

CONAN

TALES OF THE SOUTH

SPECIAL EDITION



THE NEMEDIAN CHRONICLERS



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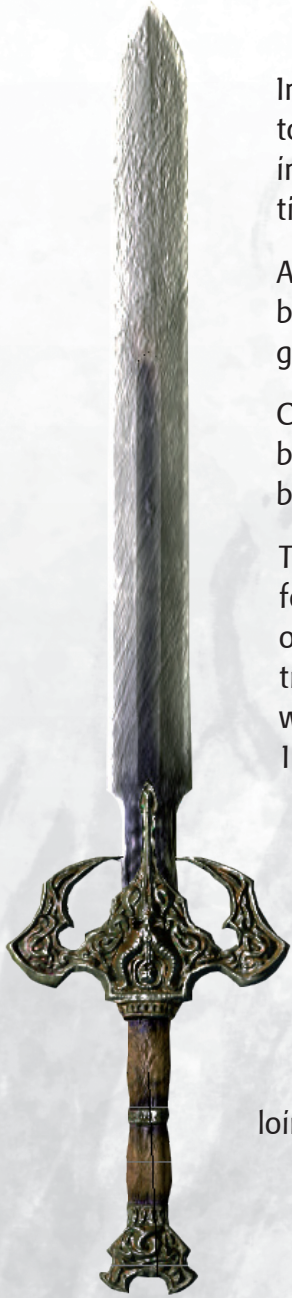
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INTRODUCTION



In 2022, there is no shortage of monstrously beautiful board games for our tabletops. Every week, some new behemoth comes screaming onto Kickstarter, clanking and groaning under the weight of stretch goals. There's never been a better time to indulge one's addiction for collecting tiny plastic soldiers.

And yet, few of these titles have truly left a mark. So many games come and go—burning brightly, then burning out. That isn't to say we're being buried in bad games. Not at all. But how many of these titles deserve to be called classics?

Conan not only earns this title; he wears it like a crown of iron upon a troubled brow. Mitra knows I'm biased, but *you* know I'm right. This game lit a fire—a great beacon, signalling the return of the king.

There is a reason our tabletops have been stained with the blood of our enemies for nearly seven years. Fred Henry's intuitive engine perfectly captures the feel of the greatest sword and sorcery tales, offering endless variety and possibilities. *Monolith's Conan* is a designer's dream; each scenario is a blank page onto which we may scrawl our tales of blood and thunder, melancholy and mirth—and I do mean we.

The community surrounding *Conan* has been nothing short of astounding. Anyone jumping into this game will find a dizzying array of material to choose from. Whether you're looking for competitive matches, adventures with your friends, or some quiet games all by yourself, the *Nemedian Chroniclers* have you covered. "Official" and "unofficial" are needless titles when the output is of the quality you'll find in this fresh tome.

Well...what are you waiting for, dogs? Sharpen your blades, and gird your loins; the southern kingdoms await!

Matthew John

ADDITIONAL RULES

Max Units:

Whenever a tile in the River has a max number in parenthesis below it, that number indicates the maximum number of miniatures of that tile that can be on the game board at the same time.

Poison:

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

GAME BOARD RULES



Stygia Port:

- ① A character adjacent to a water area may move into that area with no movement penalty. When a character without Swimming moves into a water area, that character dies immediately.
- ② A character in a water area adjacent to a ladder may move back onto the docks by spending 1 extra movement point.
- ③ The areas located on the roof top of the building on the left side of the board provide an elevation bonus, including on the stairs areas. A character may jump from these areas to the areas of the street level. That character rolls 3d6 for falling damage. If that character has Leap, that character rolls 1d6. A character cannot move onto the roof top areas directly from the street level except when moving through the stairs areas.
- ④ A character with Wall Wrecker can only use this skill to move across the wall in the warehouse on the right side of the board.



Stygia Port (with ship)

- ① Planks: When one or more planks connect the docks to the ship, the plank's area is considered to be a normal area and gives an elevation bonus on the water areas.
- ② 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.
- ③ Leap: A character with Leap may leap over the areas marked with the Leap icon. If a Hero fails to leap, the character remains in its area.
- ④ Docks: A character in a water area adjacent to a ladder may move back onto the docks by spending 1 extra movement point.
- ⑤ Wall Wrecker: A character with Wall Wrecker can only use this skill to move across the wall in the warehouse on the right side of the board.
- ⑥ Roof Top: The areas located on the roof top of the building on the left side of the board provide an elevation bonus, including on the stairs areas. A character may jump from these areas to the areas of the street level. That character rolls 3d6 for falling damage. If that character has Leap, that character rolls 1d6. A character cannot move onto the roof top areas directly from the street level except when moving through the stairs areas.



Khitai Tower:

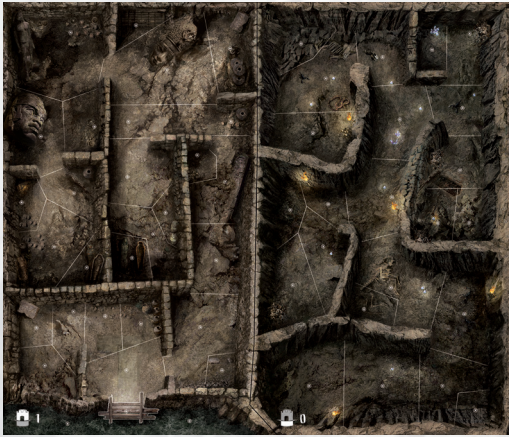
- ① Stairs: The stairs provide an Elevation bonus for Ranged Attacks against an enemy on a lower area.
- ② Table: A character with or without Leap or Climb may move onto the table on level "2" of the tower by spending 1 extra movement point. That area provides an Elevation bonus. A character in the table's 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.
- ③ Stone Wall: A character with Wall Wrecker cannot use it to move across an outer wall of the tower or a stone wall.
- ④ Climbing: A character with Climb may:
 - Move from level "1" to level "2" (and the other way) by climbing the tree and spending 1 extra movement point.
 - Move from level "2" to level "3" (and the other way) or from level "3" to level "4" (and the other way) by climbing the outside walls of the tower and spending 2 extra movement points.

GAME BOARD RULES



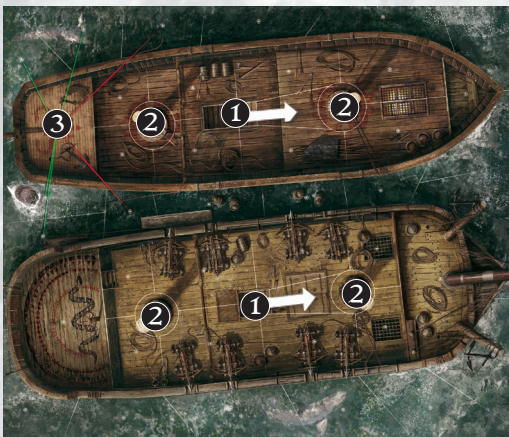
The Pict Village:

- ❶ **Hut Flaps:** The hut flaps at the entrance of each hut block line of sight. A character must spend 1 extra movement point to move across a border into or out of a hut.
 - ❷ **Stone Walls:** The huts with stone walls cannot be wrecked using Wall Wrecker.
 - ❸ **Outer Walls:** The outer walls cannot be climbed over, or wrecked using Wall Wrecker.
 - ❹ **Bushes:** The bushes do not block line of sight.
 - ❺ **Wooden Huts:** A character with Wall Wrecker can use it to move across the wall of one of the wooden huts. The walls of an occupied hut (see Occupied Areas on page 22 of the Revised Heroes' Book) cannot be wrecked using Wall Wrecker.
 - ❻ **Climbing:** A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.
- Cliffs:** This is not a game board area. Units cannot enter here.



Stygia Underground

- ❶ **Darkness:** The maze of tunnels is plunged into an impenetrable darkness. There is no line of sight between two different areas of the whole board. Each action that requires a line of sight can only be performed within a single area.



The Ships:

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

GAME BOARD RULES



The Citadel:

- ① **Leaping From/Climbing a Balcony:** A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls 🟡🟡 for falling damage. If the character has Leap, the character rolls 🟡 instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 1 extra movement point.
- ② **Pit:** A character must spend 1 extra movement point to move out of the pit area.
- ③ **Cellar windows:** The cellar windows do not block line of sight.



The Abandoned Fort:

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



The Chebek Deck:

- ① **Poop Deck:** Heroes, Allies, and Overlord's characters receive an Elevation bonus 🟡 for Ranged Attacks. Heroes, Allies, and Overlord's characters do not receive an elevation bonus 🟡 for ranged attacks, IF their target is on the Forecastle or Poop Deck.
- ② **Leaping from Poop Deck to the Main Deck:** Leaping from a forecastle or a poop deck onto the bridge rolls 🔴🔴 falling damage, with no possible defense, and 🔴 for Heroes, Allies, or Overlord characters with the Leap skill. Poop decks can only be accessed by their stairways. You cannot use the Climb skill to enter the forecastle or poop deck from the main deck.

The Defilers In The Tomb

The utter darkness of the tomb was pierced by a single beam of light from above as the stone cover was slowly slid away. Gradually the beam grew into a flood that poured into the depths, which had not seen sunlight for a thousand years.

The cover scraped across the opening and fell with a dull thud. Traces of sand seeped through the deteriorated seams of the brick ceiling inside the tomb, shook loose by the impact.

A rope dangled at the mouth of the tomb for a moment before it dropped down. Unraveling as it fell, it stopped with just the tip hitting the floor. Dust, from the disturbance, wafted into the air and danced in the shaft of sunlight. The rope flailed wildly as a figure took hold of it and swung out over the hole, momentarily blocking out the light and plunging the tomb back into darkness. The sunlight reappeared in the tomb, stabbing around the massive form descending the rope.

The figure, a titanic individual, was naked except for a linen loincloth girded about his waist, sandals on his feet and a large curved dagger strapped to his side. His skin was weathered bronze, scarred and rippled with the efficient muscle of one who was accustomed to a hard life. His hair was black, shoulder length and square cut. His brow was low and thick. His jaw set rigid. His blue eyes blazed with determination. A Cimmerian, born of the cold north. An unusual sight in the far southern reaches of the Stygian desert.

Conan landed on the floor of the tomb in the circle of sunlight. A cloud of ancient dust mushroomed into the air and billowed out away from him. He crouched warily as he surveyed his surroundings. One hand was on the hilt of the dagger, the other was still wrapped loosely in the rope.

He scanned the room, all his senses keen. His eyes narrowed, his nostrils flared, every sinew was tense. Looking. Listening. Smelling for any potential threat or surprise.

The tomb was rectangular. Its length was easily three times its width. The light from above was quickly swallowed up, barely illuminating the far reaches of the chamber. Four pillars, two to a side, supported the sagging ceiling. The floors, walls and ceiling were constructed with the same sandstone bricks. In a few places the bricks had broken loose and desert sand had poured in through the hole, resulting in small piles scattered around the chamber.

Midway across the tomb lay a sarcophagus. Conan inhaled sharply. The final resting place of Xaltukamen, a High Priest of Set who died when the kingdom of Acheron was young.

After one last cautious scan of the chamber, Conan released the rope and stepped out of the circle of light toward the sarcophagus. He paused to let his eyes adjust to the dark. He blinked away the sunspots and then quickly covered the remaining distance.

Enshrouded with a thick layer of dust, the sarcophagus was plain in design. Slightly wider than a man at the head, it tapered to a point at the foot with rounded corners and smooth edges. It was unadorned, except for a golden symbol. The Eye of Set.

Conan knelt at the foot of the sarcophagus and quickly set to work finding a way to open it. Conan was no stranger to opening things that he ought not. During the time he had spent in the alleys of The Maul he had acquired the necessary skills to expediate such a task.

He deftly slid his fingers along the seam of the lid, blowing and brushing away the dust. He worked quickly, probing for any latch, gap, hairline crack or a possible means to wedge the lid. He shuffled around the corner and began to work his fingers along the side seam. As he approached the head of the sarcophagus he froze.

The dust near the head of the sarcophagus had been disturbed, revealing the polished black stone beneath. Disturbed, not by human hands, but as if something had been dragged across the lid. A swath, as wide as a man's thigh, was wiped clean. Whatever had been dragged across the lid pushed the dust up on either side forming a distinct track. Conan's eyes traced the mark across the coffin lid and down onto dust covered floor. Conan slowly turned his head, following the track into the shadowy recesses of the tomb.

Sudden motion from the dark depths of the tomb caused Conan's barbarian instincts to take over. His corded muscles tensed and exploded. He dove just as a giant black serpent shot from the shadows and crashed headlong into the sarcophagus, knocking it over and spilling the contents. Conan landed, rolled to a crouch facing the assailant and whipped the curved dagger from its sheath in one fluid motion. The serpent shook its head, briefly dazed from the crushing attack. It spat an angry hiss at the intruder and coiled back, ready to strike again.

Conan crouched motionless as the ebony serpent swayed rhythmically. Its tongue darted out, probing the air. Its hideous gaze locked on the barbarian. Conan's eyes followed the serpent's hypnotic motions, assessing his adversary. The serpent was as thick around as his thigh and twice as long as the Cimmerian was tall. Its fangs were like needles, sharp and certainly poisonous. Its scales were glossy black, giving the appearance of being wet. It was directly between Conan and the rope dangling at the entrance of the tomb. His only means of escape was blocked.

A glint of gold caught Conan's eye. The mummified arm of Xaltukamen was protruding from beneath the overturned sarcophagus. A large ring adorned the mummy's finger. The treasure that had lured the Cimmerian from the port of Khemi to this forsaken desert tomb lay right before him.

Sensing the momentary distraction, the serpent lunged. Conan barely had time to avoid the sudden strike. He jumped to his feet and twisted sideways, whirling backwards to face the snake again.

The snake coiled, and with no hesitation, it struck again. Conan was prepared. He met the monster with a powerful two-handed plunge of the curved dagger. The blade pierced through skull and brain and then out the lower jaw. The barbarian's momentum drove it and the serpent's head into the ground. Conan came down hard, pinning the head with his weight. The serpent's body flailed wildly about. Thumping and smacking echoed around the chamber. The serpent let out a long, continuous wheezing as it violently tried to break free of the Cimmerian's crushing hold on its head.

The convulsing body kicked up a cloud of ancient dust causing Conan's lungs to burn and his eyes to water. Blood and ichor splattered Conan and the sarcophagus. More sand shook loose from the walls and ceiling. Conan leaned hard onto the serpent's head and twisted the dagger against the ground. Bone cracked beneath the weight. The death throes of the serpent reached a frenzied climax and began to subside. The terrible hissing tapered off and stopped. Conan jerked the blade once more and the flailing stopped. The body went limp.

Conan slowly stood, put his foot on the serpent's head and wrenched his dagger free. He cautiously backed away, toward the sarcophagus, keeping his weapon between himself and the corpse. Certain that

the monster was dead, Conan turned and sheathed the blade. He quickly scanned for the treasure that he had come for. Spotting it, Conan bent and pulled the ring off the mummy's protruding hand. With a self-satisfied smirk, he stood up, admiring the ring.

Sharp, sibilant sounds snapped the barbarian's gaze from the ring to the shadowy recesses of the tomb. Across the sarcophagus several pairs of enormous green eyes gleamed in the faint light.

Conan's wild instincts took over. He whirled and bounded back to the circle of light at the mouth of the tomb. He leapt half way up the dangling rope. Pulling hand over hand, the barbarian heaved himself through the portal and out onto the desert sand.

"Crom!" Conan exclaimed, standing and wiping sand and ichor from his arms and legs. He peered down through the opening. Four more giant black serpents writhed below. The creatures shot to their full length, snapping and hissing in vain. Conan jerked back with a start. Crashing down, the serpents darted furiously about the tomb. Conan quickly replaced the stone cover, sealing the creatures in darkness for another thousand years.

As he turned and began walking out across the burning sand into the blinding sun Conan boasted to the empty desert; "This ought to buy enough wine to quench all of Khemi's thirst!" He flicked the ring of Xaltukamen straight up into the air. It sparkled in the sunlight, turned once, and landed in his outstretched hand. He smiled and tucked the ring into the folds of cloth gathered at his waist.

by Dan Mauric





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The Hero starts in the area indicated by the setup diagram.

One Hero:

- Bêlit (Turanian Sword, Cape) commands N'Gora and 2 Bêlit's Guards

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



The game starts with the Overlord's turn.



The Overlord starts with 6 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 3 in the Book of Skelos.



Drinks are on me, boys!: Conan rallies more of the crew to his drunken cause. Roll 1 and stand up that many Overlord miniatures that have been laid down. Conan may also be stood up if necessary.



Special rules:

Game Board Rules: No movement is permitted between ships or into any water area.

Destroying the Wine Barrels: Both Conan and N'Gora seek to destroy the wine barrels. However, they disagree on how to do it. Throw the wine into the water or drink it all? Hence the conflict. To toss a barrel overboard, N'Gora must be in the same area and make an attack against it. If he rolls 3 or more symbols remove the barrel token from the board and place it in the Hero's area. Only N'Gora may toss the barrels overboard. To "destroy" a barrel Conan must use his Wall Wrecker skill against it. He smashes it open and distributes the contents to an elated crew, place the barrel token in the Overlord's area. Only Conan may "destroy" a barrel.

You may only destroy a barrel if your side has more miniatures in an area than your opponent.

Friends Not Foes: Conan is drunk and having fun. Bêlit knows this, but she also knows her Cimmerian needs to mind his place. When a Hero or Overlord unit is reduced to 0 Life Points, lay their miniature down in its area. They are temporarily knocked senseless. A laid down miniature does not activate, count for Hinderling, or barrel protection. A laid down miniature still counts for Occupied Area rules. If Bêlit is reduced to 0 Life Points, the game ends immediately in a tie, as the crew runs amuck under Conan's drunken leadership... until the next morning when Bêlit recovers and everyone remembers who the Captain is...

Leadership Skill: In addition to the normal rules, Bêlit may use her Leadership skill to stand up a laid down miniature. Place a gem on the Ally tile for each miniature that gets stood up. Standing up counts as their activation for this turn.

Cape: During set up the Hero places 2 red gems on the Cape card. These gems may only be used for Bêlit's Leadership skill. During the Hero's End Phase, transfer the red gems back to the Cape card. The red gems are never taken into account when calculating a Hero's Life Points.

Dan Maurie



Conan choked and coughed from the dust shaken loose by the collapse of the mine's ceiling. He wiped the grit from his eyes and stood, shaking rubble from himself. "Crom! What happened?" he gasped. The last thing he remembered was the whole mine echoing with a terrible rumble and then rocks started falling.

A shaky, dust covered guard, one of the Stygian slavers that had brought Conan captive to this mine, caught sight of him. "You! Don't move!" He waved his halberd menacingly at Conan. From the depths of the mine came another noise. A croaking, rumbling "tthhauug!" Another tremor shook the cave.

Suddenly, a pale grey appendage slithered around the guard's torso. He whimpered, dropped his weapon and tried to push the tentacle off. The limb constricted and lifted him off his feet. The guard's pleading eyes momentarily locked with Conan's before he was yanked deeper into the mine. Moments later, his fading shriek abruptly ended.

"Tthhauug!" The sound belched again from the depths of the mine.

"What madness is this?" Conan peered down the mine shaft. The dim, torchlit passage teemed with writhing tentacles, flailing wildly and grasping at terrified guards. He didn't know what sort of horror had arisen from this cursed mine, but he did know one thing: it was between him and the only way out. Another tremor rippled through the mine.

"Tthhauug!"

Conan picked up the halberd and plunged into the shaft...



Winning the Game:



The Hero wins if he recovers the Tools and kills Thaug.



The Overlord wins if Thaug consumes all the Eternal Guards.



The Hero starts in the areas indicated by the setup diagram.

One Hero:

- Conan the Wanderer (Halberd)



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




The game starts with the Overlord's turn.



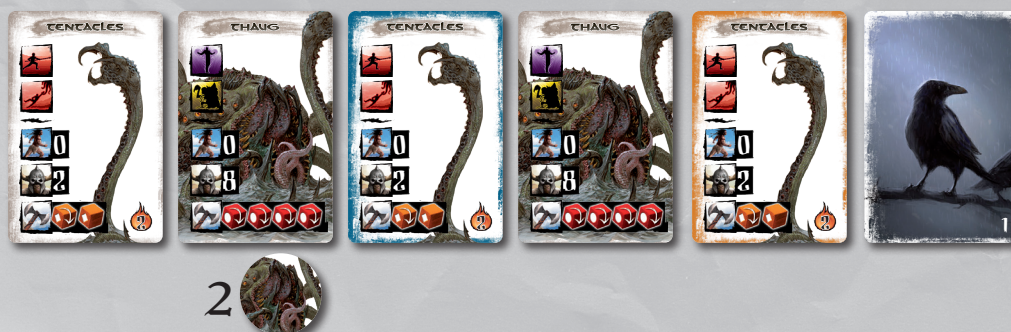
The Overlord starts with 8 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 3 in the Book of Skelos.



Unstoppable Horror: The Overlord rolls 1 . Stand up a number of laid down Tentacles miniatures equal to the number of symbols rolled.



Thaug: Thaug has the spell Mind Control, but it can only be cast on a Hero in the same area as Thaug.



Special rules:

Game Board Rules: Normal game board rules apply. Darkness does not apply. Only half of the game board is used.

Terrified Guards: The Eternal Guards may not be attacked by the Hero. Neither side may spend gems on the Eternal Guards. They do not count for Hindering or Occupied Area rules.

Unstoppable Horror: When Tentacles are killed, do not remove them from the game board. Instead, lay them down in their area. While laid down, a Tentacle does not count for Hindering and any constricted units are released. If all Tentacle miniatures of a tile are killed, do not flip the tile or move it to the end of the River.

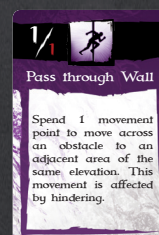
A Grim Feast: Thaug is seeking to devour the Eternal Guards. Eternal Guards are not damaged by Tentacles. Only apply the results of a Tentacles attack dice to their Constriction skill. A Tentacle may attack an Eternal Guard who is already constricted in an attempt to pull the Eternal Guard closer to Thaug. This rule does not apply to the Hero.

The Devourer in the Dark: Instead of attacking, Thaug may attempt to consume Eternal Guards. For each success on its attack dice, move a constricted Eternal Guard 1 area closer to Thaug. The Eternal Guard must be moved following a path of Tentacles that are standing. An Eternal Guard may not be moved into or through an area in which all Tentacles are laid down. The Overlord must move each constricted Eternal Guard at least 1 area if possible. When the Overlord has finished moving an Eternal Guard in this manner, the Eternal Guard is no longer constricted. Once an Eternal Guard reaches Thaug's area, he is immediately consumed. Remove the miniature and increase Thaug's life points by 1.

Tools: If a Hero is holding the Tools, he gains the use of the Pass through Wall spell as if he had the Spellcaster skill.

Torch: When the Torch is in Thaug's area, reduce its armor to 4. Thaug may not attack a Hero holding the Torch.

Chests: Chests require a simple Manipulation to open. The asset deck contains: Tools, Torch, Life Potion.



As she ran outside, a squeal of terror drew Bêlit to a dark alley. Several thugs and a few corrupt guardsmen were roughing up Valisio, beating his few remaining coins out of him. For his part, Valisio seemed content to cower on his knees and plead for them to spare his face. Bêlit rolled her eyes and sighed. Despite this cowardly display, she couldn't allow the thugs to harm him.

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The game starts with the Hero's turn. The Hero starts in the area indicated by the setup diagram.

One Hero:

- Savage Bêlit (Pirate Saber, Dagger, Chainmail)



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



The Overlord starts with 2 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Event Tile: Choose 1 of the following events:

- "Make a break for it!" Any Pirate with a Treasure token may move 1 area if they are not Hindered.
- The Overlord gains 3 reinforcement points



Substitution: The Overlord may choose to replace the Eternal Guards with Bossonian Guards.

Special rules:

Game Board Rules: Standard game board rules apply except the water areas are not used.

Valisio's Valuables: Valisio is represented by the Princess miniature and the Princess tile. At set up, place 4 Treasure tokens under Valisio's miniature to form the Treasure token stack. These tokens represent Valisio's money, dignity, jewelry, and other possibly valuable trinkets he might be carrying.

- His miniature counts for Hindering.
- Valisio is never killed.
- The Hero may spend gems on a Guard Action for Valisio as though he were an Ally.
- At the end of an Overlord Turn, if no Overlord units are present in Valisio's area, the Hero player may move him up to 2 areas. The Treasure token stack moves along with Valisio.

If an Overlord unit makes a successful Attack against Valisio that inflicts at least 1 wound, instead of giving Valisio a wound, the Overlord takes a and places it under the attacking miniature. That miniature is now carrying that . Any in an area with Valisio that are not carried by an Overlord unit are added to the Treasure token stack and are back in Valisio's possession until lost again.

Fleeing with the Treasure: An Overlord unit carrying a can flee the board from an area with a by spending movement points as though moving across a border and removing the miniature from the board. Place the in the Overlord's area to count it towards victory. If the last miniature of a group is removed, flip its tile in the River. If an Overlord unit carrying a is killed, the token is dropped in the area. A Hero may not pick up a . An Overlord unit can pick up a dropped for free as part of their Move action. This does not interrupt that Move action. An Overlord unit may only carry 1 at a time.

Dan Maurie



Thoth-Amon is spending the evening with Gitara, his favorite mistress, when a ruckuss from the main room below distracts him from his entertainment. Telling Gitara to remain in the bed, he steps out into the hallway and walks to the balcony. As he glances down into the main room, his blood freezes. Taramis! His former protégé was here! A woman to whom he had made many promises, none of which he wanted to fulfil. Ducking to avoid her notice, he crept back to his room.

"Well?" Gitara asked, seductively motioning for him to join her in bed.

"It is Taramis, and she brought the Ring of Enthrallment. If she manages to get that ring on my finger, I will be hers forever."

"That bitch!" Gitara screamed, throwing off the covers. "I will kill her myself!"

As she ran out the door to confront Taramis, Thoth-Amon raised his hands, muttering an ancient ritual to wake the nearby dead and come to Gitara's aid in repulsing Taramis. Afterwards, he sat on the bed and hung his head. Even if Gitara managed to defeat Taramis, he would have to dispose of her as well. He would surely miss her company, but he could allow no woman near him with that damned ring.



Winning the Game:



If Taramis can place the Ring on Thoth-Amon's finger before the end of round 6, the Heroes win the game.



If the Overlord can keep the ring off Thoth-Amon's finger by the end of round 6, the Overlord wins the game.



The game starts with the Hero's turn. The Hero starts in the area indicated by the setup diagram.

One Hero:

- Taramis (Ring, Stygian Scepter, Life Potion, Putrescence, Set's Halo, Withering)



After setup, the Hero moves 4 gems from her Reserve zone to her Fatigue zone.

Note: Spending 1 gem activates ALL Skeleton Allies, including any Skeletons raised during this activation.



(5 Max)



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



Event Tile: The Overlord gains 4 reinforcement points



Thoth-Amon: Thoth-Amon has the spells Deceleration and Set's Bite.



6



Special rules:

Game Board Rules: Standard game board rules apply.

Necromancy: Whenever an Eternal Guard is killed, immediately replace it with a Skeleton miniature under the control of Taramis. Do the same if Gitara is killed.

Necromantic Nuptials: If Taramis has the Ring and is in the same area as Thoth-Amon, she can attempt to place the ring on his finger by performing a complex Manipulation with a difficulty of 3. If she is successful, she has wed Thoth-Amon and he is now under her spell.

Protect the Groom: Thoth-Amon cannot be attacked for any reason.



A foul Stygian wind, reeking of sorcery, left half of The Queen of the Black Coast's fleet sunk or disabled. Conan and N'Gora find themselves, the sole survivors of their wrecked ship, washed up on a desolate shore.

Skirting the coast in search of fresh water and shelter, Conan and N'Gora find only sun and sand. Throats parched and skin blistering, they finally spot an abandoned trading outpost. Perhaps they will find respite in one of the dilapidated buildings. Maybe, from a rooftop, they will be able to signal whatever remains of their mistress's fleet for help.

Upon entering the outpost, a foul Stygian wind begins to blow the ages of sand from the bones of the former inhabitants.



Winning the Game:



If both Heroes stop the effects of extreme exposure and one of them signals for help, the Heroes win the game.



If one Hero dies, the Overlord wins the game.



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

Two Heroes:

- Conan (Battle Axe, Explosive Orb)
- N'Gora (Zingaran Bow, Explosive Orb)




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



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



Reinforcement: 3 reinforcement points .



Special rules:

Game Board Rules: Standard game board rules apply except the water areas are not used.

Extreme Exposure: Conan and N'Gora are suffering the effects of extreme exposure and thirst. At the start of every Hero turn, each Hero moves 1 gem into their Wound zone. Once a Hero uses both a Life Potion and an Antidote, they no longer suffer this effect.

Signal for Help: To signal for help the Heroes must detonate an Explosive Orb on a rooftop area. Follow the normal rules for using an Explosive Orb.

"Help Me Out Here": The Antidote represents a healing balm that will soothe the effects of the desert on the Hero's body. A Hero with an Antidote may apply the moisturizer to himself by performing a complex Manipulation with a difficulty of 2 or to another Hero by performing a simple Manipulation. Once applied, a Hero recovers 2 gems from their Wound zone.

"We'll Drink, Dead Men or No": The Life Potion represents a desperately needed canteen of water. Any Hero who uses a Life Potion recovers 4 gems instead of 2.

Chests: The asset deck contains: Life Potion x2, Antidote x2



"Help us, mistress. Zaporavo and his mercenaries have taken our village."

Bêlit studied her helmsman with a mixture of indignation and rage. Many of her crew hailed from N'Kudalla, deep within the Kush interior. "How could this happen?"

M'Huva reached out as if to pleadingly grasp her hand, but quickly snatched it back. "My brother says the village elders hired Zaporavo to protect N'Kudalla from a beast that had been terrorizing them. He brought an artifact, some sort of Pictish Fetish, that helps to keep the beast at bay. Yet Zaporavo makes no effort to kill the beast. He pushed our families from their huts and now refuses to leave." Conan grunted and gripped his sword handle. "I've had dealings with this Zaporavo before. I thought him dead."

Bêlit turned to her lover. "It seems our next adventure will reward us not with treasure, but with vengeance."



Winning the Game:



If the Heroes possess the Pictish Fetish and kill Zaporavo before the end of turn 9, they protect the villagers and win the game. Killing Thak is not a condition of victory, but the villagers will appreciate it.



At the end of turn 9, if the Overlord has prevented the Heroes from killing Zaporavo or retrieving the Pictish Fetish, the Overlord wins the game. The Overlord also wins if both Conan and Bêlit are killed.



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

Two Heroes:

- Conan (Conan's Sword, Leather Armor)
- Bêlit (Leather Armor, Ornamental Spear) and 5 Bêlit's Guards

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



The Overlord starts with 6 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Reinforcement: 2 reinforcement points



Special rules:

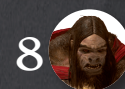
Game Board Rules: Standard game board rules apply.

Bêlit: Bêlit only needs to spend 1 gem to activate all of her available guards.

Thak: Thak does not start the game on the board. Every round after the Heroes' turn (including round 0), the Overlord rolls a die (see chart below) to determine if Thak enters the village. Rerolls are not allowed for this roll. On a roll of 2 or more, place Thak randomly on space 1, 2, or 3 and then activate him. To determine which space, shuffle the 1-3 tokens and randomly choose one. Do not add his tile to the river. Once Thak enters the village, ignore this step.

Turns 0-1 Turns 2-3 Turns 4+

Thak activates after the Heroes' turn. He targets either Conan, Bêlit, or Zaporavo, depending on who has the most gems in their Fatigue zone. In case of a tie, the Overlord chooses. Determine this target at the beginning of each activation. Thak moves the shortest distance to his target. Thak does not attack anyone but his intended target. If Thak cannot reach his intended target, he will move as close as possible. If there are multiple equal distance paths, choose the path containing the most units. If this is a tie, the Overlord chooses. Thak is unaffected by Hinderings. Units in every area he enters (excluding his starting and ending zone) are Knocked Down. When Thak attacks, reroll any blank result once. No additional rerolls are allowed for any reason.



Knocked Down: Knocked Down units do not affect Hinderings, and must spend all their free movement points to stand back up.

Chests: During setup, the Overlord places 7 chests on the board as indicated by the setup diagram. The asset deck contains: Buckler, Shield, Battle Axe, Life Potion, Chain Mail, Explosive Orb, and Pictish Fetish. Shuffle everything but the Pictish Fetish and randomly select 2 items. Set these aside. Then shuffle the Pictish Fetish with the remaining cards. Place one of the cards set aside on top of the asset deck, and the other on the bottom. This ensures the Pictish Fetish is not the top or bottom card in the deck.



Bêlit cursed and spat. They were waiting for her!

She had been raiding up and down the Black Coast and soon pillaging seaside villages had grown to be a bore. The Pirate Queen had set her sights upon larger prey, a Stygian port town. As soon as her crew dropped the plank to begin the attack, archers with flaming arrows appeared along the docks and on the rooftops. It was an ambush. This town was going to make her work for her prize.

Bêlit's countenance grew dark as she ordered her lieutenants, one, a large Cimmerian and the other, her personal bodyguard, to bring her back some booty to make this raid worth her while. Be it flesh or be it gold.



Winning the Game:



If the Heroes blow up the barracks and escape with either the Princess or the chest, the Heroes win the game.




If the Heroes do not have at least 3 units (Heroes or Allies) alive at the end of an Overlord turn there won't be enough crew for the Tigress to escape, the Overlord wins the game.




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

Three Heroes:


- Bêlit (Bossonian Bow, Tribal Shield) commands 2 Bêlit's Guards
- Conan the Thief (Pirate Saber, Explosive Orb)
- N'gora (Ornamental Spear, Shield)

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



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





Reinforcements: The Overlord gains 2 reinforcement points .






Special rules:



Game Board Rules: Standard game board rules apply except units failing a Leap fall into the water. In addition, units may not move from a Water area to a Ship area. The only way onto the ship is the plank or Leaping from the docks. There is a line of sight from a rooftop area to any ship area as long as the line does not cross another rooftop area. There is a line of sight from a dock or street area to a ship area as long as the line does not cross more than 1 ship area. All lines of sight are reciprocal.


Blowing Up The Barricks: If a Hero throws the Explosive Orb into the the building with the , the Barracks explodes and kills anyone in it. The building can no longer be entered. Place a  token at each door and remove the Event Tile from the River.

Booty: A Hero may pick up the chest or the Princess with a simple Manipulation. They are both treated as items with an Encumbrance value of 1. An Ally may pick them up as part of their move action.

The Brig: The room with the red door is the Brig where a violent Pirate is imprisoned. If the Pirate is freed, he will join the Heroes. To open the cell door, a Hero must either pick the lock with a complex Manipulation with a difficulty of 3 or use the Wall Wrecker skill on the red door. Once freed, he becomes an Ally and Bêlit may use Leadership to command him.

Flaming Arrows: Whenever a Bossonian Archer targets a unit on the ship, they are firing flaming arrows. If any single die scores 2 symbols, place a  in the target's area (1 token per attack), even if the unit isn't wounded. Units moving into, or ending their turn, in an area with a  roll  for damage. If no Hero or Ally can be targeted, a Bossonian Archer may choose a ship area to attack following the same Flaming Arrows rules.

Fire Fighters: An Ally may remove a  token in his area by making an attack against it. If he rolls at least 1 symbol, remove the Fire token. A Hero may remove a  by performing a complex Manipulation with a difficulty of 1.

Escaping the Port: Once either the treasure chest or the Princess is on the ship, the Heroes may escape if there are less than 6  tokens on the ship and there are at least 3 Heroes and/or Allies alive and on the ship at the end of a Hero turn.



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As the Aquillonian army expanded and occupied the lands up to Brythunia in the east and Stygia in the South, the western marches were left unchecked. The rapid invasion of the Picts went unnoticed under the guise of conversion to Mitra, while certain other Pict clans joined ranks in the mercenary armies of Aquilonia. The catalyst for the Pict invasion was the priest Arus of Mitra, who instilled wonder in the eyes of Gorm with the desire to see civilized lands. Gorm soon rose to be the chieftain of the Picts with the largest reach ever seen and reuniting Pictish clans left and right. The Picts looked up to their newfound chief of chiefs, the nearest approach to a king, the Picts had had in thousands of years.


Unaware of the Aquillonian lands ravaged by the Picts, Arus stood next to Gorm on the border of Nemedia. Nemedian lands were never conquered by the Aquillonians and Gorm was set to prove his worth. With the golden throne in mind, much more than his supposed devotion to Mitra, he pressed forward. With Arus at his side, it was certain Nemedia would fall before sunset.



This scenario is Hero vs. Hero and does not have an Overlord. The solo/coop rules are used with the River to activate 2 tiles from each Hero Team's army before the Heroes activate each round.

Winning the Game:



Pict Team - Gorm and Arus (Xaltotun): If Conan and Zenobia are killed, or if 6 Picts leave the game board via the areas with the  tokens, Nemedia has been invaded. Gorm and Arus win the game.




Nemedian Team - Conan and Zenobia: If either Gorm or Arus (Xaltotun) are killed, the Picts retreat. Conan and Zenobia win the game.


The game starts with the Pict Team.

Pict Team:

- Gorm: Spiked Mace, Spiked Shield, Leather Armor and commands the Pict Hunters and Pict Archers
- Arus (Xaltotun): Dagger, Stone Skin, Life Transfer, Barrier of the Winds, Whirlwind and commands the Manifestation of Mitra, Pict Hunters and Pict Archers

 After setup, each Hero moves 8 gems from their Reserve zone to their Fatigue zone.



Reinforcements: 10 reinforcement points for Pict Hunters and Pict Archers. No more than 5 units can be reinforced in each area with a .

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Nemedian Team:

- Conan the Pirate: Zingaran Bow, Pirate Saber, Chain Mail and commands the Camel, Pirates, and Pirate Archers
- Zenobia: Parrying Dagger, Nemedian Poniard, Throwing Knives, Zingaran Breastplate and commands the Elite Ballista, Pirates, and Pirate Archers



 After setup, each Hero moves 8 gems from their Reserve zone to their Fatigue zone.



Reinforcements: 3 reinforcement points for Pirates and Pirate Archers. No more than 1 unit can be reinforced in each area with a .

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Special rules:

Game Board Rules: Standard game board rules apply. Note that the areas marked 1 and 2 are considered the same area.

Activation Rules: The River is split in 2 parts. The left part (1, 2, 3, 4) activates 2 random tiles before the Pict Team's turn. The right part (5, 6, 7, 8) activates 2 random tiles before the Nemedian Team's turn. This activation does not count towards the Leadership skill activation limit. The numbered Activation tokens do not move between the Reserve and Fatigue zones. Just flip them to indicate activation. Players of the respective side may decide on unit movement and attack, but may not spend gems on these units during a tile's activation. Tiles are never flipped to the bloodied side and tile activation is forfeited when no units remain.


Manifestation of Mitra: The Manifestation of Mitra's Life Point token on the Turn Track represents both its armor and its health. Therefore, its armor reduces accordingly when taking wounds.

Progress tracker: Place the Conan the Pirate token  and the Gorm token  on position 0 of the Turn Track. Each time a Pict Hunter or Pict Archer leaves the board on the right side of the board, increase the Gorm token by 1. Each time a Pict Hunter or Pict Archer is removed from the board for any other reason, increase the Conan token by 1. If the Conan token reaches the same value as the Manifestation of Mitra, reset the Conan token to 0 and reduce Manifestation of Mitra token by 2.

Zenobia: Zenobia's Poison skill makes Picts die in excruciating pain, dwindling the faith in Mitra. When Zenobia kills a Pict, increase the Conan token by 2 instead of 1.

Speed of the Wind: The Barrier of the Winds spell can be cast as a Reaction.

Barricades: There is no line of sight through Barricades. Manifestation of Mitra can use Wall Wrecker on the Barricades, after which the Barricade is removed.

Disembarkation: Place the 3 planks as indicated by the setup diagram, detached from the shore. These represent the connection to a ship. Pirates can Leap from a plank onto the shore with a difficulty of 3. If unsuccessful, units fall into the water. Units in the water without the Swim skill die instantly. Units with the Swim skill can move onto the shore by spending 2 additional movement points. From an area with a  token, a Hero can connect the closest plank to the shore with a complex Manipulation with a difficulty equal to the number of units on the plank. Once a plank is connected, units may move from the plank to the shore as normal.



"Ageera has gone mad and betrayed us. He has been seduced by the very black sorcery we seek to eradicate. Our duty is thus: we must enter the City of the Cannibal God. Purge all that we encounter. Show no mercy. Ask no favor of the gods. They have abandoned our order. Trust your brothers. Trust your steel!" The crowd of Kushites roared in response, "DEATH TO THE CANNIBAL GOD!"

The Kushite army poured into the city only to be met with a seething wall of flesh and tendrils bursting from every door, window and roof top. Fleshy mounds of monstrous proportions shambled along the streets and alleys. Tentacles slapped and grasped at them. Suddenly the army was surrounded. As the warriors succumbed to the horrific blob, they were absorbed into it, causing it to throb and to grow. Yog, the Cannibal God, made manifest. Mad Ageera had freed it. Now the world was to be devoured.



Winning the Game:



The Heroes must kill Thaug to win.



The Overlord wins if all the Allies on the Heroes' side are killed.



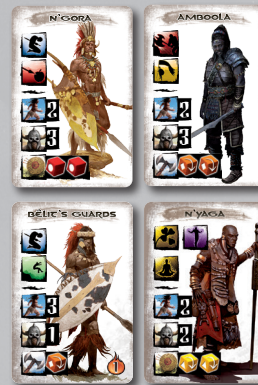
The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Four Heroes:

- Afari (Two-Handed Sword, Leather Armor)
- Shafiah (Turanian Sword, Spiked Shield)
- Ghayoor (Bossonian Bow, Cutlass)
- Shubba (Dagger, Black Staff, Mitra's Halo, Mitra's Healing, Pass Through Wall, Lightning Storm)

Allies (5 Bêlit's Guards, Amboola, N'Gora, N'Yaga)

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



The Overlord starts with 8 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.



Ageera: Ageera has the spells Yog's Hunger, Dagon's Attack, Return of the Brave, Summon Demon (Manifestation of Yog). Thaug and Ageera can both cast Dagon's Attack and Return of the Brave but the exertion limit rules are still followed.



Thaug: Thaug has the spells Dagon's Attack and Return of the Brave. Thaug and Ageera can both cast Dagon's Attack and Return of the Brave but the exertion limit rules are still followed.



Special rules:

Game Board Rules: Standard game board rules apply except the water areas are not used.

Leadership: All Heroes have the Leadership skill. Any Hero may spend gems for a Movement bonus or a Guard action, but only 1 Hero at a time can spend the gems.

All Seeing Eye: Ageera and Thaug both have a line of sight to any area with an Overlord unit.

Touched by Yog: When a Hero or Ally is killed, a Tentacle bursts from their body. Replace their miniature with a token at the end of the activation. They are now considered an uncolored Tentacle for all purposes.

Wall of Flesh: Thaug cannot be wounded until Ageera is killed.

"Trust your brothers!": When attacking Thaug, a Hero can activate one or more Allies to also attack Thaug in a combined effort. Instead of resolving each of these attacks separately, add the Ally's attack strength to the Hero's attack strength.

Trapped Chest: When a Trapped Chest is found the Overlord immediately moves a Tentacle miniature of their choice to the area and attacks the Hero who opened the chest.

Horror: If an Antidote is dropped or thrown into an area with Thaug or the Manifestation of Yog, the Heroes are immune to Horror until the next Hero turn. Any Hero carrying a Torch is immune to Horror.

Chests: The asset deck contains: Akbitanan Sword, Antidote, Heavy Spear, Torch, Trapped Chest x2

Alternate Heroes: Conan, N'Gora, N'Yaga, and Amboola can replace Afari, Ghayoor, Shubba, and Shafiah respectively. For the Allies, Shubba, Afari, and Shafiah replace N'Yaga, N'Gora and Amboola respectively.



Conan and his companions drifted on the dark, murky waters of the cave system between the port town of Khemi and the capital city Luxur. Behind him, he heard their guide Ikhmet, who knew these caves better than anyone, arguing with N'Yaga. "I tell you, the Heart of Ahriman has never been in these caves. Last time we combed this place, it was an elaborate ruse by Thoth-Amon. Conan, you pay fair coin, but I don't understand why you follow the incoherent babblings of a mad shaman!"

Hearing those words, N'Yaga hung his head. Conan patted his shoulder. "Chin up old man! I have always found truth in your words, even if they are overly dramatic. If there are horrific creatures that can destroy Luxur, or pass through great city walls as if they were made of falling sand, we'll slay them here and now, and make these dank caves their tomb."

As Conan talked, he glanced over the foreboding, glistening water surface. "Where did the Heart of Ahriman come into all of this, anyway--wait... Those splashes were synchronized, not like an amphibian would react. What lurks in these waters, Ikhmet? And why did you not bring more torches? The last one went dark an hour ago." Before Ikhmet could answer, the raft hit a dilapidated jetty. Conan, following his instinct, jumped out of the raft and rolled swift as a leopard across the jetty. "Get away from the waters," he shouted. "Our presence has not gone unnoticed!"



Winning the Game:



If the Manifestation of Yog dies before the end of Round 10, the Heroes win the game.



If all the Heroes are dead or if the Manifestation of Yog remains alive until the end of Round 10, the Overlord wins the game.



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

Four Heroes:

- Conan the Conqueror (Halberd)
- N'Yaga (Mitra's Staff, Leather Armor, Push Back, Withering, Pass through Wall)
- Ikhmet (Akbitanan Sword, Assassin's Dagger, Leather Armor)
- Amboola (Sword, Spiked Shield)



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



The Overlord starts with 6 gems in their Reserve zone and 8 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.



Reinforcements: The Overlord gains 4 reinforcement points. Deep Ones are reinforced at 1. Giant Scorpions have a reinforcement cost of 1 and can be reinforced at 2. Khitan Acolytes are reinforced at 3.



Special rules:

Game Board Rules: Standard game board rules apply. When a single Overlord unit is too large to fit in an area, it can still occupy the area. Overlord units and Heroes can use the wells to move between the 2 levels at a cost of 2 additional movement points. The areas connecting 2 wells are considered adjacent.

Torch Pool: Place 2 Torches in the Torch Pool next to the board. Torches can be obtained from uncolored Khitan Acolytes (see below). Any Torches discarded or dropped go back to the Torch Pool. A person holding a Torch is called a Torchbearer. The Servant of Ahriman cannot enter the Torchbearer's area. When a Torchbearer is in the same area as the Servant of Ahriman, the Torchbearer moves the Servant of Ahriman to an adjacent area. When the Torchbearer takes damage for any reason, he discards the Torch. When N'Yaga has a Torch, he can use Withering and Push Back from an adjacent area.

Manifestation of Yog: Reduce the Manifestation of Yog's armor by 1 for each Hero in its area. The Intangible skill enables it to pass through any wall between two areas, but not between the 2 levels. The Push Back spell can also push the Manifestation of Yog through a wall. The water areas are inaccessible for the Manifestation of Yog.

Deep Ones: Deep Ones must spend 1 extra movement point to move out of the River Styx. Their Poison functions differently than for the Scorpions. When a Hero receives at least 1 damage, replace one blue gem in the Heroes' Reserve zone with a red gem. If no gems remain in their Reserve zone, then replace a gem in their Fatigue zone. While a Hero has a red gem in their Reserve or Fatigue zones, they lose their Base Movement. Otherwise, the red gems function the same as blue gems.

Khitan Acolytes: After a Hero kills an uncolored Khitan Acolyte, that Hero may perform a complex Manipulation with a difficulty of 1 to take a Torch from the Torch Pool. When the last black bordered Khitan Acolyte dies, he drops the Key in his area.

Door: The Door is locked and cannot be opened without the Key. Overlord units can freely move through the door. A Hero with the Key may open the Door as a free action.

Chests: The asset deck contains: Life Potion, Antidote, Heart of Ahriman. Players may keep their cards secret from the Overlord.

- **Heart of Ahriman:** When the Servant of Ahriman attacks the Hero in possession of the Heart of Ahriman, the Servant of Ahriman dies instantly, while no damage is done.
- **Antidote:** Remove all Poison tokens from either the Melee or Move action space.



"Watch out, Octavia!" Conan flew past the princess, hands outstretched, grasping the neck of a gigantic man that loomed up behind her. It turned quickly into a wrestling match, while the man danced around with Conan swinging through the air like laundry in a raging storm.

"Stop it this minute!" Octavia screamed. "I hired a Kosalan Strangler as my bodyguard and wanted to ask you to join us." Now lying on the floor in a neck wrench himself, Conan yielded as the strangler known as Baal Pteor let go upon Octavia's nod.

Keeping a wary eye on the giant strangler, Conan joined Octavia's side, as she continued. "I had sent a scouting party to the deserted temple of Gullah, however only Ikhmet returned. He described a 5-headed beast guarding the entrance. Conan, since you are never around, I need something to keep me warm at night. I heard stories of the Mantle of Gullah, among other forgotten treasures. Will you help me get it?"

"If you think I will let you go there alone with Baal Pteor, you are sorely mistaken. We leave by sunrise." That night, Conan could not shake off images of the dead, twitching and ready to burst. Waking up in cold sweat, he had a bad feeling about what was going to transpire.



Winning the Game:



If at any time there are no Children of Gullah or Haunter of the Pits on the game board, the Heroes win the game.



If the Heroes are killed or 10 Scorpions are on the board, the Overlord wins the game as the poisonous swarm of decay engulfs the surrounding villages.



Four Heroes:

- Conan the Warlord (Heavy Spear, Leather Armor)
- Octavia (Sacrificial Dagger, Zamorian Chain, Bossonian Bow) commands 3 Assassins
- Ikhmet (Lockpick, Assassin's Dagger x2, Net)
- Baal-Pteor (Khitan Staff, Parrying Dagger)



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



The game starts with the Overlord's turn.



The Overlord starts with 4 gems in their Reserve zone and 8 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Reinforcements: The Overlord gains 3 reinforcement points. In addition, the Overlord places 1 Giant Scorpion in each area with a



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Special rules:

Game Board Rules: When a single Overlord unit is too large to fit in an area (other than Pillars), it can still occupy the area. Exception: The Scourge of Set cannot access the rooms on the bottom right tiles. Wall Wrecker can be used to break any inner or outer walls of these rooms.

Pillars: Units with a small base can move onto elevated areas by spending 2 additional movement points. Units on the Pillars can be targeted via Ranged Attacks or via Reach.

"Bloody Apes!": During setup, all apes are Children of Gullah. During the game, some might change into Haunter of the Pits. When this happens, use the large black colored base to mark them.

Persistence: The Children of Gullah, Haunter of the Pits, and Giant Scorpions tiles are never flipped to the bloodied side and cannot be dredged from the River. Remove the large black colored base from a Haunter of the Pits if it is defeated, so that it can be reinforced as a Children of Gullah unit during an event tile activation.

Corpse Infection: Shuffle the 10 Assassin tokens. Randomly place 7 face-down as indicated by the setup diagram. Place the other 3 face-down in front of Octavia's Hero sheet. When an Assassin is killed, replace the unit with a random Assassin token face-down. These tokens represent Assassin's corpses. Children of Gullah units can flip the tokens instead of performing their regular attack, as they savagely munch down on the corpse. If the token is a it remains on the board and becomes a reinforcement area for Scorpions (see Event). Immediately place a Giant Scorpion in the area. If the token is a remove it from the game. In either case, that Children of Gullah miniature is now considered a Haunter of the Pits (with 1 life point). Haunter of the Pits have no appetite for the dead and cannot flip tokens.

Bookcase: Place the bookcase as indicated by the setup diagram. A Hero can find an Antidote and a Life Potion on a shelf, which can be picked up with simple Manipulations.

Chests: Opening a chest requires a complex Manipulation with a difficulty of 3. The asset deck contains: Two-Handed Sword, Tribal Shield, Zingaran Breastplate, Mantle of Gullah, Ring. When the Ring is found, place the spell Bad Luck next to it. The Hero wearing the Ring can cast Bad Luck for free once per turn, even if they do not have the Spellcaster skill.



Far to the south, the warlock Nesbit has conquered a garrison of Stygian soldiers and raised them as skeletons to defend him. Thoth-Amon has gathered his forces for a frontal assault. Knowing time runs short, and that the Warlock is performing a ritual that will raise a horde large enough to overwhelm his army, Thoth-Amon hires some Kushite mercenaries and sends them, along with a handful of his elite soldiers, to push forward and storm the citadel.

Meanwhile, the necromancer Pelias has decided to take advantage of the battle to steal the ancient Stygian artifact that grants Nesbit the power to raise the dead—the Idol of Yag-Kosha. With the help of a Nemedian thief named Taurus, Pelias has infiltrated the citadel's rear entrance. Time is running out, however, because Nesbit has bound the Idol to his life force. If Nesbit dies while the Idol is still within the citadel, it will also be destroyed.



Winning the Game:



Stygian Team - If the warlock Nesbit is killed before the end of round 8 while the Idol of Yag-Kosha is still within the citadel, the Idol shatters. N'Gora and Amboola have eliminated the threat for Thoth-Amon.



Necromancer Team - If Pelias flees the citadel with the Idol of Yag-Kosha (or if Taurus flees the citadel with the Idol and Pelias also flees) while Nesbit is still alive, the Idol is no longer bound to Nesbit. Pelias now controls the powerful artifact and can begin building his own undead army.



Overlord - The Overlord wins if the Warlock survives until the end of round 8 and the Idol of Yag-Kosha has not been removed from the citadel.



The game starts with the Heroes' turn.

Stygian Team

- N'Gora (Two-handed Sword, Javelin, Zingaran Breastplate)
- Amboola (Conan's Sword, Chainmail) commands Conan's Lion, Bêlit's Guard, Eternal Guard



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

Necromancer Team

- Pelias (Stygian Scepter, Mitra's Staff, Ring, Set's Bite, Hand Of Death, Set's Halo) Begins with Set's Halo active.
- Taurus (Sword, Throwing Knives, Leather Armor)



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



The Overlord starts with 15 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.



Reinforcements: The Overlord gains 8 reinforcement points.

The Curse of Yag-Kosha: The Overlord can move the Hero carrying the Idol of Yag Kosha up to 3 spaces. This movement is not affected by hindering.



Hyperboran Primitive: Has the spells: Lethal Cloud, Teleportation, Energy Drain



Warlock: Has the spells: Pestilence Swarm, Yajur's Awakening, Withering




Special rules:

Game Board Rules: Standard game board rules apply.

Doors: The red-bordered door is magically sealed and can only be opened with the Key (as a simple Manipulation). The Warlock may freely open this door without the Key, but if he does so, the door is then removed from the game. Other doors can be opened as a complex Manipulation with difficulty 3. Overlord units may freely move through these doors without removing them from the game.


Spellbook: A Hero with Spellcaster may use a simple Manipulation to discard the Spellbook and gain the Lightning Storm spell.


Ring: Place 2 red gems  on the Ring. A Hero with Spellcaster may use these gems to cast spells. During the Start Phase and End Phase of the Heroes' turn, move them back to the card.

Army Reinforcements: At the beginning of the Stygian Team's turn, if there isn't a Bêlit's Guard on the board, the Stygian Team may place one in the area marked **1**. If there isn't an Eternal Guard, they may place one in the area marked **1**.

Three Team Special Rules: The Heroes turn is divided in two halves. The Stygian Team takes their complete turn first. When they have no actions remaining, or chose to end their turn, the Necromancer Team proceeds with their turn. Opposing teams may attack each other and count for Hindering.

Speedy Recovery: Heroes recover gems at one rate higher than normal. Thus, they start at a recovery rate of 3 gems while in an aggressive stance and 6 gems in a cautious stance.

Chests: The overlord places 4 chests  as indicated. The asset deck contains: Spellbook, Life Potion, Empty Chest, Idol of Yag-Kosha. These chests require a complex Manipulation with a difficulty of 4 to open.

Crates: The overlord places 5 crates  as indicated. This separate asset deck contains: Life Potions x2, Explosive Orb, Key, Cross-bow. These crates require a complex Manipulation with a difficulty of 2 to open.

Solo/Cooperative Mode

His sandaled feet made no sound as he crossed the black marble floor. A teak door stood partly open, and gliding through this, knife in hand, he came out into a great, dim, shadowy place whose lofty ceiling was only a hint of darkness high above him, toward which the black walls swept upward. On all sides black-arched doorways opened into the great still hall. It was lit by curious bronze lamps that gave a dim weird light. On the other side of the great hall a broad black marble stairway, without a railing, marched upward to lose itself in gloom, and above him on all sides dim galleries hung like black stone ledges.

Conan shivered; he was in a temple of some Stygian god, if not Set himself, then someone barely less grim. And the shrine did not lack an occupant. In the midst of the great hall stood a black stone altar, massive, somber, without carvings or ornament, and upon it coiled one of the great sacred serpents, its iridescent scales shimmering in the lamplight.

- The Hour of the Dragon

Overview

Most of the scenarios provided are standalone scenarios with no progressive elements. They follow the Solo/Cooperative rules laid out in the Tome of Skelos published by Monolith for rules such as Overlord activations, Hero targeting, Overlord re-rolls, and allowed skills.

Skills

Sacrifice, Bodyguard, Spell Caster, Fascination: Overlord units only use these skills if the scenario outlines how they are to be used.

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/Coop 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.

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.

Leadership: 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.

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



THE COLLAPSING CRYPT

Out of breath, the party saw the secret door behind them closing. "I hope no more shifting rooms and deadly traps" the rogue whispered. At that moment, dust started to fall from the ceiling and the earth started to shake.

"What will it be this time? By Mitra look, the room is collapsing! Hurry!"

"And leave all this gold behind? Not in my lifetime." Looking at the chest, the rogue let the lid fall back in its lock and got ready to strap the chest on his back.


OBJECTIVE

If any Heroes flee the crypt via the door in area **3** with all 5 chests, the Heroes win the game.

SETUP

The game starts with the Heroes' turn. Heroes start in the area marked ❶. Heroes can start with any equipment with an encumbrance of 1 or higher, obtained from deep within the crypt.



- Warrior
- Rogue
- Sorcerer (Set's Halo, Light as a Feather, Hand of Death)

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

EVENT

The crypt is collapsing: Remove the lowest numbered board from the game. Everything on it is instantly destroyed. If the Giant Scorpion is destroyed in this manner, a new one appears in its starting location. This Event can only happen once per turn. If the Event tile is activated a second time in the same turn, the activation is wasted.

SPECIAL RULES

Mummies: When a Hero enters an area with a  token, that Hero loses any remaining free movement points. Replace 1  with 1 Mummy miniature. That Mummy immediately attacks the Hero who entered. Mummies have the additional skill: **Constriction**. If there are no Mummies on the game board or they are all killed, Mummy activations are wasted.

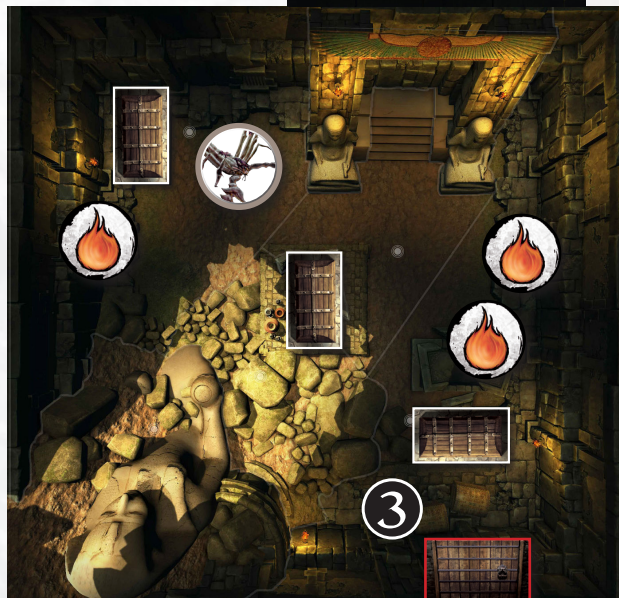
Poison: When a Hero receives damage from the Giant Scorpion, place 2 🐛 on that Hero's Hero sheet in addition to the wounds. Add 1 Encumbrance for each 🐛 on their Hero sheet.

Chests: Heroes can pick up a chest with a simple Manipulation. Each chest has an encumbrance value of 3.

Exit Door: The door has 0 armor and 5 Life Points. Wall Wrecker cannot be used to open this door. A Hero can flee the crypt by spending movement points as though moving across a border.



Oscar Bok





THE CRADLE OF SET

Conan awoke with a start. It took a moment for his eyes to adjust to the dark, all the while the smirking priest's voice echoed in his mind. Telling him about the horrors that awaited him in the Cradle of Set; a sewer below the temple where criminals were left in the care of Set's children. Pungent sewer water came up to Conan's thighs.

Disgusting as it might be, Conan smiled. Sure enough, the water had rusted the chains, and with a mighty pull Conan wrenched the rusty metal from the wall.


"Crom," Conan muttered, "what manner of children live in

such a foul place?"



Suddenly, something brushed against his leg and coiled around his waist. Before he could react, it dragged him under the water.

Beneath the surface, Conan flailed and struggled with some monstrous creature until, in an eruption of water, they burst through the surface. Finally, he saw his foe: an enormous serpent entwining him. In a flash, Conan whipped the chain around the creature's throat and began to squeeze...

OBJECTIVE

The Hero must find the Map, the Key, and the Well token with the  and then escape the board to win.

SETUP

The game starts with the Hero's turn. Shuffle 3  tokens and 1  token. Place them face-down in the areas indicated. The Hero starts the game Constricted by the Son of Set. Place the bases of their miniatures together. Set the Giant Scorpions tile nearby.

- Conan the Pirate (Zamorian Chain)






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

ASSET DECK

There are no chests in this scenario. Instead, items from the asset deck are associated with the **Well Tokens** special rule. The asset deck contains Map, Key, Antidote.

EVENTS

Event 1: The angry thrashing of the Son of Set knocks a column loose. Remove the lowest Number token and replace it with a  token. Do not remove the Number 7 token. Activate the Son of Set.

Event 2: Place a Giant Scorpion on each area with  token that hasn't been flipped, then activate all Giant Scorpions. If all the  tokens have been flipped and there are no Giant Scorpions on the board, remove this tile and draw another.


SPECIAL RULES


Game Board Rules: Normal game board rules apply. Darkness does not apply to Overlord units. Only half of the game board is used.

Circular Strike: For the purpose of using Circular Strike only, the Zamorian Chain counts as a weapon with an encumbrance value of 3.


Son of Set: The Son of Set cannot be wounded. If the Son of Set is Constricted by the Hero, remove it from the board. It is returned to the board after the Hero's turn to the area with the lowest Number token.


Reach: The Son of Set will always use Reach if it ends its Movement adjacent to the Hero's area.





Poison: Standard Poison rules apply. In addition, each  token has an encumbrance value of 1 for the Hero.


Constriction: The Son of Set does not wound the Hero, instead it is trying to suffocate him. If it successfully Constricts a Hero when it attacks, place one  token on the Hero but deal no damage.



Water areas: A Hero with Swimming can exit an area with a  token by spending 2 extra movement points. A Hero without Swimming must spend 3 extra movement points. Son of Set and Giant Scorpions are not affected by these areas.

Boulders: Exiting an area with a  token costs 2 extra movement points unless a Hero has climb. Son of Set and Giant Scorpions are not affected by this.

Well Tokens: When a Hero enters an area with a  token, flip it over. When a  token is flipped over, if it is a , draw a card from the asset deck. If it is a , the exit has been found. To exit the board, a Hero must spend movement points as though he was crossing a border.

Antidote: The Antidote allows a Hero to remove 2  tokens.

OPTIONS

Substitutions

- Conan the Pirate is recommended, but any version of Conan may be used. Different Melee, Movement and Encumbrance statistics will impact the game accordingly.
- The Giant Snake (Corinthia) can be used in place of the Son of Set.



Dan Maurie

"Amboola awakened slowly, his senses still sluggish from the wine he had guzzled the night before. For a muddled moment he could not remember where he was; the moonlight, streaming, through the barred window, shone on unfamiliar surroundings. Then he remembered that he was lying in the upper cell of the prison where the anger of Tananda, sister to the king of Kush, had consigned him. It was no ordinary cell, for even Tananda had not dared to go too far in her punishment of the commander of the black spearmen which were the strength of Kush's army. [...] An icy sensation wandered up his spine. Something had entered though that window; something was in the room with him."

Robert E. Howard – Untitled Draft

Conan, captain of princess Tananda's guard, was tipped off by the inquisitor Ageera about a dark plot hatched by the treacherous nobleman Tuthmes, who intends to turn the Gallah people against the princess, by framing her for the murder of Amboola. To do so, he has summoned demons to assassinate the commander of the Black Spear-men. His faithful henchmen, Afari, Shafiah and Ghayoor, are to make sure that all will go as planned.

At nightfall, Conan hides in a small shack near the prison. He awaits the proper opportunity to sneak into the red tower through the underground tunnels, and foil the plot.

OBJECTIVE

To win the game, Amboola must leave the game board before the end of turn 15. If Amboola dies, the plot of the felonious Tuthmes succeeds!

SETUP

The game starts with the Heroes' turn.

- Conan (Dagger, Lockpick)
- Amboola (Caestus, Pictish drink)




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

ASSET DECK

Chests require a simple Manipulation to open. The chest at level 4 contains: Turanian Sword, Chainmail and Life Potion. The chest at level 0 contains: Zingaran Breastplate, Halberd, and Life Potion.


EVENTS

Add 1 Ghoul to the areas with a reinforcement  token.

SPECIAL RULES



This scenario works differently than most Solo/Coop scenarios. The number of activations does not depend on how many Heroes are on the board. On the Overlord's turn, activate all tiles in the River in order from left to right.

Game Board Rules: Except for the Climbing rule, standard game board rules apply in addition to the following:

- **Climbing:** Units with the Climb skill can climb the tower from the outside, by spending 2 extra movement points to move from one level to another (i.e. 3 points per floor). Place the unit in areas A2, A3, A4 and B2, B3, B4.
- **Windows & Crenels:** Units in areas A2, A3, A4 and B2, B3, B4 can enter/exit the tower through the associated window/crenel by spending 2 extra movement points.
- **Chairs:** When a unit performs a Melee Attack, they may remove a Chair token in the area from the board to roll an extra , in addition to the weapon bonus (if applicable). It is then discarded.

Tower entrance door: Can only be opened from the inside, with a simple Manipulation.

Cell Door: Amboola's cell door is locked. Picking the lock requires a complex Manipulation with a difficulty of 8. This can be performed over several turns (add up the successes).

Sewer Grates: The sewer area (marked with a  token) can be accessed by unlocking the grate  or by opening the red door. Both require a complex Manipulation with a difficulty of 2. Units can move between tokens by spending 1 movement point. Only 1 unit can fit in the sewer area.

Black Spear-men: Bêlit's Guards represent the Black Spear-men. They are standing guard and do not activate until a Hero enters their line of sight. They target that Hero.

Captain of the Guard: Amboola, as the former commander of the Black Spear-men, can perform a complex Manipulation with a difficulty of 2 on a Black Spear-men in his line of sight. For this action, there is no exertion limit on Amboola's Manipulation space. If he succeeds, put a colored base on the Bêlit's Guard's miniature. It is now considered an Ally.

Ghouls and Gray Man-Ape: They target Amboola and will only attack a Hero or Ally if they end their activation in the area with that Hero or Ally. They move outside the tower by climbing/descending, and enter the tower only when they are at the same level as Amboola (see special rules Climbing, and Windows & Crenels). If Amboola is on level 1, the Ghouls outside move and gather in front of the door. If Amboola is on level 0, the Ghouls outside move and gather in front of the Sewer Grate.

Afari, Shafiah, Ghayoor, and Evil Hound: They are standing guard and do not activate until a Hero enters their line of sight. When this happens, add their tile to the end of the River. They target that Hero.

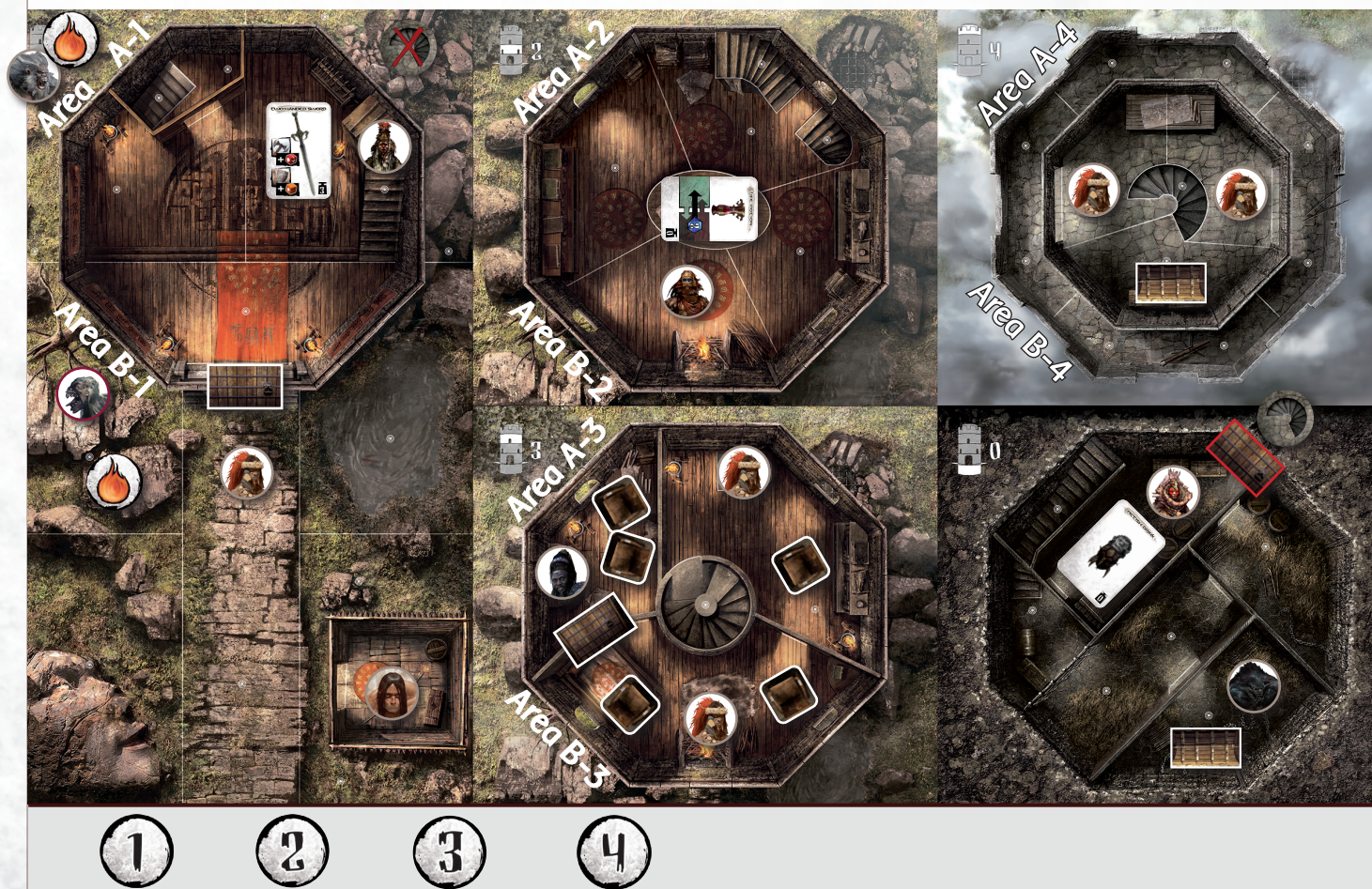
Pictish Drink: A Hero may discard the Pictish Drink to move 2 gems from his Fatigue zone to his Reserve zone for free at any time.

OPTIONS

Substitutions

To play without the Conan the Conqueror expansion, make the following substitutions:

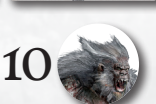
- Replace Ghouls with Assassins (Stygia expansion), consider that they have the Climb skill.
- Replace Conan's Lockpick with a Pictish Drink.
- Remove Amboola's Caestus, consider that he doesn't have the Unarmed Melee attack penalty.



(5 Max)



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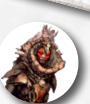
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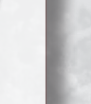
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6



Alain Rosak / Julien Gross

Amboola gazed down the rooftop at the horned beast below. It hunched down on all fours, its back almost reaching their second story perch. "Why did you get us into this mess?" he asked the man standing beside him.

Shevatas chuckled. "Coins, of course. More than we have ever seen in our lifetime."

N'Gora, the largest man in their group, muttered, "Scorpions. Why did it have to be scorpions." Sure enough, the

port city of Keshia crawled with them. As a matter of fact, it was this infestation that attracted the attention of the Dragon. The locals, led by a man named Ageera, had hired them to deal with the issue. The locals seemed eager to help chase off the scorpions, but those fools were going to get themselves stomped by that dragon if they weren't careful. So long as Ageera survived to pay them, Amboola didn't mind how many of the fools became dragon fodder.

OBJECTIVE

If the Heroes kill the Dragon before the end of round 8, and Ageera is still alive, the Heroes get paid and win the game. If Ageera dies, or all three Heroes die, the Heroes lose.

SETUP

The game starts with the Heroes' turn.

- Amboola (Yuetshi Knife, Leather Armor)
- N'Gora (Ornamental Spear, Buckler)
- Shevatas (Pirate Saber)



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: Antidote x3.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

Dragon: The Dragon cannot be harmed except by a poisoned weapon. The Dragon does not enter buildings. If no units are on the street, it will return to its starting area.


When the Dragon activates, use the following targeting rules:

1. Strongest Hero in the street
2. Bêlit's Guards in the street
3. Ageera if in the street
4. Giant Scorpions in the street

Whenever the Dragon enters an area with a Giant Scorpion, the scorpion scuttles away. Remove it from the game board.

Ride the Dragon: A Hero with the Leap skill who is on a rooftop area ② can jump onto the back of the Dragon if it is in an adjacent area. The Dragon cannot target a Hero riding it. Each time the Hero tries to perform an action, the Hero must first perform a complex Manipulation with a difficulty of 1 or they fall off into the area with the Dragon. A rider must perform the same complex Manipulation whenever the Dragon activates, but AFTER determining the Dragon's target.

While riding the Dragon, the Hero moves with the Dragon whenever it moves. The Dragon has 0 armor for the Hero riding it.


Here Comes Momma: Use the Giant Scorpion Life Point token  on the Turn Track to keep track of the number of Giant Scorpions killed by Heroes or Ageera. When 10 Giant Scorpions are killed, place the Scorpion Broodmother in the area marked ①. The Scorpion Broodmother activates at the start of every Overlord's turn and follows the same targeting priority as the Giant Scorpions (see below).

Poisoning the Blade: The weapon that performs the killing blow on the Scorpion Broodmother becomes a poisoned weapon. This weapon can now damage the Dragon.


Local Population: Treat Ageera and Bêlit's Guards as Allies for purposes of Hinder, etc. A Hero with Leadership can use it to activate, defend, or pay for benefits for Ageera (but not Bêlit's Guards).

When Bêlit's Guards or Ageera activate via an Activation token, they target the closest Giant Scorpion (even though Bêlit's Guards cannot kill them). If there are no Giant Scorpions on the game board, they do not move. Bêlit's Guards and Ageera will not move into an area with the Dragon. When calculating the shortest distance to the nearest Giant Scorpion, do not include any path that enters the Dragon's area. If there is no path to a Giant Scorpion, Bêlit's Guard and Ageera do not move.

Giant Scorpions: When the Giant Scorpions activate, perform the following actions in order:

1. Activate each Giant Scorpion one at a time. If they enter an area with the Dragon, the scorpion scuttles away. Remove the scorpion from the game board. Use the following targeting rules:
 1. Weakest Hero
 2. Bêlit's Guards
 3. Ageera
2. Add a Giant Scorpion to each area with a reinforcement token  unless it contains the Dragon.

Poison: Standard Poison rules apply.

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



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(10 Max)

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Ken Meyzi

Waves lapped behind them as the three men stood on the rickety pier. Darkness loomed before them, so intense that their torches barely penetrated the bleakness. Within those catacombs lay archeological treasures that most people only dreamed about. But their research had led them here, to the Temple of Baltu-dum. Few men had

found the ruins of this ancient temple, and none had ever emerged with their wits fully intact. But that would change today, for Ikhmet, Pelias, and Taurus, the finest archeologists in the Hyborian Age, intended to raid this tomb and plunder the riches from its dark depths.


OBJECTIVE





If one or more Heroes reach the starting area with all three Sacred Treasures before the end of round 7, the Heroes win.

SETUP


The game starts with the Heroes' turn.

- Ikhmet - Red Base
- Pelias - Green base
- Taurus - Blue base

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



During setup, shuffle the six  tokens with a  and a  and place them facedown on level "1" of the board as indicated by the setup diagram. Then place the other six  tokens on level "0" of the board as indicated by the setup diagram.

EVENT

Each Hero rolls a  (no rerolls) and suffers the effect below based on the result:

[0] **Hallucinations:** The Hero immediately adds 1 Skeleton that matches their colored base to their area.

[1] **Paranoia:** The Hero immediately moves to the closest other Hero within 5 areas and spends 1 energy to perform a Melee Attack against that Hero. If there are two Heroes at the same distance, the player chooses. If the Hero does not have the energy to spend, or if there are no Heroes within 5 areas, the Hero instead suffers 2 unavoidable wounds.

[2] **Terror:** The Hero receives a  token and places it on the Movement zone. Reduce Free Movement points by 1 for each  token. Free Movement points cannot be reduced below 0.

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. The asset deck contains: Sacred Treasure x3.

SPECIAL RULES




This scenario works differently than most Solo/Coop scenarios. Activation tokens are not used. 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 tiles in the order they are listed in the River.

Game Board Rules: Standard game board rules apply.

Well: The game board represents 2 levels of an ancient temple with level "1" being exactly on top of level "0". The level is indicated by an icon on the lower-left corner of each level. Six wells connect the two levels but only one is opened enough to let a human pass through it.

A Hero in an area with a facedown  may perform a complex Manipulation with a difficulty of 1 to reveal it. If the well token shows a , remove it from the game board. If the Well token shows a , the token is placed faceup in that area and represents the opened well.

Moving Through a Well: A unit in the opened well's area may move between level "1" and level "0" by spending 1 movement point. Moving through a well takes a unit's miniature to the area with a Well token directly above or below.

Unarmed Combat: Ignore the Unarmed Penalty.

Skeletons: Skeletons are a Hallucination specific to the Hero with a matching colored base. Therefore, they ignore any Hero that doesn't match their colored base for all purposes concerning skills, attacks and Hindering. A Hero, likewise, ignores any Skeletons that do not match their colored base.





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(4 Max)



(4 Max)



(4 Max)

Ken Meyzi

Wishing to expand his dominion beyond the river Styx, King Hor-Neb of Harakht has treacherously attacked the Shemite city-state of Abbadrah. He underestimated its leader, Queen Afrit, who mustered her troops to repel the assault of the dreadful Stygian hawk riders.

In the midst of the battle, one of her spies brought dire news: Hor-Neb sent his most powerful sorcerer deep into the catacombs of the ancient necropolis nearby, and used an unholy ceremony to revive an undead army. Once revived, the undead horde will emerge from the catacombs

and catch the Shemites in a vice, devastating the city.

Queen Afrit has no other choice but to hire unlikely adventurers. They must enter the underground tunnels, retrieve two ominous relics used to wake the dead, kill the warlock to seize a third artifact, and bring these three items out into the light of day, which will destroy them. Then the voracious mouths vomiting the shambling soldiers will close forever... However, time is of the essence: if too many undead manage to escape that cursed place, they'll seal the fate of the nearby city and its inhabitants.

OBJECTIVE

The Heroes win if they bring the two Relics and the Stygian Artifact to the pier before the end of turn 15. The Heroes lose immediately if 6 or more skeletons exit the catacombs.

SETUP

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

- Warrior* (Leather Armor, 1 weapon with encumbrance 3)
- Rogue* (Parrying Dagger, Throwing Knives)
- Sorcerer (Dagger, Set's Halo, Lightning Storm)

*It is recommended the Warrior have Circular Strike and the Rogue have Evasive or Feline Grace.



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

ASSET DECK

Chests can be opened with a complex Manipulation with a difficulty of 2. The asset deck contains: Life Potion x3, Explosive Orb x2, Mitra's Staff. Two random items per chest.

SPECIAL RULES

Game Board Rules: The game board is 1 level. Doors represent openings in the wall between the two sections that can be crossed with no extra cost. Lines of sight are limited to adjacent areas (except through walls or the door openings).


Increasing Danger: The number of Overlord activations increases over the course of the game.

- Turns 1-3: Draw 1 less Activation token than normal
- Turns 4-6: Draw the normal number of Activation tokens
- Turns 7-15: Draw 1 more Activation token than normal

Mummies: Target the Strongest Hero.

Giant Scorpions: The Poison skill adds 1 automatic success to any Melee Attack with at least one success.

Eternal Guards: The Eternal Guards do not activate as normal. Instead, they remain in the same area as the Warlock to protect him. At the end of the Overlord's turn, if one or more Heroes are in the area with the Eternal Guards, they will attack the Strongest Hero.

Skeletons, Mummies, Giant Scorpions (tiles 1 to 5): After each tile activation, add miniature(s) in the starting area of the activated tile . For Skeletons or Scorpions, add 3 miniatures. For Mummies, add 1 miniature. Do not exceed the specified max number of miniatures. Added miniatures are not activated this turn, but they are ready for the next. Tiles 1 to 5 are never flipped.

Skeletons: When Skeletons activate, they move the shortest route to the pier area. After moving towards the pier, they will perform an attack if possible. The Skeletons with the red border are considered to have the Reach skill.

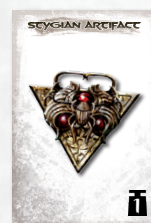
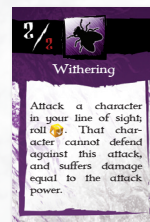
Exiting the catacombs: Skeletons must go to the pier area and spend 1 extra movement point to exit. Remove the miniature from the game. It cannot come back on the board and counts for the Heroes loss condition.

Relics: These are items with an encumbrance of 1, and can be picked up with a simple Manipulation.

Warlock: The Warlock does not move. When the Warlock activates, he performs the following actions in order:

1. He magically re-activates the last tile that was activated. If the Warlock was the first tile activated this turn, activates the next tile of the turn twice in a row.
2. If a Hero is in the Warlock's area, or an adjacent area, the Warlock attacks him with Withering.
3. If a Hero is in the Warlock's area, the Warlock attacks him with his regular attack.

When killed, the Warlock drops the Stygian Artifact.





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(9 Max)

(12 Max)

(3 Max)

(3 Max)

(9 Max)

8

Note About Skeleton Miniatures

Since there are not enough red bases for the skeletons with Reach, we recommend using miniatures to differentiate them.

- For the colorless Skeletons, we recommend players use the miniatures with the sword and the axes.
- For the red-bordered Skeletons, we recommend players use the miniatures with the spears.

Hard Mode

- During Overlord turns 10 to 15, draw two more Activation tokens than normal.
- Heroes lose if more than 3 skeletons exit the catacombs.

Alain Rosak / Julien Gross



THE JEWEL OF NAHTOK

After defeating Notohk, Conan went in search of the evil sorcerer's origins. He discovered the temple buried under the sands in the burning desert southeast of Shem. The Stygian sorcerer Thugra Khotan had slumbered for three thousand years after the fall of Kuthchemes before returning as Notohk to again wreak evil across the land.

The Cimmerian knew that an ancient Stygian jewel, encased in a medallion, remained among the fabulous treasures piled up in the temple, hidden in a coffer in the underground passages beneath the temple. The jewel was able to return the sorcerer to life. According to ancient

texts, Conan needed to search the dark corners for a series of riddles that would allow him to identify the coffer containing the real medallion and avoid those fatally trapped or containing fakes.

In order to meet this challenge, Conan assembled a small team capable of thwarting the traps of the sinister underground, as well as facing the frightening dangers spoken of in the legends surrounding the buried and forgotten city of Kuthchemes...Giant snakes, scorpions, and a nameless horror lurking in the darkest of caves.

OBJECTIVE

If the Heroes are all dead, their failure is disastrous. Their victory is crushing if one of them comes out with the medallion on the pier before the end of turn 12. Unless...

Heroes must identify and remove trapped chests and/or crates by completing three trials. A Hero must then bring the stygian artifact found on the last chest/crate to the pier before the end of turn 12. Only then, they'll know if the artifact is the infamous medallion.

SETUP

The game starts with the Heroes' turn.

- Conan (Leather Armor, Battle Axe)
- Shevatas (Parrying Dagger, Throwing Knives) plus one Equipment of encumbrance 1 (player's choice)
- Hadrathus (Sacrificial Dagger and 3 spells: Mystic Barrier, Withering, Set's Halo)



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

Place the torch stands, pile of skulls, sarcophagus, chests and crates as indicated.


SPECIAL RULES

Game Board Rules: The game board is 1 level. Doors represent openings in the wall between the two sections that can be crossed with no extra cost. Lines of sight are limited to adjacent areas (except through walls or the door openings).

How to find the medallion: Complete all three trials (*Defeat the Scorpion Broodmother*, *Open the sarcophagus*, and *Read the hieroglyphs*) in any order. Each successful trial provides a clue to remove trapped chests/crates. Each clue allows you to remove half of them. **The clues can be details printed on the game board, items placed on the board, or both.** At the end of the three trials, only one chest/crate will remain. It can be opened with a complex Manipulation of difficulty 2. It contains a magnificent Stygian Artifact, which is almost certainly Nahtok's medallion. See Epilogue.

Trial 1 - Defeat the Scorpion Broodmother: Once the Scorpion Broodmother is killed, one Hero in the area may spend a free action to take a Life Potion and a Staff of Mitra, which are strewn amongst the remains of grave robbers she had eaten. There is also an old book. **Read Clue 1.**

Trial 2 - Open the sarcophagus: This requires a complex Manipulation with a difficulty of 8. This can be performed over several turns or with several Heroes (add up the successes). Once the sarcophagus is open, one Hero in the area may spend a free action to take a Life Potion and an Explosive Orb. There is also a scroll. **Read Clue 2.**

Trial 3 - Read the hieroglyphs: The Heroes must find three areas, each containing an identical fragment of bas-relief with hieroglyphs. Then they must simultaneously stand on them while Hadrathus casts a divination spell. He may spend as many gems as he wishes to roll 1  per gem, and must accumulate 8 successes. The spell can be cast over several turns (add up the successes), as long as the three Heroes remain alive (in any stance) in the bas-relief areas. If they don't, the divination spell must be done again. If Hadrathus succeeds, he receives Mitra's Healing spell for free, and hears a voice in his mind. **Read Clue 3.**

Mystic Barrier: Prevents all other Heroes and enemies from entering the caster's area until the beginning of the caster's next turn. The caster can end the spell at any time. Mystic Barrier does not stop Web Projection.

Giant Spider: Targets the weakest Hero without a web token with Web Projection. When defeated, put its miniature back to its starting area. The Giant Spider's tile is never flipped.

Scorpion Broodmother: Does not move. When activated perform the following actions in order:

1. Activate the Giant Scorpions tile for free.
2. Perform one attack if one or more Heroes are in the area.
3. Add 3 Giant Scorpions in the Broodmother's area.



Giant Scorpions: The Poison skill adds 1 automatic success to any Melee Attack with at least one success. At the end of the activation (except when activated by the Broodmother), add 1 Giant Scorpion to the Broodmother's starting area. The Giant Scorpions' tile is never flipped.

Thog: Targets the closest Hero unprotected by a Mystic Barrier. In case of a tie, he targets the strongest Hero.

Bone Golem & Giant Snake: Target the strongest Hero.

Epilogue: Answer the following questions and add the numbers associated with the correct answer together to obtain the total N. Was the medallion...

1. ...in an area with bones (3) or no bones (1)?
2. ...in an area in shadows (4) or in the light (2)?
3. ...in a crate (3) or a chest (5)?

To find out if you won, read the Nth word in the Objective. If you lost, the artifact was a fake, carrying a horrible curse.



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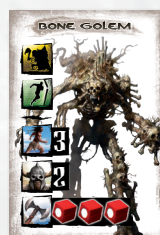
(9 Max)



8



9



10




8



CLUES

- 1** Clue 1: Reading the old book, you learn that human bones were placed in the area containing Natchk's medallion. Remove the trapped chests/crates accordingly.


Replaying the Scenario

When replaying the scenario, roll 1 . If the result is:

- **Blank:** The old book indicates the medallion is in an area with **NO** Bones.
- **1 or 2:** The old book indicates the medallion is in an area **WITH** Bones.

- 2** Clue 2: The scroll has only one sentence: "In the shadow lies the medallion." Remove the trapped chests/crates accordingly.


Replaying the Scenario

When replaying the scenario, roll 1 . If the result is:

- **Blank:** The scroll reads "In the shadow lies the medallion."
- **1 or 2:** The scroll reads "In the light lies the medallion."

- 3** Clue 3: The eerie voice says: "Hawk or reptile? The first letter of the animal is the second letter of the medallion's container". Look at the bas-relief and remove the trapped chests/crates accordingly.

Replaying the Scenario

When replaying the scenario, roll 1 . If the result is:

- **Blank:** The eerie voice says "Hawk or reptile? The first letter of the animal is the second letter of the medallion's container."
- **1 or 2:** The eerie voice says "Hawk or reptile? The first letter of the animal is **NOT** the second letter of the medallion's container."

Alain Rosak / Julien Gross / Frank Magoni



Galbreso, corsair captain of the Crimson Viper, drew deep from his pipe and exhaled a puff of smoke at the adventures before speaking.

"My first mate, Valesko, was arrested two days ago and sent to end his miserable days on the prison island of Panereo. It's a deserted island off the coast of Kush where prisoners scratch out a meager living working in the underground tunnels. Guards from various neighbouring nations patrol the island to ensure that those who arrive never leave. Bel knows how many dark sacrifices were made in the temples of Acheron, and what demons are buried beneath the earth, waiting for the foolish to loose

them back in the world.

"It's only a matter of time before someone ventures too deep within the tunnels of Panereo and the horror of an ancient time resurfaces. For there was a reason the island was deserted."

The grizzled captain tapped out his pipe before continuing. "Now I am inclined to leave Valesko to his dark fate, but unfortunately only he knows the location of our last haul, buried somewhere in the sands outside of Khemi. There's good coin to be had if you bring Valesko back to me alive."

OBJECTIVE

To win the game, a Hero must be carrying Valesko and the Manifestation of Yog must be defeated by the end of turn 10. If the Manifestation of Yog eats Valesko, the Heroes immediately lose.

SETUP

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

- Warrior (Leather Armor, Two-handed Sword)
- Rogue (Assassin's Dagger, Throwing Knives)
- Sorcerer (Black Staff, Mitra's Halo, Lightning Storm)




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





At the start of the game, randomly place the Number tokens 8-13 face down on the board as shown.

ASSET DECK

Chests require a simple Manipulation to open. The asset deck contains: Antidote x2, Life Potion.

EVENT


Event 1 - Reinforcement: Reinforce 1 Eternal Guard and 1 Assassin in the area with the  token.

Event 2 - Driven to Violence: If the Eternal Guards are activated this turn, change their attack to  . If the Assassins attack this turn, change their attack to  . If they have already been activated, or they are not drawn this turn, the event is wasted.

SPECIAL RULES

Finding Valesko: A Hero in an area with a face-down Number token without any enemy units can perform a simple Manipulation to flip the token. If they find the number 8 token, they have found an unconscious Valesko who has an encumbrance value of 3. Use the Captain miniature to represent Valesko. The Hero who performed the simple Manipulation may immediately pick up Valesko as a free action and place his miniature on their Hero sheet.


If, at any time, Valesko is not being carried, place his miniature on the game board where he was dropped. While on the game board, Valesko is considered exposed. A Hero in his area can pick him up by performing a simple Manipulation.

Blood Sacrifice: At the end of turn 5, or if any combination of five Eternal Guard or Assassins are killed, place the Manifestation of Yog in the area with the  token. Add the Manifestation of Yog tile in the River and a corresponding Activation token face-down in the Reserve zone of the Book of Skelos. If the Manifestation of Yog is ever in an area with an exposed Valesko and no Heroes, it eats Valesko and the Heroes immediately lose.

Disturbing the Brood: If a Hero turns over the number 11 or 12 token, place a Giant Scorpion in that area. If the Hero turns over the 13 token, place the Scorpion Broodmother in that area. These immediately attack the Hero who performed the simple Manipulation. Add the Scorpion Broodmother tile to the River and a corresponding Activation token face-down in the Fatigue zone of the Book of Skelos.

Doors: Doors require a simple Manipulation to open. Overlord units behind closed doors do not activate except for the Manifestation of Yog, who can move through them freely.

Poison: Standard Poison rules apply.

Antidote: A Hero with an Antidote may discard it to remove all the Poison tokens  from one of the action spaces of their Hero's sheet.

Game Board Rules: The Darkness rule does not apply in this scenario. All other standard game board rules apply.



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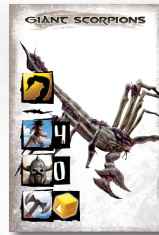
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(5 Max)



(5 Max)



4



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Glenn Allan



4 QUEEN OF THE BLACK COAST

Bêlit and her lover, aboard the Tigress, were slowly making their way up the Zarkheba River. It was but the ghost of a city on which they looked when they cleared a jutting jungle-clad point. Rank river grass grew between the stones of broken piers. Here and there, buckling towers reeled drunkenly against the morning sky, and broken pillars jutted up among the decaying walls. On the pinnacle of a column squatted something that Conan supposed to

be an image until his keen eyes detected life in it. "It is a great bird," said one of the warriors. "A winged ape," said old N'Yaga uneasily. "Better we had cut our throats than come to this place. It is haunted." Bêlit mocked at his superstitions and ordered the ebon-skinned pirates to disembark, to replenish the water supply and search the ruins to see what treasures they might hold.

OBJECTIVE

To win the game, the Heroes must bring the Stygian Artifact, 2 Sacred Treasures, and 3 water barrels to the ship before the end of turn 12. The Heroes lose immediately if at any time there are no Heroes or Allies on the ship.

SETUP

The game starts with the Heroes' turn.

- Bêlit (Ornamental Spear, Tribal Shield) 5 Bêlit's Guard
- Conan the Pirate (Conan's Great sword) 5 Pirates
- N'Yaga (Sacrificial Dagger, Black Staff, 1 Life Potion, Mitra's Healing, Whirlwind, Divine Charisma)
- N'Gora (Tribal Mace, 2 Javelins, Shield)



Take the 1 to 5 number tokens  and place them randomly face down, as shown on the setup diagram.



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


SPECIAL RULES

Book of Skelos: This scenario works differently than most Solo/Coop scenarios. Tiles are never flipped or discarded. Tiles 1 - 5 are activated in order each turn, regardless of the number of Heroes. The players control the Pirate Archers and Ballista Pirates. They can perform an attack, but cannot move. Heroes cannot purchase any temporary Benefit (move, guard, reroll) for these two tiles.


Game Board Rules: The standard rules apply except any miniature with the Climb skill can climb up or down the parapets for 1 extra movement point. Units cannot enter water areas. Ship masts do not block line of sight.

For the Elevation bonus:

- The ground and the gangplanks are at level 0.
- The rock slides and the main deck of the ship are at level 1.
- The poop deck is at level 2.
- The parapets are at level 3.


Treasure: The treasure  is protected by 5 traps that must be disarmed successively; one attempt per turn is allowed. Heroes or Allies can attempt to disarm a trap with a complex Manipulation (an Ally can make a "complex Manipulation" by using their Melee Attack value). The difficulty of the complex Manipulation is the value of the token, which can only be flipped after the dice are rolled. If the roll is higher than the token's value, the trap is disarmed. If the result is less than or equal to the token's value, the trap is triggered and inflicts as many unavoidable wounds as the token's value. Whatever the result (disarmed or triggered), the trap is removed from the game.


When all 5 traps are removed, place the Stygian Artifact and two Sacred Treasures in the area. Each item can be picked up by a Hero with a simple Manipulation.

Water: Each water barrel  has an encumbrance value of 2. A Hero can pick up a barrel by performing a simple Manipulation. An Ally may pick up one barrel (and only one) by spending 1 movement point; he then loses 2 movement points on each activation while carrying the barrel. Place the barrel on the base of the miniature carrying it.




Ghouls: The Ghouls are trying to kill all Heroes and Allies on the ship. They only spend movement points trying to board it. They strictly follow one of the two routes, divided equally with players choosing any remainder. Ghouls will only attack a Hero or Ally in the Abandoned Fort if they end their activation in the area with a Hero or Ally. Parapet movement costs are indicated on the setup diagram in the arrows as a reminder. When attacking, they use the following priority:

1. Pirate Archers
2. Pirates
3. Bêlit Guards
4. Ballista Pirates
5. Weakest Hero

They jump from the parapets onto the ship for 3 movement points, suffering  falling damage. Ghouls use their armor value against this damage. If one or more Hero or Ally miniatures are in the area, choose one to suffer the same damage as the Ghoul falls on it. After the Ghouls activate, place 5 Ghouls in their reinforcement area.

Winged One: Targets the Strongest Hero. If a Hero is carrying the Stygian Artifact, it targets them instead. The Winged One can be wounded and killed, but will immediately respawn in its starting area with 6 Life Points unless Bêlit delivers the killing blow with her Attack from Beyond skill . Note: Divine Charisma can be used with Attack from Beyond.

Children of Gullah: Target Belit's Guards or Pirates first (player's choice). If none can be targeted, the Children of Gullah will target a Hero. They only go to the ship when there are no more enemies on the Abandoned Fort board. They can only leave their starting area via the nearby rock slide area (blue arrow). After each activation of their tile, place a Child of Gullah in their reinforcement area.

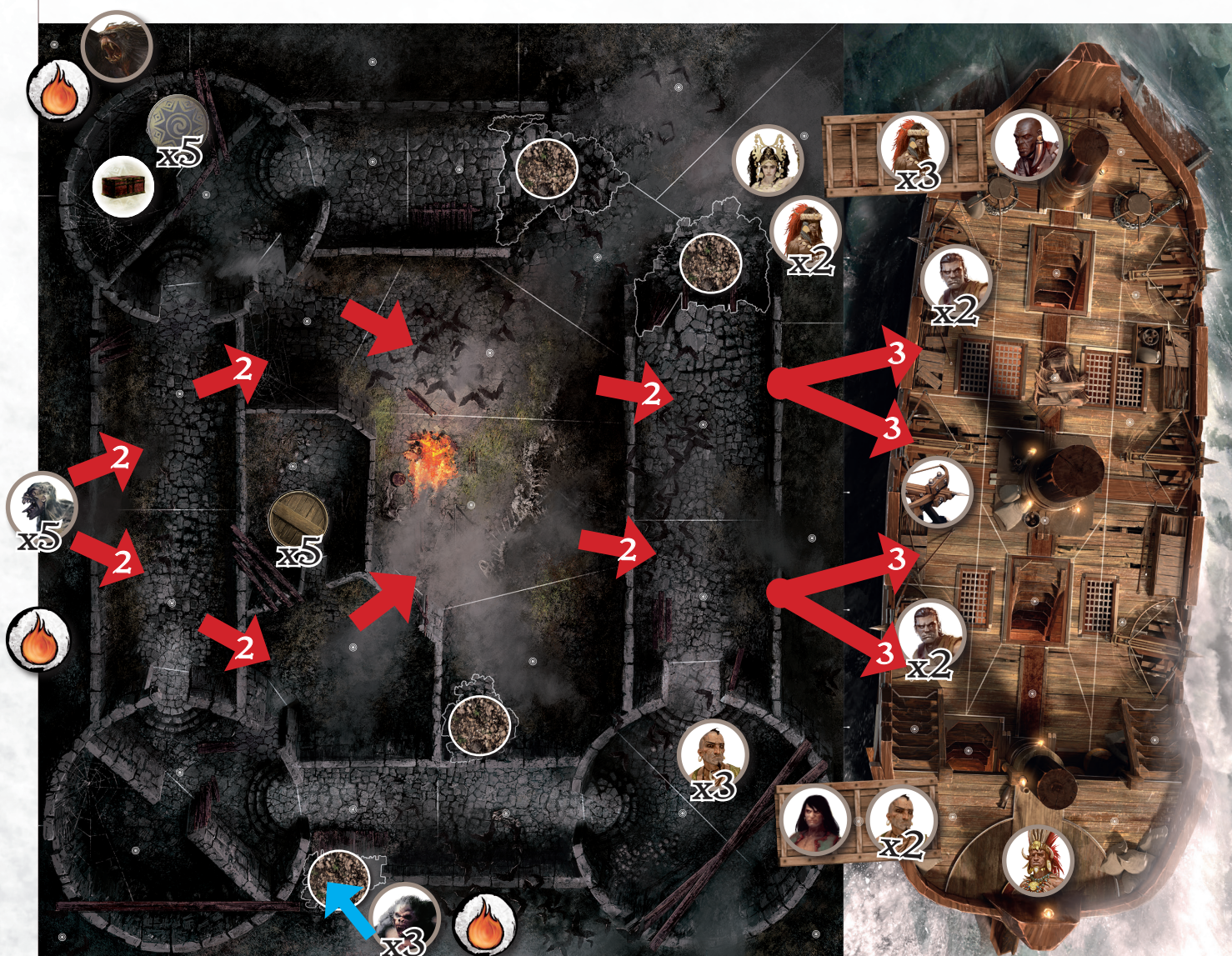
Galvanized Allies: Bêlit's Guards and Pirates activation cost is one  for the entire tile, instead of one  per miniature. In addition, if they roll 2 successes when they attack, they can immediately roll an extra .

OPTIONS

Substitutions (Core Box + Conqueror + Red Brotherhood)

- Bêlit (Ornamental Spear, Tribal Shield). 5 Bêlit's Guards.
- Conan the Pirate (Conan's great sword). 5 Pirates
- N'Yaga (Cutlass, 1 Life Potion and 2 spells: Mitra's Healing, Whirlwind).
- Shevatas (Akbitanian Sword, 2 Javelins).

Two Empty Chest cards substitute for the two Sacred Treasure cards.



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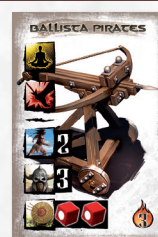
(3 Max)



(10 Max)



6



Alain Rosak / Julien Gross



The dark masters in Khemi were not pleased with the return of Thoth-Amon and his dark ring of summoning. Knowing that his spies watch their every move, and afraid to venture outside of their protective spells, they summon the master assassin Ihkmet with a dark task. With the aid

of the most notorious mercenaries from the north, south, and east of Stygia, Ihkmet must enter the lair of Thoth-Amon - the heart of his power where he falsely believes he is safe - and slay the sorcerer.

OBJECTIVE

To win the game, the Heroes must kill Thoth-Amon and all Heroes must exit the dungeon to the area marked ① with Thoth-Amon's head as proof.

SETUP

The game starts with the Heroes' turn. Heroes start outside of the dungeon in the area marked ①.

Shuffle Number tokens 1-5 and randomly place them in each room on Level 1 as indicated. Then, shuffle Number tokens 6-9 and place them face down in each room on Level 2 as indicated. Place the token on 0 on the Turn Track. This will be used to mark the resurrected Dark Demon's Life Points.

- Ihkmet (Assassin's Dagger x2)
- Skuthus (Parrying Dagger, Withering)
- N'Gora (Tribal Mace, Leather Armor)
- Olgerd Vladslav (Sword, Throwing Knives, Leather Armor)



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: Battle Axe, Bossonian Bow, Chain Mail, Crossbow, Halberd, Mitra's Mace, Shield, Stygian Scepter, Turanian Sword, Two-Handed Sword.

Treasure tokens represent scrolls. A Hero in the same area as a Treasure token with the Spellcaster skill can perform a simple Manipulation to learn a spell. The spell deck contains: Deceleration, Mitra's Healing, Pestilential Swarm, Putrescence, Set's Halo.

SPECIAL RULES

Poison: Standard Poison rules apply.

Doors: Doors require a simple Manipulation to open. Whenever the door to a room is opened, flip the Number token in the room and read the associated room description from the Room Event Chart. The door with the red border also requires the Key.

This scenario works differently than most Solo/Coop scenarios. Activation tokens are not used to activate units, but rather to randomly choose room spawns. The number of activations does not depend on how many Heroes are on the board. The Overlord turn always goes as follows:

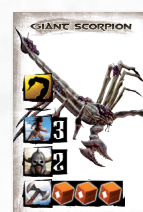
Overlord Turn Sequence

1. Activate all spawned enemies. Units attack in the order in which they are listed in the River.
2. If the Dark Demon is not on the game board, place it in the area with the token.
3. Roll 1 (no reroll) for each area with a Skull Pile. If it's blank, do nothing. Otherwise, add 1 Skeleton to the area.
4. Roll 1 (no reroll) for the area with a Sarcophagus. If it's blank, do nothing. Otherwise, add 1 Mummy to the area.
5. Roll 1 (no reroll) for the area with the token. If the result is blank, do nothing. Otherwise, add 1 Giant Scorpion to the area.

Slave of the Ring: Place the Dark Demon tile in the first position in the River. The first time it is placed on the board, it has 1 Life Point. If the Dark Demon is killed, increase the token by 1 on the Turn track. The next time it is placed on the board, the number on the Turn Track represents how many Life Points the demon has. The Dark Demon targets the Strongest Hero.



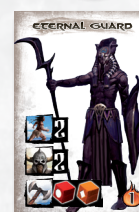
Level 2: When the Heroes open the door with the red border, the difficulty increases. Replace the Skeletons, Mummies, and Giant Scorpion tiles in the River with the versions below. These tiles apply to all units currently on the game board and all future spawns.



Thoth-Amon: Thoth-Amon does not activate until a door to his chamber is opened. When a door is opened, add his tile to the end of the River. Thoth-Amon attacks the Strongest Hero. When Thoth-Amon dies, place his Life Point marker in his area to represent his head. A Hero may pick the head up by performing a simple Manipulation. Thoth-Amon's head has an encumbrance value of 2.



Eternal Guards: The Eternal Guards do not activate until a door to their chamber is opened. When a door is opened, add the Eternal Guard's tile to the end of the River. Eternal Guards follow standard targeting order.

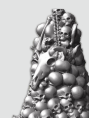


ROOM EVENT CHART 1-7

1

Bones clatter and creak as you enter the room, and suddenly they spring to life!

Add the Skeletons tile to the River and place 6 Skeletons and a Skull Pile in the area where the Number token was located.



(25 Max)

2

3

Sarcophagi fill the room. One by one they open, and from them emerge the lifeless corpses of reanimated mummies!

Add the Mummies tile to the River and place 3 Mummies and the Sarcophagus in the area where the Number token was located.

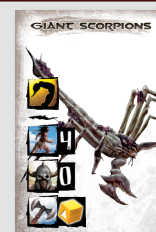


(20 Max)

4

As you open the door, you hear the clicks of scorpions skittering inside the room!

Add the Giant Scorpions tile to the River and place 4 Scorpions and a Boulder token in the area where the Number token was located.



(10 Max)

5

You notice a panel hidden in the back wall and noises from behind it. Before you can act, the panel opens and enemies rush into the room!

Add the Scorpion Broodmother tile to the River and place the Scorpion Broodmother and a Secret Passage in the area where the Number token was located. The Scorpion Broodmother targets the Strongest Hero.

A unit in an area with a secret passage may move to another area with a secret passage by spending 1 movement point. Overlord units may NOT move through a secret passage.



5



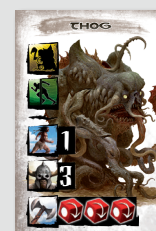
6

A pair of yellow eyes stare at you from the darkness, and suddenly tentacles reach out and grab at you!

Add the Thog tile to the River and place Thog in the area where the Number token was located. Thog targets the Strongest Hero.



6



7

You open the door and the floor collapses in front of you!

Replace the door with a Pit Trap token. Heroes crossing this border suffer 1 unavoidable wound. A Hero with Leap may attempt to leap over the Pit Trap when crossing this border. If they fail, they fall into the pit and suffer 1 unavoidable wound.



Overlord units are immune to the Pit Trap.



ROOM EVENT CHART 8-9

8

You open the door to a storage room. For once, nothing happens.

Add 6 barrel tokens in the area where the Number token was located. Heroes may search for a secret passage under the barrels. Moving a barrel requires a complex Manipulation with a difficulty of 1. Destroying a barrel requires a Melee Attack. Barrels have 2 armor and 1 Life Point. Whenever a barrel is moved or destroyed, roll 1  (no rerolls allowed). If the result is 3, or if this is the last barrel, place a Secret Passage token  in the area.


A unit in an area with a secret passage may move to another area with a secret passage by spending 1 movement point. Overlord units may NOT move through a secret passage.



9

You open the door to reveal an apothecary with bookshelves and vials everywhere. A dark figure, standing near a workbench, sees you and attacks!

Add the Notohk tile to the River and Notohk in the area where the Number token was located. Notohk immediately activates and targets the Hero who opened the door. After that, he targets the Strongest Hero.

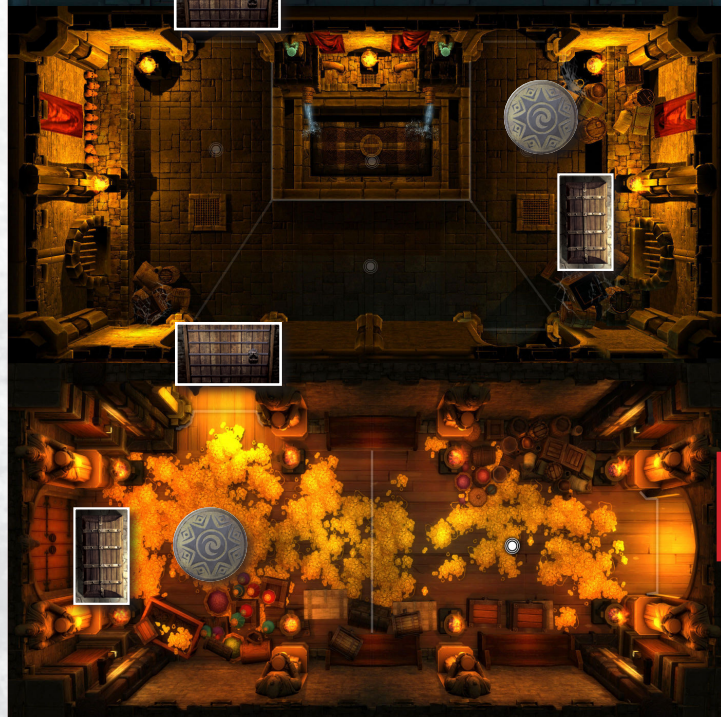
When Notohk is killed, he drops 3 Antidotes and 1 Life Potion. A Hero with an Antidote may discard it to remove all the Poison tokens  from one of the action spaces of their Hero's sheet.



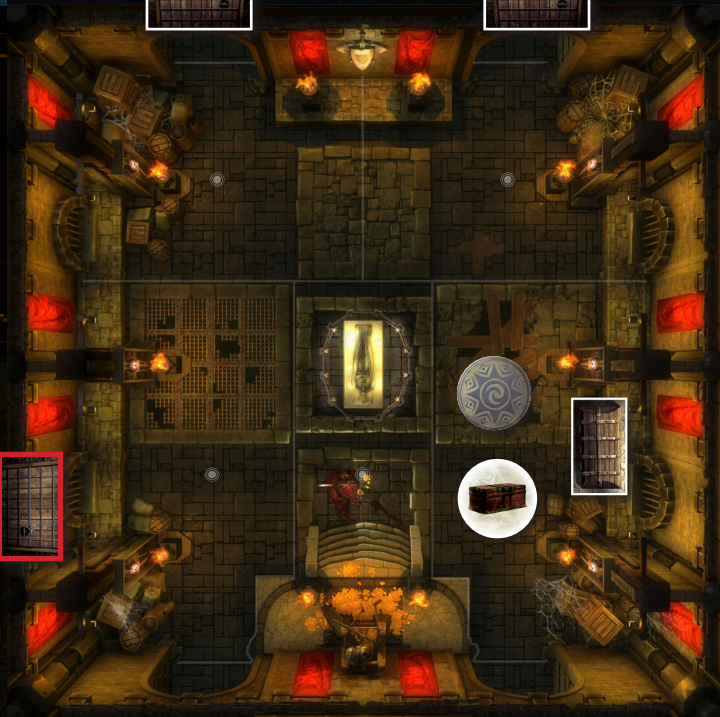
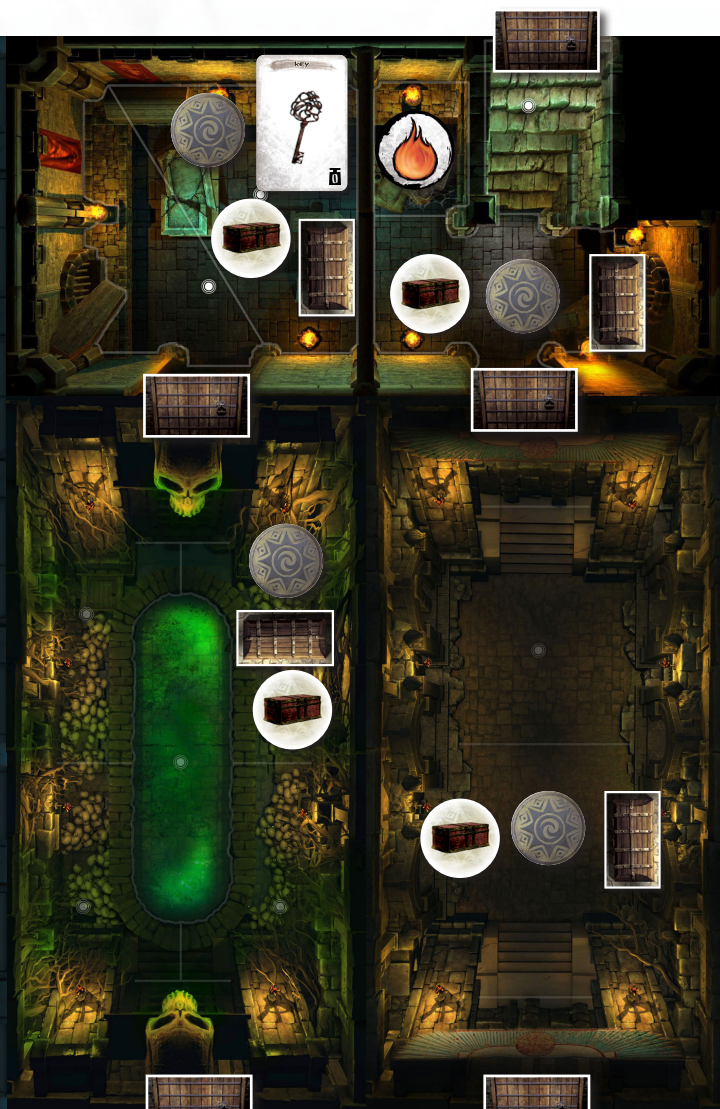
x3



LEVEL 2



LEVEL 1 1





Under the caverned pyramids great Set
coils asleep; Among the shadows of
the tombs his dusky people creep. I speak
the Word from the hidden gulfs that never
knew the sun—Send me a servant for my
hate, oh scaled and shining One.

- The Phoenix on the Sword

