of their color base). Pirate can flee off the map through any non-swampy area for the cost of 1 move point.

Iron statues : The moonbeams illuminate the cursed ruins of the ebony-skinned men over time ... and Olivia's dream presage will be fulfilled as the lunar rays gradually pass the peaks of the rainforest. The statues are placed on the turn where Heroes kill Aratus. The tile "Black Men" is then placed aside from the river and 5 Animated statues are positioned on the board on the "asterisks"  (2 in the main temple on specific areas, 2 on the platform of the small temple above, 1 backed to the wall outside the bottom of the main temple). These statues are all activated the first time, after the next Hero turn, then all turns, before the Overlord turns, one by one (in the order chosen by the Overlord). Each statue moves and attacks the nearest miniature. If two zones are equidistant, the statues move towards the one that is filled by the most miniatures. If several miniatures are in the attacked zone then the statues first attack pirates, then Ivanos, then the Heroes. It is the Overlord who decides in case of new distance equality between two zones or if a choice is to be made between attackable miniatures. Animated statues have the characteristics of the "Black Men" tile, 1 life point each and are represented by black men's figures (or if you do not have any by mummies). The statues "hinder" both camps.

Grey man-ape : The primate had been quietly watching Olivia for several hours, while she was hiding from the pirates, and wants to seize her. He did recognize in Conan a competitor to eliminate. The Grey man-ape is a formidable opponent, who can also replace his melee attack with a stone throw if he has no opponent in his area and does not move during his turn.

The rock follows the rules of throwing (line of sight, distance calculation, hindering...) and causes area damage of  . The rock can not travel more than 3 zones of distance. If the Grey man-ape makes a "zero ax" roll of die, he does not suffer damage. The Grey man-ape is sensitive to Olivia's "Fascination" skill (even if it is disabled due to her encumbrance level), but its "Blocker" skill still works on her. If Conan and Olivia are in the same area, the Grey man-ape can throw a rock at them and possibly hurt Olivia (even with "Fascination" activated). If Olivia attack him, he can then attack her afterwards.

Swamp : Getting out of a swampy area costs 1 additional movement point (these areas are marked with an orange dot in the circles used to evaluate line of sight).

Lines of sight : The lines of sight are evaluated thanks to the blue circles on the map. Overall it should be noted that the wide trees, their branches and foliage, the walls of the main temple and the platform of the small upper temple (but not the staircase) block the lines of sight (and movements). The big blood stained rock, the pile of wood and the pot, the stones scattered on the ground and the low vegetation do not interfere with lines of sight.

Chests : The 3 "classic" chests (level 2 complex manipulation) contain at random: 2 "potions of life" and 1 "two handed sword".

Downloads :

- The map "Le temple aux noires statues" (to print ideally use 4 A3 sheets, One for each quarter of the map): <https://www.conan-scenarios.com/custom/Le%20temple%20aux%20noires%20statues%20V1.jpg>. The map was built by Gull, based on work from Hero 339. This map is an amateur work that can not be used for any commercial purposes.
- The character sheet of Olivia: <https://www.conan-scenarios.com/custom/Olivia.png>

Gull

