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The campaign rules are a mix of those from the *"The Legend of the Devil in Iron"*, campaign book *"Shadow from Stygia 1.3"*, and the *Conan The Monolith Sourcebook*

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



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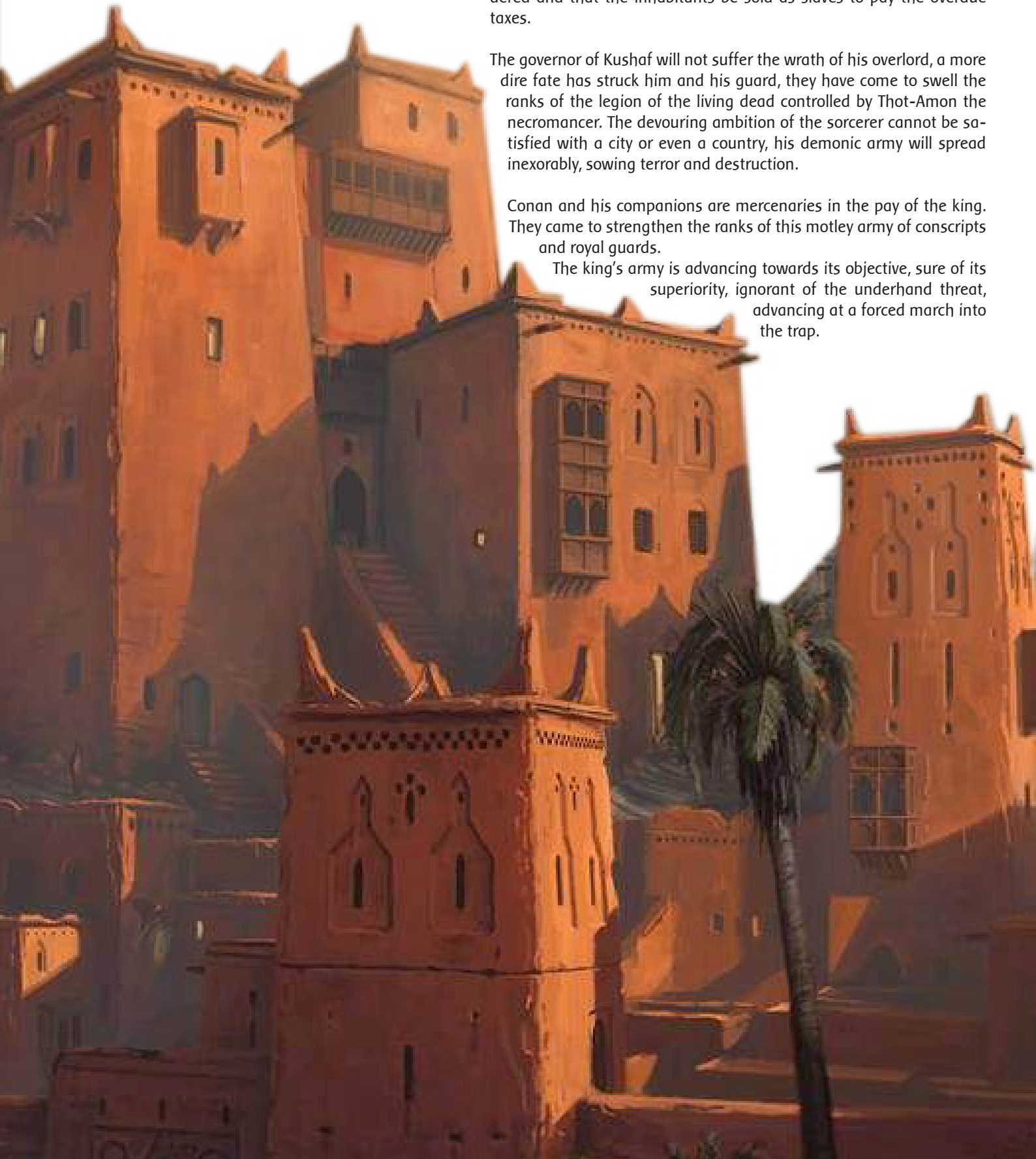
Prologue

The Iranistanian military is marching against one of its own cities across the desert to the northeast. The governor of the city of Kushaf, for unknown reasons, rebelled against his king. No taxes or troops have been sent for a month. Also, the king demanded of his vassals to raise an army in order to crush the rebellion. He orders that the city be plundered and that the inhabitants be sold as slaves to pay the overdue taxes.

The governor of Kushaf will not suffer the wrath of his overlord, a more dire fate has struck him and his guard, they have come to swell the ranks of the legion of the living dead controlled by Thot-Amon the necromancer. The devouring ambition of the sorcerer cannot be satisfied with a city or even a country, his demonic army will spread inexorably, sowing terror and destruction.

Conan and his companions are mercenaries in the pay of the king. They came to strengthen the ranks of this motley army of conscripts and royal guards.

The king's army is advancing towards its objective, sure of its superiority, ignorant of the underhand threat, advancing at a forced march into the trap.



OVERVIEW

Sands of Despair is a fan-made campaign. It requires the Barbarian pledge, Conan : the Conqueror, Kithai, Nordheim and Stygia expansions, as well as the Crossbowmen.

This campaign is playable from 2 to 5 players and will see two camps clash: that of the Heroes and that of the Overlord.

Golden rule: If the rules of a scenario contradict the rules of the campaign or the rules of the game, the rules of the scenario prevail.

Special campaign rules :

Movement of Overlord units: They can attack and then move or vice versa.

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

Active defense of the Overlord's units: he must announce whether he is carrying out an active defense and its intensity (limited to 2 dice at most) before the Hero's dice roll (s) and therefore before knowing the damage that the unit may suffer.

CHOOSE YOUR SIDE AND YOUR HERO

At the start of the campaign, players start by designating who will play the Overlord. The others represent the Heroes' camp. Players cannot change sides during the campaign.

Then, the players on the Heroes' side each choose a Hero from among Conan Mercenary, Balthus, Savage Belit and Pelias.

PLAY THE CAMPAIGN WITH LESS THAN 5 PLAYERS

If the players on the Heroes' side are three or less, they may be required to play multiple Heroes each during the campaign. It is advisable to distribute the Heroes as follows:

3 players in the Heroes' camp : they each choose a Hero from among Conan Mercenary, Savage Belit and Balthus, for the entire campaign. At the start of each scenario, they will choose who will play Pelias in addition to his Hero.

2 players in the Heroes' camp : they each choose two Heroes from among Conan Mercenary, Pelias, Savage Belit and Balthus, for the entire campaign.

1 player in the Heroes' camp : he will embody all the Heroes alone.

EQUIPMENT MANAGEMENT

The Heroes start a new scenario with the equipment cards they had at the end of the previous scenario. If a Hero was knocked out during the previous scenario, he returns to play. He retrieves

the equipment he had with him when he was knocked out, even if this equipment was picked up or lost by a player. other Hero. All other Equipment cards are lost.

ADDITIONAL RULES

Large Miniatures

Large miniatures present some challenges when fitting into areas. Units with exceptionally large bases may pass through smaller areas, but they can only remain in an area in which they fit. Minor overlaps of base rims, jutting miniature features, and cosmetic area features should not prevent miniatures from fit-

ting in an area. Players may want to discuss any potentially ambiguous areas and agree on resolutions before beginning play.

Max Units

A max number in parenthesis below a tile in the River indicates the maximum number of miniatures for that specific tile that can be on the game board at the same time.

AWARDS

At the end of each scenario Heroes and Overlord earn one or more special gems.

Heroes earn red gems, called common gems. A common gem has the same use as a classic blue gem for Heroes, it allows you to buy an action.

The Overlord earns blue gems, called special gems. A special gem has the same use as a red gem for the Overlord, it allows to buy an action or to count in the total of gems to be spent to activate a tile.

- These gems are limited to a maximum of 4 per side and per scenario.
- At the end of each scenario, each side can only keep one gem that is not used for the next scenario.



Common Heroes Gems

The Heroes have their Heroes Common Gem Pool card next to the game board. They then take the number of red gems according to the number of victory points gained in the last scenario. During a scenario, when a Hero wishes to spend one or more gems, he may choose to spend them from the pool of available common gems instead of taking them from his available Energy area.

He must then perform the following steps in order:

1. Move the necessary gems from the Available Common Gem Pool card to the Actions box, Spells card, etc. as he would with a gem from his Available Energy area. Common gems moved in this way normally count towards the saturation of Action boxes and Spell cards.
2. Perform the action for which the common gems were spent.
3. They are single-use, a used gem is permanently removed from the total gems available for the scenario. During the Heroes' end-of-turn upkeep phase and the start-of-turn upkeep phase, common gems that have been used join the gem stockpile. They are not moved to the Hero Fatigue Zone.

Important : common gems are never taken into account in the calculation of a Hero's life points.

Gain common gems for Heroes

- If the Heroes have won the scenario, they gain 1 gem and 1 other gem per Hero still alive at the end of the scenario, without the total exceeding 4 gems.

Special Gems of the Overlord

The Overlord has the blue gems it earned in the last scenario in the available energy area of the Book of Skelos.

During a scenario, when the Overlord wishes to spend one or more of these gems, he must then perform the following steps in order:

1. Move the necessary gems available from the energy zone to a tile or an action space or a spell card, etc. as he would with a gem from his Available Energy area. The special gems thus moved count normally towards the saturation of the action boxes and spell cards.
2. Perform the action for which the special gems were spent.
3. They are single-use, a used gem is permanently removed from the total gems available for the scenario. During the Overlord's end-of-turn upkeep phase and the start-of-turn upkeep phase, the special gems that have been used join the gem stockpile. They are not moved to the Overlord Fatigue Zone.

Gain Special gems for Overlord

- The Overlord gains 1 gem per Hero knocked out and 1 additional gem if he won the scenario, without the total exceeding 4 gems.
- If the objective of a scenario states that the Heroes must succeed in leaving the game board and they fail to do so with Nyla, the Overlord gains 1 gem.
- Blue gems are dropped directly into the Reserve Zone of the Book of Skelos.

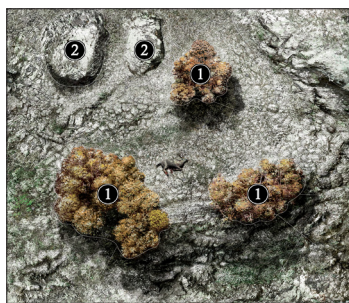
Hero out of action

When all of a Hero's gems are in his Wound Zone, he is considered to be out of action. A Hero taken out of action is considered dead and may not return to play for the remainder of the scenario. The normal rules for the death of a Hero are applied: Drop their weapon and item cards in their area on the board, and remove their model from the board. The Heroes still in play have their recovery increased.

A Hero out of action will return to play at the start of the next scenario. This rule also applies to Nyla.



GAME BOARD RULES



Nordheim Forest

- ① **Impenetrable Forest:** These 3 Forest areas block line of sight. A character can aim from but not shoot inside or through these areas. Entering the area costs an additional movement point. Leaving the area does not cost any extra movement points.
- ② **Rocky Outcrop :** The 2 Rocky Outcrop areas block line of sight and grant an Elevation bonus. Entering the area costs an additional movement point. Leaving the area does not cost any extra movement points.



Citadel

- ① **Balcony:** A character can move across a railing from a balcony area to a ground floor as though it were a border. The character rolls 2 yellow dice for falling damage. If the character has Leap rolls 1 yellow die instead. A character with Climb can move across a railing from a ground floor area by spending 1 extra movement point.
- ② **Wall Openings:** These wall openings are not large enough to allow movement, even by flying units. Do not block line of sight.



Docks

- ① **Roof top:** this area provides an Elevation bonus, including on the stairs areas. A character may jump from these areas of the street level. That character rolls 2 red dice for falling damage. If that character has Leap, he rolls 1 red die. A character cannot move onto the roof directly from the street level except when moving through the stairs areas.
- ② **Wall Wrecker:** a character with Wall Wrecker can only use this skill to move across this wall.
- ③ **Jumping in the water:** a character adjacent to a water area may move into that area with no movement penalty. When a character without Swimming moves into a water area, that character dies immediately.
- ④ **Moving Back onto the Docks:** a character in a water area adjacent to a ladder may move back onto the docks by spending 1 extra movement point.



Inn

- ① **Bar:** A character with or without Leap or Climb may move onto the bar areas or a table area by spending 1 extra movement point. These areas provide an Elevation bonus of 1 yellow die. A character in the bar's area, with or without Reach, may attack a character in an adjacent area with a Melee Attack. These areas do not block line of sight. A character may exit these areas with no movement penalty.
- ② **Walls:** A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.
- ③ **Balcony:** A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for 2 red dice falling damage. If the character has Leap, the character rolls 1 red die instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.
- ④ **Stairwell:** A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls 2 yellow dice for falling damage. If the character has Leap, the character rolls 1 yellow die instead. A character with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.



Caves

- ① **Darkness:** There are no lines of sight between two different areas of the whole board.



Market

- ① **Walls:** A character with Wall Wrecker can move through these walls.
- ② **Boats:** The areas with boats are considered normal terrain for Movement.
- ③ **Swim:** A character with Swimming may move through the areas of water next to the cemetery.
- ④ **Leap:** A character with Leap may leap over the areas marked with the Leap icon 2. If a hero fails to leap, the character remains in its area.



Abandoned fort

- ① **Parapet and tower:** Only the areas adjacent to the towers have lines of sight on the tower areas.
- ② **Courtyard room:** These areas inside the fort do not have roof. A character in a parapet area has lines of sight on these areas and may jump into.
- ③ **Border:** The 9 areas at the edge of the board are adjacent. A character may move through them normally to go around the fort.
- ④ **Lines of sight:** A character in a wall has lines of sight to each ground area within the fort.
- ⑤ **Walls:** A character can move across the parapet from a wall area to a ground area as though it were a border. The character rolls 2d6 for falling damage. If the character has Leap, he rolls 1d6 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.



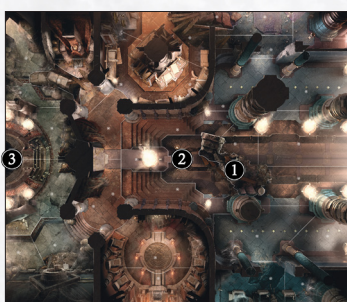
Mound

- ① **That's Not a Mountain:** The hill does not affect movement. The area at the top of the hill still provides the Elevation bonus, as do the cliffs at the corners of the game board.



Tower

- ① **Table and stairs:** the stairs give a Elevation bonus for ranged attacks against an enemy on a lower area. A character with or without Leap or Clmb may move onto the table on level "2" by spending 1 extra movement point. That area provides an Elevation Bonus. A character in the table's area, with or without Reach, may attack a character in an adjacent area with a Melee attack. That area does not block line of sight.
- ② **Climbing:** A character with the Climb may:
 - Move from level "1" to level "2" (and the other way) by climbing the tree and spend an extra movement point,
 - Move from level "2" to "3" (and the other way) or from level "3" to "4" (and the other way) by climbing from the outside of the walls of the tower and spending 2 extra movement points.
- ③ **Dive:** A character in an area with the Leap icon may leap in the pond's area of level 1 by spending 1 extra movement point. The character rolls 2d6 for falling damage with no possible defense. If the character has Leap, he rolls 1d6 instead.
- ④ **Windows:** The windows on level "2" and "3" have a line of sight on the areas of level "1" directly below them.



Temple

- ① **Collapsed pillar:** A character can move into the collapsed pillar area from an adjacent area. The character must spend 2 extra movement points unless they have Climbing. The collapse pillar does not provide an Elevation bonus
- ② **Nave:** Moving from the nave to the altar requires 2 additional movement points unless the character has Climbing.
- ③ **Pit:** A character cannot enter the pit, although items can be thrown into and lost.



THIS BEGINS

SANDS OF DESPAIR

Omar Samy



Chapter I



A. Smith

The king does not yet know
that Kushaf fell under the yoke
of the sorcerer Thot-Amon.

The fight promises to be unequal.
What can ordinary mortals
do in the face of a wizard
who controls the dead and the
elements?

I - SAND AND STEEL

The Iranistanian military is marching against one of its own cities across the desert to the northeast. The governor of the city of Kushaf, for unknown reasons, rebelled against his king. No taxes or troops have been sent for a month. Also, the king demanded of his vassals to raise an army in order to crush the rebellion. He orders that the city be plundered and that the inhabitants be sold as slaves in order to pay the overdue taxes.

Conan and his companions are mercenaries in the pay of the king. They come to strengthen the ranks of this motley army of conscripts and royal guards.

Before night falls, the army sets up camp. A multitude of tents are erected around fires. The men and their mounts will take a little rest. Tomorrow, they will be at the gates of Kushaf.

The bivouac is installed, the sentries posted, when a rumor arises. A strange phenomenon agitates men and beasts, a sandstorm creeps at an alarming speed in their direction, engulfing them without anyone having been able to react to the suddenness of the event. Impossible to see beyond a few cubits. Then, beyond the din of the wind, howls of terror and pain erupt in the heart of the turmoil, a smell of putrefaction takes hold and fleshless arms pierce the wall of sand, armed with spears animated by a will. murderous.



Winning the game :



If 2 Heroes survive until the end of the turn 3; the Heroes win the game.



At the end of the turn 3, if 3 Heroes are out of action; the *Overlord* wins the game.



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

- Conan mercenary (pirate saber and dagger),
- Pelias (black staff, Mitra's Healing, Set's Halo, Bori's Rage),
- Savage Belit (sword, dagger, lockpick),
- Balthus (crossbow, zingaran breastplate).



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



The Overlord starts with 9 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement : 7 reinforcement points, deployed in areas adjacent to the Heroes.



Special Rules :

Primal Fear : the Heroes are under the effect of Horror during the first turn.

Sand Storm : lines of sight are limited to adjacent areas. Heroes suffer a -1 symbol penalty on all their dice rolls.

If the Heroes win : the onslaught of the undead horde abruptly ceases. The tumult is followed by silence. The storm dissipates over the countless corpses of soldiers and their mounts. The few survivors contemplate this spectacle of desolation with daze. The next scenario played will be scenario 2 "Mercy killing".

If the Overlord wins : successive waves of undead warriors eventually overcome the Heroes' fierce resistance, and when the gods seem to have abandoned Conan and his companions, the murderous fury ceases without further delay. The next scenario played will be scenario 2 "Mercy killing".



2 - MERCY KILLING

The mercenaries regain their strength, heal their wounds, and find some solace around a fire. They still find it difficult to realize how a three thousand strong army could be reduced to so many bloody carcasses in the space of a few heartbeats. What mighty wizard is behind this carnage?

Conan and his companions work together to decide what to do next.

The tent is pitched, the tea water is boiling, when a disturbing creature approaches. It observes them briefly, soon joined by its fellows.



Winning the game :



If all undead are eliminate before the end of turn 4, the Heroes win the game.



At the end of turn 4, if 1 undead is still alive, the Overlord wins the game.



The game starts with the Heroes' turn. The Heroes may deploy in any area marked ①.



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



The Overlord starts with 9 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Murderous rock : the warlock is activated for free and uses his sorcery to extract, from his area, a rock and make it roll towards a hero. The rock rolls until it leaves the plateau, any character on its path suffers if he misses his dodge. Use the rock token.

Quicksands : the ground in an area turns to quicksand. A Hero (Overlord characters are not affected) in a quicksand area must spend 2 movement points to exit, 3 on the next turn, and so on. When he can no longer leave the area, he dies engulfed by the sand at the end of the next turn. You may use the boulders tokens .



The Warlock (an incarnation of Thot-Amon) has Energy Drain, Yajur's Awakening (work on Aesirs and Vanirs).



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Special Rules :

Tent : crossing the tent area costs 1 additional movement point. It does not block the line of sight.

Vanir warriors: they are considered undead.

Spirit Transfer : the warlock if he receives a mortal wound, transfers his soul into the body of an undead. He can make this transfer as long as there is a potential host. The "possessed" model gains the sorcerer's skills and spells (not his life points). Use a colored base to locate the possessed model.

Poison : the damage inflicted by a scorpion is as much as , the affected Hero chooses to place on his melee space and / or his movement space. Each reduces the exertion limit by the same amount. If the indices of the 2 spaces are reduced to 0, the Hero dies immediately.

If the Heroes win : since the warlock has no longer a host to reincarnate, his soul must wander without rest. The desire for revenge flows like a torrent on Conan and his companions: whoever wants their destruction will bitterly regret it. Finding in all likelihood in Kushaf, the mercenaries decide to go there. Nothing and nobody will stop them.

The next scenario played will be scenario 3 "Bad encounter".

If the Overlord wins: he mercenaries are swallowed up by the quicksand. However, the warlock saw an opportunity in Conan's formidable combativeness. Such warriors could be a valuable asset in his plans. Also, the mercenaries are extracted from the sands, and it is under good escort that they take the road to Kushaf. At the same time, the sorcerer will develop a Machiavellian plan.

The next scenario played will be scenario 4 "Sharp key".

3 - BAD ENCOUNTER

Conan managed to convince his companions to accompany him to Kushaf. They are determined to take revenge on those responsible for their misfortunes, and bring his head back to the king in order to receive a well-deserved stumbling and hard compensation.

As a precaution, the mercenaries avoid the main road to reach Kushaf. They progress without meeting a living soul, in a nature indifferent to the drama that has just played out. The higher the sun rises, the more oppressive the heat becomes. The city is only an arrow shot away when Conan and his acolytes stumble upon a patrol...



Winning the game :



If the Heroes eliminate all their opponents, the Heroes win the game.



If the *Overlord* knock out 3 Heroes, the Overlord wins the game.



The game starts with the Heroes' turn. The Heroes may deploy in the area marked ①.



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



The Overlord starts with 9 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Fire at will : crossbowmen and javelins throwers get a free activation.

FIRST PATROL



THEIR TILES ARE ADDED AT THE START OF THE RIVER, START OF ROUND 3



Javelin thrower can replace Crossbowman.

Special Rules :

Turn 3 : at the start of turn 3, a second patrol arrives through the reinforcement areas. The Overlord may dredge the river for free, the new tiles are placed at the beginning of the river. The second patrol is made up of Olgerd accompanied by 5 javelin throwers and 5 eternal guards. It is likely that the Heroes eliminated the 1st patrol on turn 1. They then benefit from turn 2 to reorganize.

Looting : whenever a Hero kills an Overlord unit, he may attempt a difficulty 1 manipulation to search the body. If the search is successful, he draws a random card from the Equipment card deck. The figure is then removed from the board, whether the Hero chooses to search or not. The deck of equipment cards consists of:

- 1st patrol: 1 bossonian bow, 1 javelin, 1 sword, 1 dagger, 1 life potion.
- 2nd patrol: 1 javelin, 1 Parrying Dagger, 1 leather armor, 1 shield.

If the Heroes win : the mercenaries have come to the end of the patrols and take back the direction of the city. They try a direct approach, hoping to go unnoticed among the crowd. Their daring did not have the expected result: they are in the city but must be content with a dungeon as accommodation.
The next scenario played will be scenario 5 "Kushaf's jails".

If the Overlord wins : the mercenaries are captured and dragged to the jails of Kushaf.
The next scenario played will be scenario 5 "Kushaf's jails".

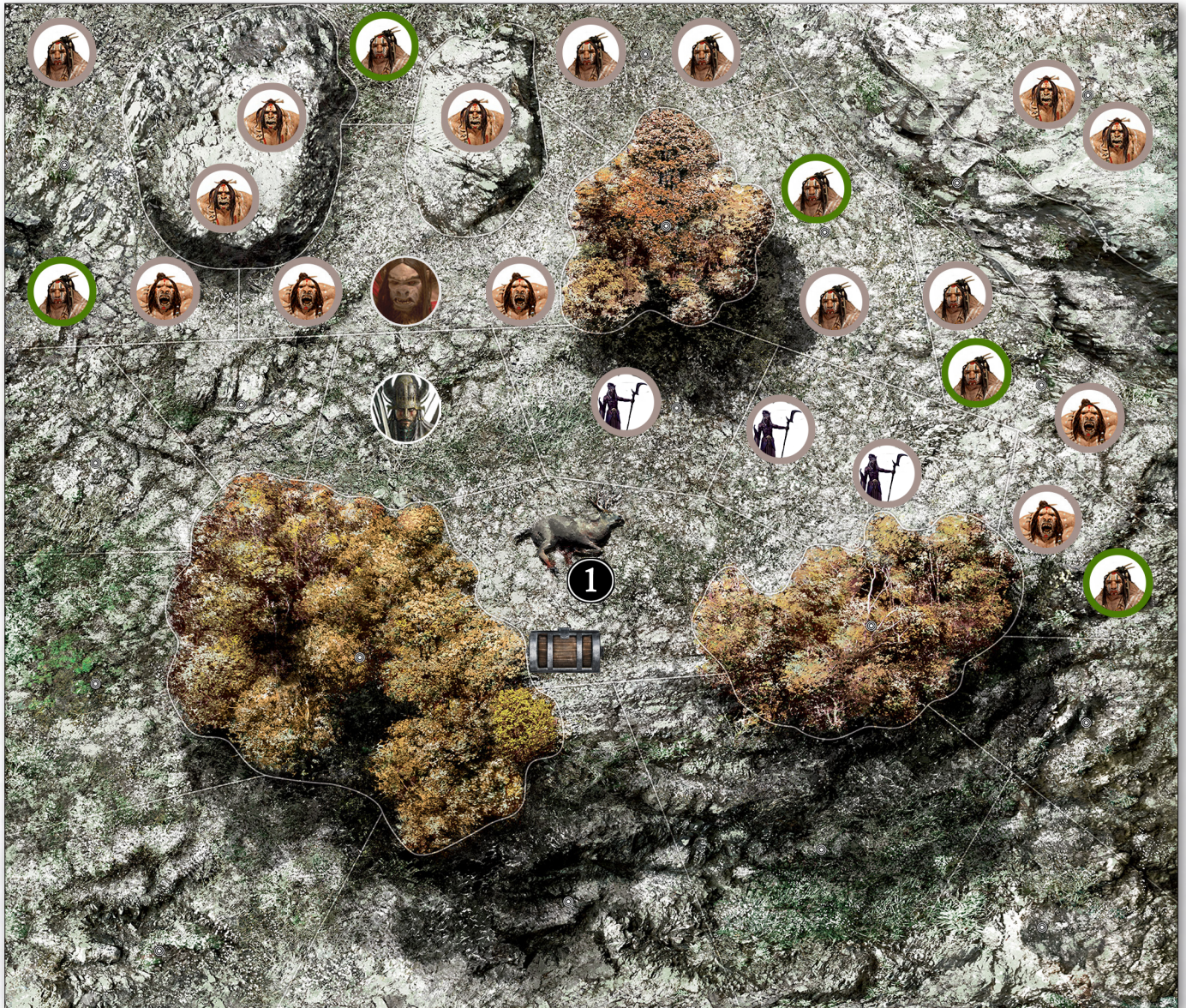
4 - SHARP KEY

While they thought they had fought their last fight, the mercenaries are spared and tied up. The wizard ordered that they be brought to Kushaf. Apparently, a special punishment is reserved for the toughest opponents.

Placed under good escort, the mercenaries march towards their destination united by a strong rope. They imagine themselves ending up as slaves or gladiators. Their guards are not very talkative, they sometimes evoke by whispering the name of their master, Thot-Amon. A character they seem to fear more than anything.

Conan carries the chest containing their equipment on his back, the captain holds the key. The weight of the trunk, the heat and the lack of water do not help.

While the city is no longer very far, what sounds like animal sounds alert Conan, an ambush is imminent...



Winning the game :



If the Heroes eliminate all their opponents, the Heroes win the game.



If the Overlord knock out 3 Heroes, the Overlord wins the game..



The Heroes only have their armor, and Pelias cannot cast spells while tied up. Players must choose which equipment is in the chest (the rest is on the guards). The contents of the chest cannot exceed 10 encumbrance points. The Heroes start in the areas indicated ①.



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



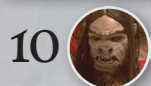
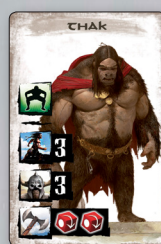
The game starts with the Overlord's turn.



The Overlord starts with 9 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



These tiles receive a free activation at the end of the Overlord's turn. These tiles are not placed in the river.



Special Rules :

Escape attempt : to break free, a Hero must be in an area where a sharp weapon rests, pass a Complex Manipulation Roll (Difficulty 1) to grab the weapon, and make a second Manipulation Roll to sever his bonds. He can then free a companion by spending 1 gem (simple Manipulation).

Weapons of the guards : when a guard is killed, an equipment card is placed in his area. The Equipment card deck consists of the Heroes' equipment that is not in the chest, then there is 1 sword, 1 parrying dagger. Kerim Shah has a Shemite bow, the key to the chest (3 life points, difficulty 2). Picking up or giving away a weapon costs 1 gem.

Tactics of the Pict Warriors : the pictes primarily attack the guards. As soon as a Hero manages to break free, he becomes a target.

If the Heroes win : the nomads defeated, the mercenaries take over the management of the city. They try a direct approach, hoping to go unnoticed among the crowd. Their daring does not have the expected result: they are well in the city but must be content with a dungeon as accommodation.
The next scenario played will be scenario 5 "Kushaf's jails".

If the Overlord wins : before having finished with the nomads, a patrol alerted by the tumult of the combat, intervenes, leaving no alternative to the mercenaries. They are captured and dragged to Kushaf's jails.

The next scenario played will be scenario 5 "Kushaf's jails".

Chapter II



The mercenaries will seek to escape from the jails where the city guards have thrown them. Their freedom will only be an illusion created by Thot-Amon.

The sorcerer will manage to manipulate them, blinded as they are by their desire for revenge.

5 - KUSHAF'S JAILS

The narrow, decaying cell won't stop Belit for very long. She had time to get to know her fellow inmate, named Nyla. She's an herbalist, thrown in prison after refusing the captain's favors. Belit decided to help him. In return, Nyla will guide the mercenaries to the city she knows well.

Being behind bars is a habit for Belit, so she always takes care to hide a small lockpicking tool in her hair. After a few minutes, Belit manages to discreetly open the door.



Winning the game :



If the Heroes survivor have fled the prison with Nyla, before the end of turn 10, the Heroes win the game.



If the Overlord prevent the Heroes survivor from escaping, the Overlord wins the game.



The game starts with the Heroes' turn.

- Conan mercenary and Balthus (nothing), Pelias (he cannot cast spells while he is chained),
- Savage Belit (lockpick),
- Nyla is an ally. You may use princess or Zelata's model and Atali's tile. Once by game she can use Mitra's Healing for free. Nyla can carry an object until 1 point of encumbrance.



Heroes start with 2 gems in their Fatigue zone.



The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.



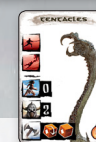
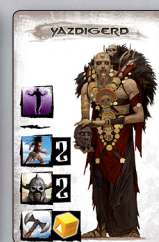
Mastiffs : available on even turns, as long as the captain is alive. 3 foo dogs arrive in the reinforcement area. Their dead tile is removed for free from the river. One tile at a time, maximum 3 dogs simultaneously.

Tentacle : available with the arrival of Yazdigerd. A spectral tentacle is placed on an area adjacent to the sorcerer (including in a building). Playing this card also activates all tentacles for free. The summoned tentacle tile is placed at the start of the river, if a second tentacle is summoned, the tile returns to the start of the river. 4 tentacles maximum simultaneously. By activating the 2 event cards once, the Overlord can activate the tentacles many times.



Yazdigerd has Dagon's Attack and Psychic Strike.

START OF TURN 5




Special Rules :

Hand-to-hand combat : when a Hero attacks without a weapon, the first 2 damage he inflicts are ignored.

Door of a cell : difficulty 2.

Cells : a wall (boulders token) separates Balthus cell from the guard room. Pelias is chained (padlock difficulty 2).

Nyla : she is only targeted if she attacks. If Nyla is taken out of action, a Hero must transport her (6 encumbrance), this rule applies to all scenarios.


Reinforced door : the token  indicates a reinforced door (12 life points, difficulty 6).

Outdoor chest : difficulty 2. 1 sword, 1 parrying dagger. Place the equipment cards under their respective chests.

Dungeon chest (level 0) : simple manipulation. 1 leather armor, 1 ornamental spear, 1 throwing knives.

Guard Room Chest : difficulty 2. Stygian scepter, Zingaran Bow, Axe, and Pelias's choice: Gullah's Strength spell or Drying Earth (in addition to Pelias' spells).

Captain's Office Chest : difficulty 2. The equipment of the Heroes in their possession at the end of the previous scenario. If the Heroes fail to collect their equipment before leaving the game board, players will have to choose only 2 cards from those in the chest, and lose the rest permanently.

Turn 5 : At the start of turn 5, Yazdigerd comes in  with 5 Eternal Guards. 2 dead tiles are removed for free, and the 3 new tiles are placed at the start of the river.

If the Heroes win : the Heroes decide not to wait for the arrival of other enemy reinforcements, they force a door and guided by Nyla take their first steps as free men in Kushaf. The next scenario played will be scenario 6 "The Kushite smugglers".

If the Overlord wins : the Heroes decide to concentrate their efforts on a door, they end up opening it and guided by Nyla take their first steps as free men in Kushaf. The next scenario played will be scenario 6 "The Kushite smugglers".

6 - THE KUSHITE SMUGGLERS

Nyla remembers her uncle telling her that the oldest quarters of Kushaf have an underground network. A vast labyrinth where smugglers go about their business defying the curses of the necropolis and its sinister inhabitants. Leading the mercenaries through the maze of streets, Nyla hesitates on the exact location of the backdoor. We'll have to search the nearest houses or demand the cooperation of a smuggler.



Winning the game :



If the Heroes success to find the torch and open the trap door to enter (at least one Hero) the World of the Invisible before the end of turn 9, the Heroes win the game.



To win, the Overlord must prevent the Heroes from entering the World of the Invisible, before the end of turn 9.



The game starts with the Heroes' turn. The Heroes may deploy in the area marked ①



Heroes start with 4 gems in their Fatigue zone.



The Overlord starts with 12 gems in the Reserve zone and 0 in the Fatigue zone. He recovers 7 gems per turn.



Reinforcement : 4 points



Ageera has Set's Bite.



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Bêlit with 10 life points can replace Valeria

Special Rules :

Setup : the Overlord should place Artifact tokens 1-8 in the areas indicated. The Overlord may choose the area for the token 1 it represent the trap door leading to the World of the Invisible. The trap door can be open only with Ageera's key. It is a simple manipulation to checking if the Artifact is the trap door or not. You may use the trap door tile.

Barricade : it represents a wall.

Ageera : he can only move from a building to another, he can not go outside. When is killed, drop the key card on its area. It opens the trap door.

Zenobia's poison : when attacked by Zenobia, in addition to the damage, a Hero must place a number of poison tokens equal to half of the amount of damage (round half down) either on the Melee Attack or the Move space of their hero's 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 is out of action.

Chests : simple Manipulation. 1 zamorian chain, 1 cutlass, 1 torch.

If the Heroes win : The end of the rope disappears into darkness. The mercenaries enter the forbidden necropolis. They cease to exist for the world of the living.

If the Overlord wins : Ageera decides to get rid of the mercenaries by throwing them into the well. It's a wonder if all their bones aren't crushed when they hit the bottom.

The next scenario played will be scenario 7 "The World of the Invisibles."



7 - THE WORLD OF THE INVISIBLES

Conan and his companions follow narrow galleries in the flickering light of their torch, and try to find their way with the help of the tenuous signs engraved at the intersections. Their destination is not far away. They climb a last staircase which leads to a room with no apparent exit. Some trial and error later, they manage to find the mechanism that activates a secret passage. But conversations stifled by the walls alert them to the presence of smugglers.



Winning the game :



To win, the Heroes must successfully leave the map, before the end of turn 7.



To win, the Overlord must knock out all the Heroes.



The game starts with the Heroes' turn. The Heroes may deploy in the area marked ①.



Heroes start with 4 gems in their Fatigue zone.



The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.



Stone rain : choose an area, every character in this area undergo and attack of . Characters cannot defend against this attack. Can only be used once per area.



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Special Rules :

Secret Passage : the Heroes' deployment area has a secret passage allowing access to the next room at the cost of 1 additional movement point.

Gorm's Weapons : when he is killed, 1 Mitra's mace and 1 spiked mace equipment cards are placed on his area.

Lower Floor Access : a pile of stone covers a trap door. Clearing the hatch takes 1 turn and 2 gems for a Hero (2 Heroes can work simultaneously for the cost of 1 gem each. The hatch can only be opened at the cost of a prodigious effort (4 gems to be distributed among the Heroes who do). The trap door reveals a stair. You must spend 1 gem to descend.

Chests : difficulty 2. 1 sacrificial dagger, and at Pelias' choice: the Hand of Death or Light as a Feather (in addition to Pelias' spells).

Turn 5 : at the end of turn 5 the ground and walls start to shake, everything threatens to crumble. The Overlord units will seek to escape through the south gate. If the Heroes try to pass, the door is closed, barring the access (and the last pirates). They will have no other alternative but to go through the trap. From turn 6, each character suffers from falling rocks.

Exit : the door to the south leads to a warehouse near the market.

If the Heroes win : all the smugglers are dead, no one stands between Conan and his next step.

If the Heroes decide to explore the lower level, the next scenario played will be scenario 8 "Desecration", otherwise scenario 9 "The Enraged".

If the Overlord wins : when the mercenaries are in bad shape, the ground begins to shake, the ceiling threatens to collapse, causing the stampede among the smugglers. Utter darkness descends on the Heroes.

The next scenario played will be scenario 8 "Desecration".



8 - DESECRATION

The heavy trapdoor opens onto a staircase leading to a forgotten world, banished from human memory. The necropolis is even older than the way of the invisible. Despite the torches, the darkness is almost tangible, the air is charged with the smell of putrid and sickening swamp. The impression of entering a dangerous and defended territory is not without reminding Conan of the tombs he has already looted. Apprehension is mixed with the attraction for the treasures accompanying the dead on their last journey.



Winning the game :



To win, the Heroes must succeed to get the Yuetshi Knife, and its bearer must reach floor 1 before the end of turn 12. Heroes who fail to escape will be considered knock out for the purpose of allocation of special gems.



To win, the Overlord must prevent the Heroes from escaping with the Yuetshi Knife.



The game starts with the Heroes' turn. The Heroes may deploy in the area marked ①.



Heroes start with 4 gems in their Fatigue zone.



The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.

2 ACTIVATIONS MAXIMUM PER TILE, THE RIVER MAY BE DREDGE FOR FREE



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Special Rules :

Fog of war : the contents of a room are only revealed to the Heroes after opening its door. The river therefore only has 1 tile at a time, until the last door is opened and a new spider appears, 4 tiles will then be in the river.

Darkness : the maze of tunnels is plunged into impenetrable darkness. There is no line of sight between two areas.

Torch : 1 torch card is placed on the starting area of the Heroes. Only the torch carrier area (use the torch card) and adjacent areas are illuminated.

Doors : they are indestructible, but can be lockpicked. They are removed from the game board after opening.

Door ①, difficulty 2. door ②, difficulty 10 (3 if door 1 has been opened). Door ③, difficulty 15 (4 if door 2 has been opened).

Door ④, difficulty 20 (5 if door 3 has been opened).

Trap : the floor of room 1 slips away as soon as the chest is opened, the characters in the room fall into a pit and suffer 1 damage. Exiting it costs 1 additional movement point. It's a hatch the size of the room.

Web : the floor of the zamorian spider's room is covered with a slimy web. Leaving a web area costs 2 additional movement points (except for spiders).

Spider Infestation : a narrow tunnel is hidden behind the cobwebs. A giant spider will spring from this tunnel at the start of each turn, as soon as the last door is opened. Maximum 1 spider on the map. These spiders have 6 life points. The tile is added at the start of the river.



Mud : the floor of the sarcophagus room is muddy. Leaving a mud area costs 1 additional movement point (except for the demon).

Chests and Sarcophagus : difficulty 2. The one in the trapped room contains 1 life potion. The dark Demon protects 2 life potions. The spider protects Dagon's circlet. In the sarcophagus is the Yuetshi Knife. Nyla can identify these artifacts. The Yuetshi Knife can captures the soul of a undead.

Secret Passage : the secret passage of the sarcophagus area leads to level 1. Crossing it costs 2 movement points.

If the Heroes win : As they return to the surface, Conan and his companions feel like they have traveled through time. As they move through the city teeming with life, the reminiscences of the nightmare they went through fade.

If the Overlord wins : forbidden treasures will remain so for centuries to come, inaccessible to the lust of men. Returning to the surface, Conan and his companions return to the present time. As they move through the city teeming with life, the reminiscences of the nightmare they went through fade.

The next scenario played will be scenario 9 "The enraged".

9 - THE ENRAGED

Conan and his companions finally arrive in front of The Tamaris inn. The establishment does not look like much. There is only one customer, wearing the richly embroidered dress of an archmage who, seeing them pass through the door of the establishment, greets them by introducing himself:

"I am Rahbar Khan, city governor wizard. Follow me, we have to talk."

Rahbar Khan precedes them to an upstairs room, closes the door behind them, and launches into a story in which he recounts the events that led the city to become a renegade. It all started a few months earlier, when a powerful wizard named Thot-Amon became the governor's new adviser. Thot-Amon aims to invade all of Iranistan, and to extend his domination over the other kingdoms. Rahbar Khan asks for Conan's help in putting an end to Thot-Amon's misdeeds. The sorcerer's soul can only be destroyed by a sorcerer with the scepter of Akhmenet. The sacred object is unfortunately in the realm of an abomination, and its only entrance is in the cursed citadel of Anhmar.

The Heroes have many questions, but before they even ask the first, a loud voice echoes downstairs, followed by barking. It's time for Rahbar Khan to take his leave of the group, he opens the window and soars into the air.



Winning the game :



To win, Heroes who are still alive must succeed in escaping with Nyla, before the end of turn 5. Heroes who fail to escape will be considered as knock out for the allocation of special gems.



To win, the Overlord must prevent the Heroes from escaping.



The game starts with the Heroes' turn. The Heroes may deploy in the area marked ①.



Heroes start with 4 gems in their Fatigue zone.

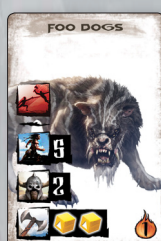


The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.



Patrol : 5 Eternal Guards arrive through the Reinforcement zone, available only once.

Reinforcement : 5 reinforcement points.



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Special Rules :

Door : passive defense 4, 15 life points.

Chests : difficulty 2. Spiked shield, shield, leather armor.

If the Heroes win : Thot-Amon is clearly keen on taking Conan down and will stop at nothing to achieve it. This means that the mercenary poses a serious threat to Thot-Amon, but also that the wizard can be defeated. Before taking the road to Anhmar, the mercenaries will spend the night in the merchant district, hosted by Nyla's uncle.

The next scenario played will be scenario 10 "Flames in the night".

If the Overlord wins : Thot-Amon is clearly keen on taking Conan down and will stop at nothing to achieve it. This means that the mercenary poses a serious threat to Thot-Amon, but also that the wizard can be defeated. Before taking the road to Anhmar, the mercenaries will spend the night in the merchant district, hosted by Nyla's uncle.

The next scenario played will be scenario 10 "Flames in the night".



Asmith

10 - FLAMES IN THE NIGHT

Nyla knows each of the countless winding alleys of the merchant district perfectly well, and it is without being disturbed by a patrol that Conan and his companions reach the stall where they will spend the night. Before dawn they will join Jahad's caravan, not far from their destination, they will continue alone towards the sinister abyss of Anhmar, and the scepter which will put a definitive end to Thot-Amon's dreams of domination.

Nyla will take care of the preparations for the trip while the mercenaries settle in for the night, taking advantage of the respite and its freshness to restore their strength.

The night is calm, no suspicious noise disturbs it, yet Conan wakes up alerted by a feeling of danger, reaching out for his sword...



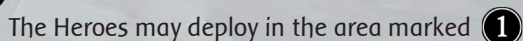
Objectifs :



To win, Heroes must survive until the end of turn 5.



To win, the Overlord must knock out 3 Heroes before the end of turn 5.



Chapter III



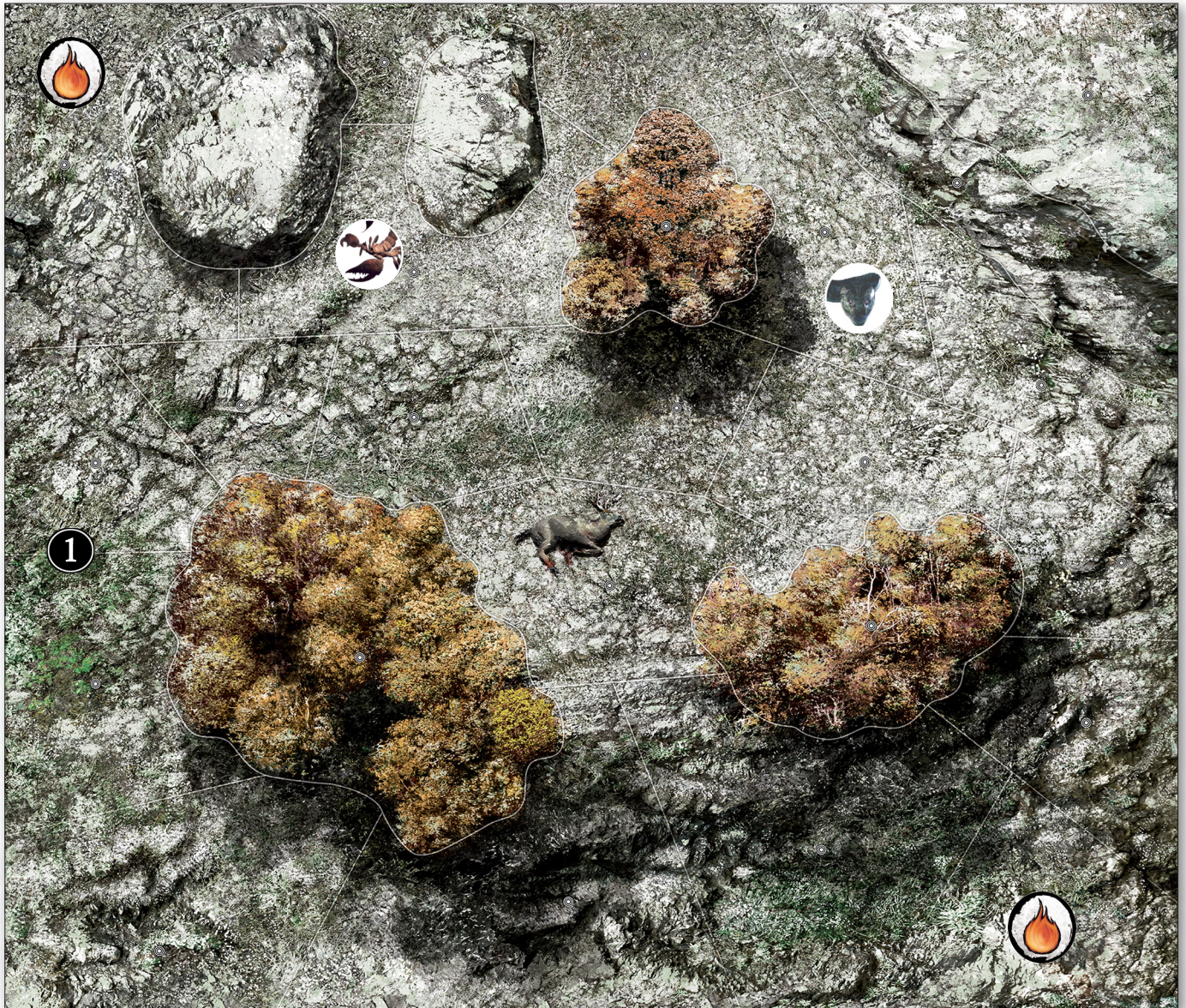
Conan and his acolytes will have to brave a monstrous entity in order to bring back a powerful magical artifact to the one they believe to be their ally.

When the mercenaries realize they've been duped, they'll have to make the right decision in a instant.

II - HOSTILE NATURE

The Anhmar Abyss is located in the mountains that separate Iranistan and Drujistan. It is an arid and wild region. The moment arrives when the path that the mercenaries must take starts in a direction other than the caravan. Nyla remains on the mount lent by Jihad. She will lead Conan to the ruins.

As they follow a narrow path, the tumult of a fight between two giants puts them on the alert. Taking a detour would be a waste of time that they cannot afford.



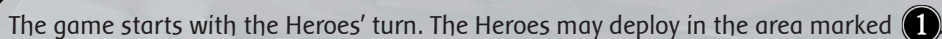
Winning the game :



To win, the Heroes must eliminate the giant serpent and the scorpion queen, before the end of turn 5.



To win, the Overlord must keep at least 1 monster (scorpion or snake) alive, until the end of turn 5.



(5 Max)

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Special Rules :

Camel : Nyla rides the camel. It costs 1 movement point to go up or down. The rider can make attacks or have the camel attacked. If the camel is killed, its rider falls and suffers , if he has the skill jump, he suffers only damage.

Venom : if a Hero suffers at least 1 point of damage, from the Son of Set, the Scorpion Broodmother or the giant scorpions, a venom is injected , every 2 token the Heroes get 1 wound and these venom token are remove.

Burying : the 2 giants have the ability to move by burying themselves in the sand. They must resurface at the end of their movement. The exit area must be empty. Nothing can hinder their movements or slow them down.

If the Heroes win : *from these two monsters Nyla has obtained a few pounds of meat and some decoctions which will be very useful (2 life potions).*

The next scenario played will be scenario 12 "The Abyss of Anhmarmar".

If the Overlord wins: slowed down and bruised by this inopportune encounter, the mercenaries continued on their way. The next scenario played will be scenario 12 "The Abyss of Anhmarr".



12 - THE ABYSS OF ANHMAR

Conan and his group are at the foot of the ruins of Anhmar Citadel. Lost among the rocky formations, this fortification, partially destroyed during the last siege, served as an outpost on a narrow defile providing a link with Drujistan. The passage has been condemned for a long time following the fall of tons of rocks.

Few are the reckless who pass even in the surroundings. It is said that after decades of vacancy, the citadel has become the center of occult activity. A sorcerer in the service of a malicious entity guards the portal through which the hordes of the abyss world will one day pass.

A scarlet glow is visible through the loopholes in the second tower. A necromancer, whose face is fleshless, turns his empty eye sockets towards the intruders. An aura with fiery reflections envelops him. He utters a guttural incantation and nightmare creatures materialize.



Winning the game :



To win, the Heroes must kill the necromancer.



To win, the Overlord must knock out all Heroes.



The Heroes may deploy in the area marked ①



Heroes start with 1 gem in their Fatigue zone.



The game starts with the Overlord's turn.



The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.



Tactical movement : the Overlord gains 4 movement points to use immediately. He can distribute them as he wishes among his Aesir zombies.



The Hyperborean Primitive has Deceleration and Lightning Storm.



(10 Max)



Special Rules :

Halo of the Hyperborean Primitive : he is protected by a magic halo accumulating the passive defense of all the undead present on the board. This magic passive defense is added to its 3 base points. When killed, place a stair token in ②, he will lead the Heroes to the chthonian world.

Aesir Zombies: 5 Zombies are generated at the start of each Overlord's turn (complete with the Vanir warrior miniatures).

If the Heroes win : the abyss disappears carrying the necromancer. The evil and oppressive glow has abdicated. A staircase replaces the abyss. He sinks deep into the bowels of the earth, towards an unknown and inhospitable world. The next scenario played will be scenario 13 "Tentacle hill".

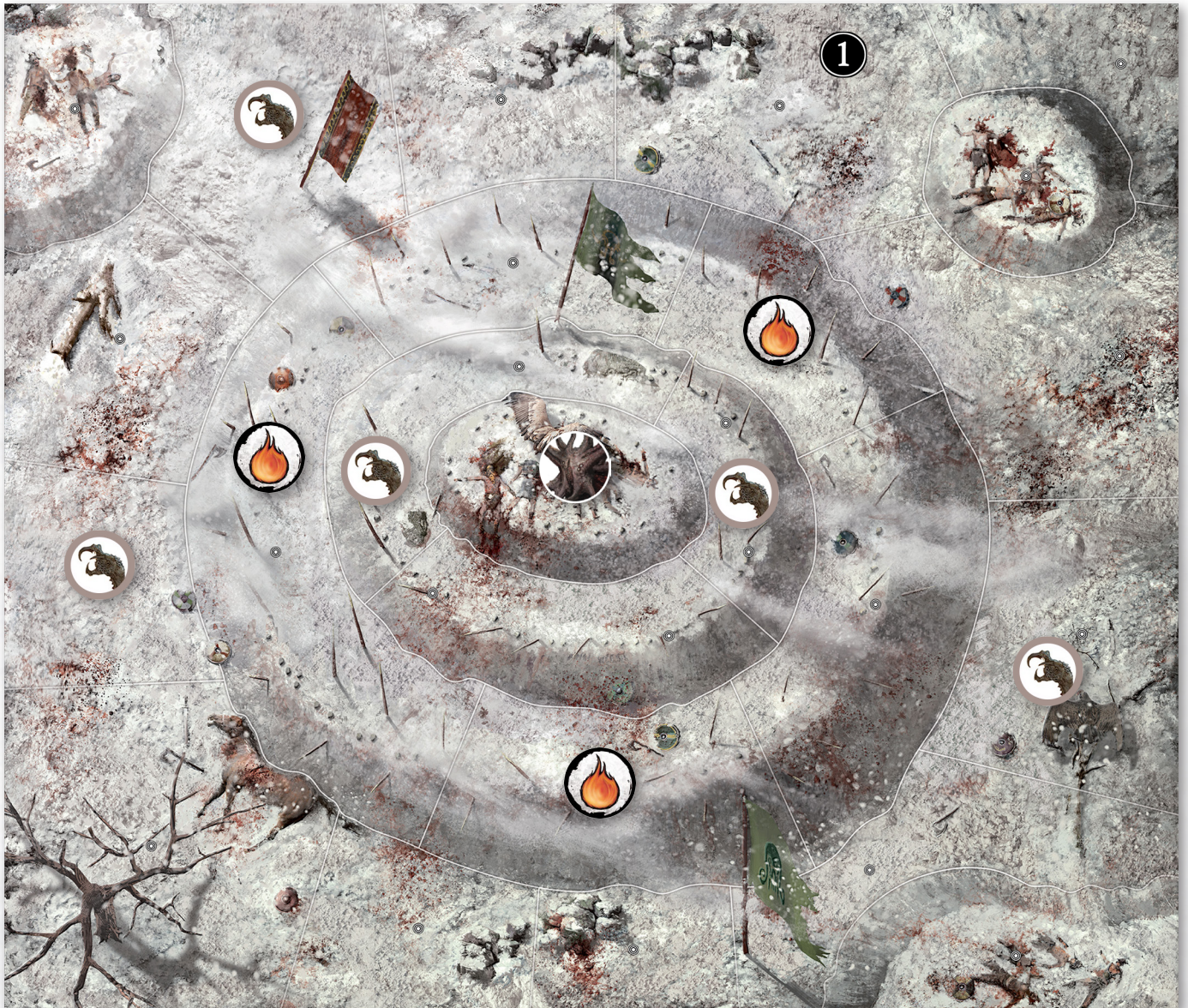
If the Overlord wins: Unable to find weakness in the wizard's shield and resist the tireless waves of undead, the Heroes are doomed to start over.

This scenario will be replayed until the Heroes win. Each time the Heroes replay this scenario, 1 red gem will be subtracted from their next capital.



13 - TENTACLE HILL

The journey to the chthonian world will have lasted only a few heartbeats. As soon as the portal separating the two worlds crosses, an icy wind welcomes the mercenaries taken with vertigo by the vision of this universe which extends as far as the eye can see. It is a challenge to understanding, hermetic to any attempt at a rational explanation. Even though this world seems endless, there is only one direction, one destination, a hill strewn with corpses and dominated by a nameless horror. A massive monster, without limbs, made up of a gaping and voracious mouth. On its sides, a myriad of eyes flutter behind reptilian lids. Long tentacles protrude from the ground and eagerly point at the mercenaries. The nightmarish entity is driven by the idea of feasting on the reckless whose fate will end horribly.



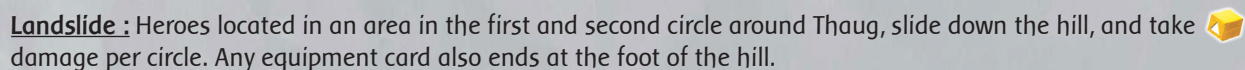
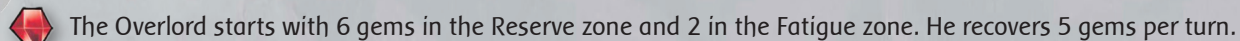
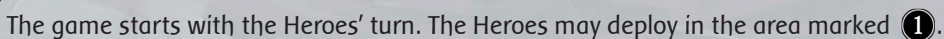
Winning the game :




To win, the Heroes must kill the manifestation of Yog without their losses exceeding 2 Heroes.

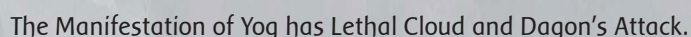


To win, the Overlord must knock out 3 Heroes.



Dimensional displacement : Thaug and the Heroes adjacent to his zone, switch to another dimension for 1 turn. Thaug only attacks displaced Heroes, and vice versa.

Reinforcement : 6 points .



7



(6 Max)

Special Rules :

Akhmenet's scepter : when the Manifestation of Yog is killed, the Sorcerer's Scepter Equipment card is placed in his area.

Ground : neither snow nor ground impact the movements of the Heroes (unlike the scenarios of Nordheim).

If the Heroes win : he deadly wounded entity took refuge in another plane. To the victors returns the scepter of Akhmenet, conferring great power on whoever wields it, but for the moment no energy animates the scepter.

The next scenario played will be scenario 14 "The tower of Rabbar Khan".

If the Overlord wins : the demon sure of his victory lets his guard down, the Heroes take advantage of this to deal him a fatal blow. Grabbing the scepter, the Heroes rush to the surface. The next scenario played will be scenario 14 "The tower of Rahbar Khan".



14 - THE TOWER OF RAHBAR KHAN

The return to Kushaf is going under better auspices, no obstacle comes between the mercenaries and their destination. Rahbar Khan makes sure that Conan and his companions enter the city clandestinely, up to his tower. He receives them with difficulty repressing his impatience and his excitement. Kushaf will regain his freedom and divine justice will befall Thot-Amon.

Conan hands the scepter to Rahbar Khan who will be able to begin preparations for the ceremony. In the meantime, the mercenaries enjoy a timely snack.

They are more tired than they thought because an irrepressible desire to sleep falls on them like a leaden scree. Conan realizes they've been drugged, draws his sword, but collapses before he takes a step.

Belit awakens with difficulty, his senses slow to emerge from the fog caused by the drugs. She does not see her companions. She is at the top of the tower, the wind rushes through a large opening. Belit slowly gets up, trying to fight against the nausea that assails her, she ends up seeing a hybrid creature, half-man, half-ape, crouching, his hateful gaze fixed on her. The ape-man screeches to his feet, bares his fangs, gives powerful blows to his large chest, then leaps at his prey.



Winning the game :



To win, the Heroes have to barricade the main door.



To win, the Overlord must knock out 3 Heroes.



3 Heroes may deploy in the area marked ①.

- Conan, Pelias and Balthus are still under the effect of the powerful sleeping pill (they have been relieved of their weapons),
- Belit (with her armor) faces the Grey man-ape with only her fists.



Heroes start with 1 gem in their Fatigue zone.



The game starts with the Overlord's turn.



The Overlord starts with 9 gems in the Reserve zone and 3 in the Fatigue zone. He recovers 7 gems per turn.

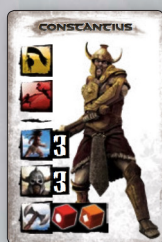


Rage : grants an additional activation to the gray man-ape on the next turn.

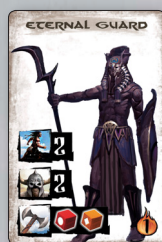
Reinforcement : 8 points, until the main door is barricaded.



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Special Rules :

Skelos River : as long as the ape-man is not dead or has not fled or at least one Hero has not moved to another floor, the river only counts the first 2 tiles. The new tiles will be placed at the start of the river.

Ape-man : when his life points drops to 3 or less, he flees by jumping over the battlements in the pool without taking damage. He then recovers 2 life points per turn, up to a total of 8. Each time the ape-man incapacitates a Hero, another Hero is placed on the starting area of Belit the following turn. A Hero must spend 1 gem to awaken another.

Take the Plunge : a Hero in the area  can try to jump into the pool below. To do this, he must move out of the area and spend 1 additional movement point to plunge. To plunge in the pool inflicts  per floor without possible defense, if the Hero with the skill Jump the damage is divided by 2 (round down).

Stairs : they grant an overhang bonus.

Windows : a character with the skill climb can :

- go from level 4 to level 3 or from level 3 to level 2 by descending from the outside of the tower for 2 additional movement points,
- go from level 2 to level 1 through the tree for 1 additional movement point.

Floor 3 library (②) : it houses books, parchments and some small items. Searching it is a complex manipulation requiring 2 gems. A fake book hides the Yuetshi Knife and a locked drawer (difficulty 1) contains the Lightning Storm spell (in addition to Pelias' spells).

Chests : their opening is a simple manipulation.

Floor 4 : Heroes' equipment is divided between the 2 chests, except the Yuetshi Knife.

Floor 1 : 1 life potion + 1 explosive orb or Nemedian poniard (if the Heroes do not have it yet).

Barricade the main door : the Heroes must place the 2 tables on the door area ③. Each table has a encumbrance of 6 which can be divided between 2 Heroes (2 Heroes carry the table). It costs 1 gem per Hero who lifts it and 2 gems to wedge it (but 1 gem per Hero if 2 wedge it).

If the Heroes win : the mercenaries have opened the trapdoor and descend to the underground temple.

If the Overlord wins : c'est in extremis que les mercenaires parviennent à s'engouffrer par la trappe avant de la bloquer derrière eux.

The next scenario played will be scenario 15 "Tide of sand".

15 - TIDE OF SAND

The mercenaries discover with terror a dismal assembly forming a rampart around Thot-Amon. Two terrifying giants and a cohort of undead come alive at the sight of intruders. The sorcerer recites an invocation, he brandishes Akhmenet's scepter in one hand and a dagger aimed at Nyla's heart in the other. The latter, unconscious, lies on the altar.

Thot-Amon by offering the life of Nyla to the demonic entity with which he made a pact, will become so powerful that no army, no spell will be able to stop him in his conquest of the world.

The giant cast his murderous gaze on the profaners, his claw soar high in the air, ready to descend and slay the object of his wrath.



Winning the game :



If the Heroes neutralize Thot-Amon, the Heroes win the campaign.



If the Overlord kills all the Heroes, the Overlord wins the campaign.



The game starts with the Heroes' turn. The Heroes may deploy in the area marked ①.



Heroes start with 4 gems in their Fatigue zone.



The Overlord starts with 12 gems in the Reserve zone and 0 in the Fatigue zone. He recovers 7 gems per turn.



Reinforcement : 6 points.

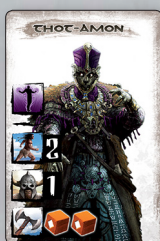
Earthquake : a giant violently hits the ground. All Heroes located in its zone or an adjacent zone must move (without possible re-roll) from their Reserve zone to their Fatigue zone of gems. No defense is possible.



Thot-Amon has Lethal Cloud, Energy Drain and Yajur's Awakening. He is immune to all spells costing less than 3 base gems. The cost of his spells is divided by 2, rounded up to the next number (3=2).



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Special Rules :

Nyla's Fate : either the Heroes kill Nyla, before Thot-Amon, with a ranged attack, the latter then no longer being able to become the master of the sands, or they have the idea of placing themselves in the same area as Nyla, her skill Protected preventing Thot-Amon to kill her. To release it requires 2 gems (affected by hindering). She can be transported (encumbrance 6) or be cured (spell or potion) to wake up.

Thot-Amon the master of the sands : if Thot-Amon kill Nyla :

- Turn 1 the ground shakes for a moment. A wind and whistles rise from the well.
- turn 2 a whirlwind of sand forms above the well and advances towards Thot-Amon (the body it occupies).
- turn 3 the whirlwind of sand merges with Thot-Amon protecting him from all attacks and spells during this turn.
- turn 4 Thot-Amon absorbs the whirlwind and chants an incantation.
- turn 5 a stream of sand pours into the room from the pit. On each turn, the sand progresses by 1 area in all directions. A Hero (Overlord characters are unaffected) in a quicksand area must spend 2 movement points to exit, 3 on the next turn, and so on. When he can no longer leave the area, he dies engulfed by the sand at the end of the next turn. You may use the Boulders tokens.

Spirit Transfer : the sorcerer if he receives a mortal wound, transfers his spirit into the body of an undead. He can make this transfer as long as there is a potential host. The "possessed" benefits from the sorcerer's skills and spells.

Yuetshi Knife : Overlord units primarily target the bearer. You have to finish Thot-Amon with the Yuetshi Knife to capture his spirit. The Hero is only entitled to his attack (no bonus or reroll), Thot-Amon has no possible defense, apart from the captain's sacrifice. On the result of 0 the knife breaks, the other results deal damage to the sorcerer. If Thot-Amon is killed with the knife, his soul is trapped inside, the undead crumble, and the Heroes win the game. If Thot-Amon is killed by any weapon other than the Yuetshi Knife, he changes bodies if an undead is "available", otherwise he flees through the floor grid and the Heroes are victorious.



Conclusion

Nyla is alive, the soul of Thot-Amon is trapped : crushing victory. The Yuetshi knife is thrown into the bottomless pit. Thus disappears Thot-Amon from the face of the earth.

Nyla is dead, the soul of Thot-Amon is prisoner : Nyla's disappearance leaves a bitter taste to this victory.

Nyla is dead, the spirit of Thot-Amon has escaped : this victory is not. You still have a long way to go before entering the legend.

If the Overlord wins : Thot-Amon is far too powerful for the mercenaries. With regret Conan chooses to break off the fight. The king must be warned of the terrible scourge that will befall on Iranistan.