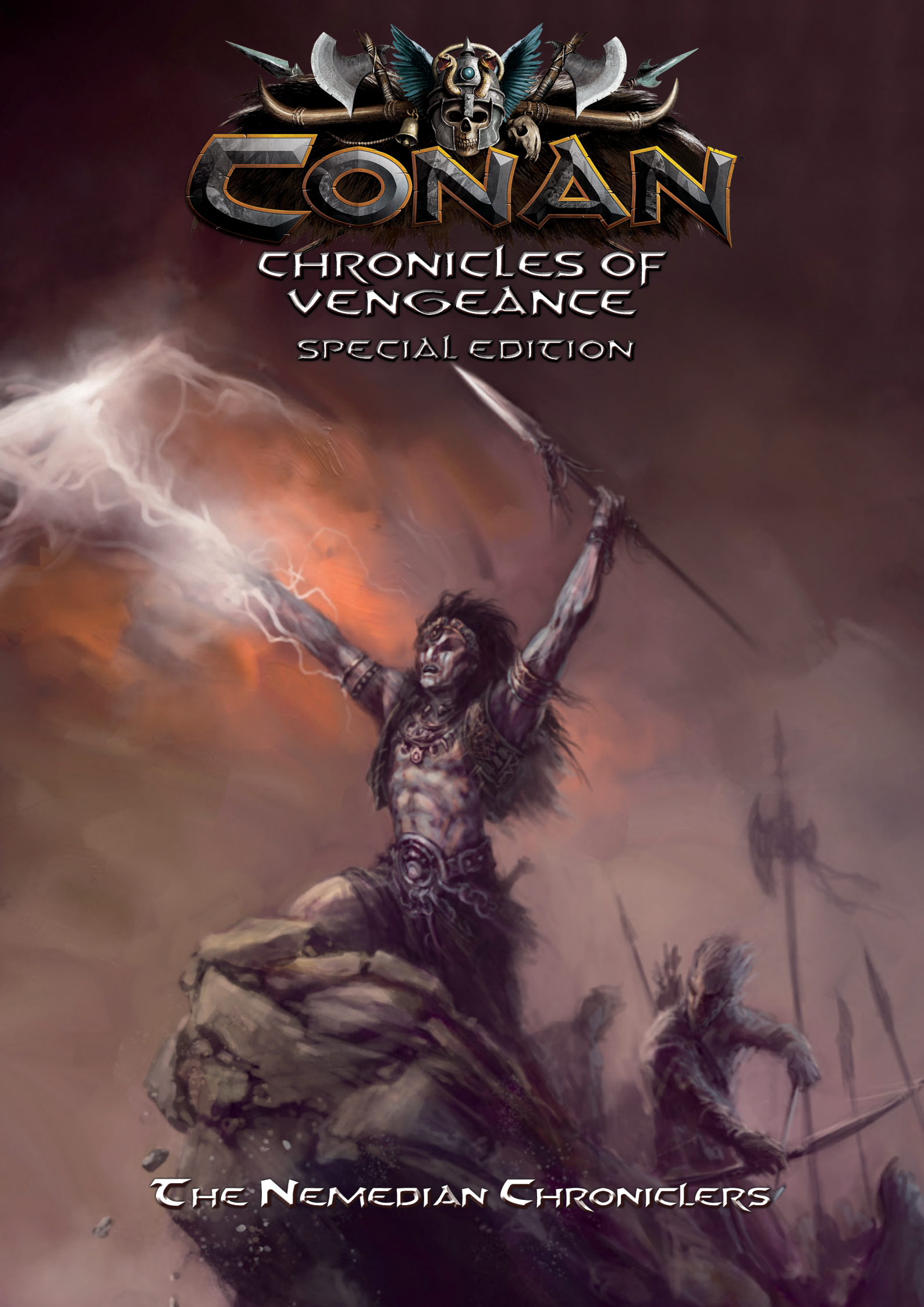
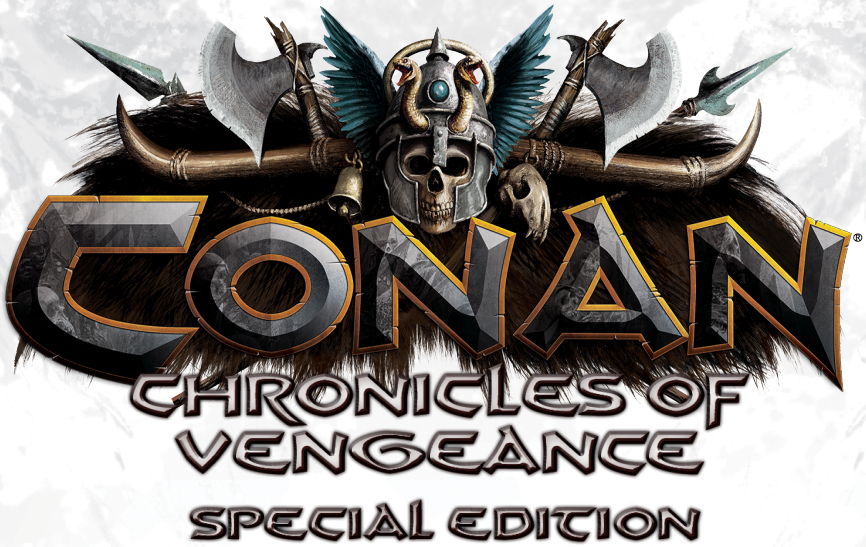
Conan

Chronicles of Vengeance

Special Edition



The Nemedian Chroniclers



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Required products: King's Pledge • Stygia • Khitai • Nordheim • Conan the Conqueror • Shadow Kingdom • Gods of the North • Forbidden Places & Pits of Horror / Perilous Ruins & Forgotten Cities (Modiphius tiles)

Scenarios, flavor text, and playtesting: Glenn Allan, Oscar Bok, Kevin Deming, Dan Mauric, Ken Meyri, and Barny Skinner

Story Concept: Dan Mauric, Matthew John

Additional playtesting and proofreading: Kiranmai Beeram, Kris Brower, Andy Mauric, Dan North, Anusha Bala Sigar, Vinod Bala Sigar, Rafique Yip, and Tom Zsolt

Story Journal: Ken Meyri

Layouts and travel map: Ken Meyri

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WESTERN SEA
VANAHE
Totem
Southeastern Pass
Abyss
Monument
CIMM
PICTISH WILDERNESS
Korvela Bay
Venarium
Black River
BOSSONIAN MARCHES
Gunderland
Galparan
Velitrium
Tauran
Tanasul
Thunder River
AQUILONIA
Tarantia
Shirki River
Tybor River
Shamar
Poitain
Alimane River
Conan's Fort
Koth
Kordava
ZINGARA
Valadelad
Khorotas River
ARGOS
Baracha Isles
Toragis
Mariner's Ship
Messantia
Asgalun
Isle of the Black Ones
Khemi
Karnat
Zabhela
LEGEND
Journey to the Tomb of the Warlock in "Can I Play With Madness"
Journey to the Mariner's Ship in "Rime of the Ancient Mariner"
Journey to the Southeastern Pass in "Hail to the Hordes"
Journey to the Totem of the Black Witch in "Her Black Wings"
Journey to the Monument in "Beheaded"
Journey to the Abyss in "Seasons in the Abyss"
Journey to Conan's Fort in "War Machine"

ASGARD
HYPERBOREA
IERIA
STEPPES
BORDER KINGDOM
BRYTHUNIA
NEMEDIA
Yezud
Zamora
TURAN
Belverus
Shahp
Numalia
CORINTHIA
ZAMORA
Akif
Shadizar
OPHIR
Ilbars River
VI
Yaralet
Khrosha
KHAURAN
Sulta
Korshemish
STEPPES
TURAN
KOTH
ian Hills
Vezek
Shushan
KHORAJA
Zaporoska River
Eruk
Akbitana
Ft. Ghori
SHEM
Kuthchemes
Shumir
Nippr
DESERTS
Luxur
River Styx
Zamboula
STYGIA
Sabatea
Tomb
of the
Warlock
th
Kheshatta
Lake
Zuad
Sukhmet
USH

GAME BOARD RULES

Nordheim Forest

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

Khitai Tower:

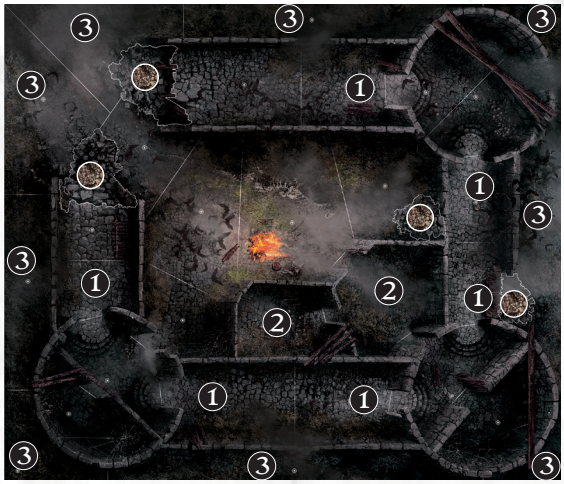
1. Stairs: The stairs provide an Elevation bonus for Ranged Attacks against an enemy on a lower area.
2. Table: A character with or without Leap or Climb may move onto the table on level "2" of the tower by spending 1 extra movement point. That area provides an Elevation bonus. A character in the table's 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.

Stygia Port:

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

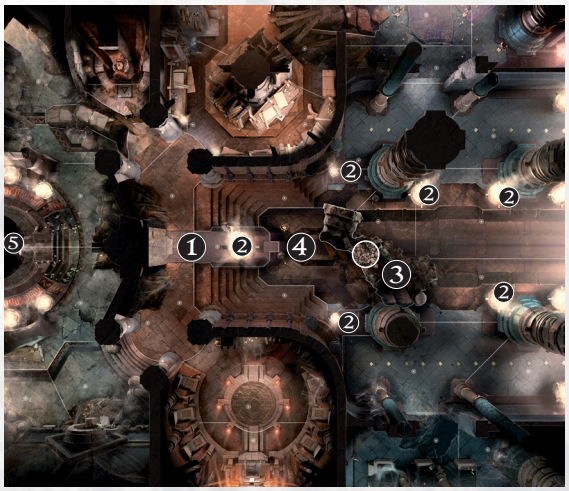
The Abandoned Fort:

1. **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 Temple:

1. **Altar:** The altar and other areas at the top of the stairs provide an Elevation bonus of for Ranged Attacks at lower elevations.
2. **Braziers and Sconces:** Braziers and sconces do not block line of sight.
3. **Collapsed Pillar:** The collapsed pillar blocks line of sight to all areas attempting to draw line of sight through it, including elevated areas. A character can move into the collapsed pillar area from an adjacent area. The character must spend 2 extra movement points unless they have Climbing. The collapsed pillar does not provide an Elevation bonus.
4. **Nave:** Moving from the nave to the altar (1) requires 2 additional movement points unless the unit has Climbing.
5. **Pit:** Units cannot enter the pit, although items can be thrown into the pit. Items thrown in the pit are lost.



The Citadel:

1. **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. The balcony provides an Elevation bonus of to areas below the balcony.
2. **Wall Openings:** These wall openings do not block line of sight, but are not large enough to allow movement, even by flying units.
3. **Bed:** This bed is cozy to sleep in.
4. **Stairs:** The stair areas provide an Elevation bonus of to areas below the stairs.

The Ships:

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

PROLOGUE
STARGAZER

Moonlight glints off the grapnel as it sails into the darkness above, hooking cleanly on the rim of the tower. With a practiced grace, three figures begin to climb the darkened rope, so silent that the guards patrolling the grounds walk past without noticing a thing. The largest figure, climbing as only a Cimmerian can, vaults the crenelations in moments, and waits silently for his companions to reach him. Once on the roof, the thieves pause, listening to the chants echoing from within; the rumours swirling in the tavern were that the tower's sorcerous Master was away this night, but clearly some acolytes remain, performing some profane ritual. No matter, the treasure said to reside inside is surely worth braving its unseen horrors.

OBJECTIVE

To win the game, Conan and the Sacred Treasure must leave the tower, moving off the board from the area marked ❶.

SETUP

The game starts with the Heroes' turn. The Heroes set up in the area marked ❶. Place 15 in the Recovery Value Tile space of the Book of Skelos; this will serve as a countdown for the summoning ritual.

Heroes

Select one Hero from each category below. For thematic reasons, select Heroes who will not be used in the main campaign. Each Hero starts with the listed equipment.

Conan (Sword)

Conan, Conan the Thief, Conan the Wanderer

Thief (Dagger, Zingaran Bow)

Shevatas, Taurus, Zenobia, Octavia, Ghayoor

Mercenary (Dagger, Parrying Dagger)

Afari, Amboola, Belit, Belit - Queen of the Black Coast, Belit the Princess, Shentu, Valeria, Kerim Shah, Niord, Savage Belit, N'Gora, Ikhmet

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

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. A Hero with the Tower Key may open them with a simple Manipulation. The asset deck contains: Battle Axe, Bossonian Bow, Life Potion, Zingaran Breastplate.

EVENTS

Event 1: Reinforce 1 of each type of Khitan Acolyte and 1 Khitan Guard in the area marked ❷. Then repeat this for the area marked ❸.

Event 2: Remove 2 from the Book of Skelos.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

The Alarm: At the start of the scenario, the tower's guardians are not aware of the Heroes; until the Alarm is triggered, only activate one Overlord Tile during the Overlord's Turn. At the start of each Overlord Turn, roll – if the total is lower than the turn number, the Alarm is triggered. The Alarm can be also triggered in various other ways:

- If any Overlord unit has Line of Sight to a Hero at the start of the Overlord Turn.
- If a Hero uses the Wall Wrecker skill.
- If the Warlock is killed.
- If the Ritual is completed.

Once the Alarm is triggered, Overlord tiles activate as normal.

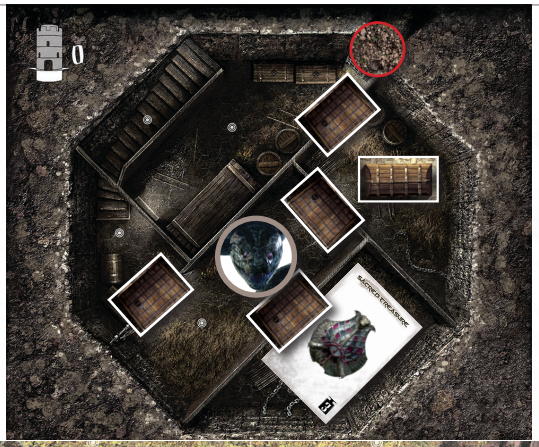
Sealed Inside: The front door, windows and sewer grate are all sealed and may not be opened. All internal doors require a complex Manipulation with a difficulty of 3 to open, a simple Manipulation for a Hero with the Tower Key, or Wall Wrecker.

The Ritual: At start of each Overlord Turn, remove 1 from the Book of Skelos. When the last is removed, place the Dark Demon in the area marked ❷, and replace the Event 1 and 2 tiles with Dark Demon Tiles; this will trigger the Alarm if it hasn't been triggered already.

Dark Demon: If the Dark Demon is killed, do not flip its tiles. The next time its Activation token is drawn, place the Dark Demon in the area marked ❸ and increase its starting health by 1 each time (but do not activate it).

Warlock: The Warlock is the tower's chief acolyte. When the Warlock is activated, remove 1 from the Book of Skelos, then move him to an area without a Hero if possible, and cast Lightning Storm at the area with the most Heroes he can see, prioritising the Strongest Hero. He then regains 3 Life Points. When killed, the Warlock drops the Tower Key.

Son of Set: The Son of Set will not activate until one of the doors to its chamber has been opened; if its token is drawn before that, draw again.

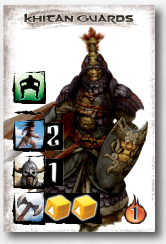

0

4
2
1

1
3
2
3

1 2 3 4 5 6 7

Khitan Acolytes
3
2


Khitan Guards
2
1

Son of Set
3
3

Warlock
2
2

Khitan Acolytes
3
1

10 8

SOLO/COOPERATIVE CAMPAIGN

Know, oh Prince, that in the early days of Conan's reign as King in Aquilonia, deep ran the inevitable streams of offense. Real or imagined, in all corners of the kingdom, sulked those whose pride, fortune or self was wounded in one manner or another by the Cimmerian's meteoric ascent to power.

The more courageous of the slighted raised armies to seek revenge. Vultures and ghouls now reap the rewards of those failed attempts that were decimated upon Aquilonian fields of battle.

One neophyte sorcerer, realizing the futility of earthly might against such a King, turned toward darker avenues of reprisal. Biding his time, he fueled his lust for vengeance with jealous thoughts, black musings and time twisted recollections of past wrongs. He aligned himself with votaries of Stygian necromancy and Khitan conjuration. He delved deeply into the foul wisdom of Acheron, seeking a way to call upon the darkness.

Certain dark, elder entities heeded his call for aid and granted him the ability to summon their vile children to his cause. Granted him power, that is to say, for now... and for a price.

Now, with eldritch might coursing through his veins, the Summoner arises, to seek artifacts that would allow him to maintain control over the demonic allies and, ultimately wreak his terrible vengeance upon Conan.

Know, for certain, oh Prince, the Age of Conan stands threatened, on the brink of turmoil... and herein these pages, for your examination, lay the Chronicles of Vengeance.

Campaign Rules

These scenarios are meant to be played as a campaign where the players accumulate equipment, spells, and other elements. It follows the solo/cooperative rules layed out in the Tome of Skelos for rules such as Overlord activations, hero targeting, Overlord re-rolls, and allowed skills.

This campaign requires the Conan Core game as well as the following expansions:

- King's Pledge
- Stygia
- Khitai
- Nordheim
- Forbidden Places and Pits of Horror (Modiphius tiles)
- Perilous Ruins and Forgotten Cities (Modiphius tiles)

The outcome of each scenario will determine how well equipped the heroes are for the final scenario, where they face off against Conan. Players should keep a tally of all the equipment & spells acquired.

Skills

This campaign introduces a new skill: Summon. New Hero sheets with the Summon skill are available in the appendix of this campaign. You may also apply the Summon skill to Heroes with the Spellcaster skill.

Summon: This character may use Artifacts to summon Demon allies. Summoners are considered to have the Leadership skill for their summoned Demons.

If the Summoner loses their Summon skill (due to encumberance penalty), any currently summoned Demon remains in play under their control, but they may not summon a Demon.

Demons

A Summoner starts with one or more Demon in play designated by the scenario. The Summoner always has access to the default Artifact and Demon. Other Demons may be acquired during the course of the campaign.

A Demon's default statistics are on its Overlord tile. A Demon is considered an Ally and is activated following the normal rules for Allies. If the Summoner dies, remove the Demon from the game board.

Targeting

When determining the Target Hero or Alternate Target Hero, a Demon is never taken into account unless the Demon is in the same area as the Summoner, in which case the player may decide, or if no Hero can be Targeted, in which case the Demon becomes the Target.

Summoning a Demon

To summon a Demon, the Summoner must be in an Aggressive stance during the Hero's turn.

To summon a Demon using an Artifact in his possession, the Summoner removes from the Artifact card a number of gems equal to the associated Demon's summoning cost. Place the model for the Demon in the Summoner's area. If the Artifact does not have enough gems, the Demon cannot be summoned using this method alone.

To summon a Demon using the Summoner's life energy, the Summoner removes from his Reserve zone a number of blue gems equal to the desired Demon's summoning cost. These gems can be combined with red gems from an Artifact, but then the Demon associated with that Artifact must be summoned.

Any gems, red or blue, used for summoning are removed from the game and will not refresh until the beginning of the next scenario.

Artifacts

Each Artifact provides a number of one-time use gems for the purpose of summoning a specific Demon. Place the indicated number of red gems on the equipment card at the beginning of the game. When they are used return them to the game box. Artifact gems do not refresh until the next scenario.

Pictish Fetish:	1 Red Gem
Summons:	Swamp Demon
Summon Cost:	1 Gem
Demon Health:	2 Life Points
Scenario Acquired:	Starting Artifact

Amulet Fragment 1:	1 Red Gem
Summons:	Bone Golem
Summon Cost:	1 Gem
Demon Health:	2 Life Points
Scenario Acquired:	Hail to the Hordes

Amulet Fragment 2:	1 Red Gem
Summons:	Outer Dark Demon
Summon Cost:	1 Gems
Demon Health:	2 Life Points
Scenario Acquired:	Her Black Wings

Amulet Fragment 3:	1 Red Gem
Summons:	Forest Demon
Summon Cost:	1 Gem
Demon Health:	1 Life Points
Scenario Acquired:	Beheaded

Sorcerer's Scepter:	1 Red Gem
Summons:	Dark Demon
Summon Cost:	2 Gems
Demon Health:	2 Life Points
Scenario Acquired:	Seasons in the Abyss

Stygian Artifact:	4 Red Gems
Summons:	Skeletons (group of 4)
Summon Cost:	1 Gem
Demon Health:	1 Life Point
Scenario Acquired:.	War Machine

Equipment and Cache

Once equipment is picked up in a scenario, the Heroes have access to it for the remainder of the campaign. Each Hero must choose the equipment they are going to use at the beginning of each scenario. If, at the end of any scenario, all the Heroes are killed, they lose any gear they had with them (except for spells). If even one Hero survives to secure victory, they keep all equipment, in addition to any equipment stored in chests (opened or unopened).

Starting a Scenario

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

Cache

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

Starting Equipment

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

Hero Selection

Players choose one Hero from each of these three Archetypes: Summoner, Warrior, Rogue. By default, Heroes always have access to their Archetype's starting equipment. Conan cannot be chosen for this campaign.

Archetypes and Starting Equipment

Warrior

Warriors are heavy fighters. They are expected to deal death during every scenario.

The options for Warriors are: Afari, Baal-Pteor, Constantius, Gorm, Niord, Olgerd Vladislav, Othryades, Shentu, Thak, Valeria the Warrior, Zaporavo, Achilles,* Brunhilde,* Heimdul,* Heracles,* Lagertha,* Osric,* Rudd,* Sonya,* Wulfhere.*

Starting equipment: Conan's Sword

Rogue

Rogues rely on their dexterity and mobility in addition to their martial prowess. They can be useful for securing objectives and/or acquiring equipment from chests.

The options for Rogue Heroes are: Amboola, Balthus, Belit, Belit the Princess, Brule, Ghayoor, Ikhmet, Kerim Shah, N'Gora, Octavia, Savage Belit, Shafiah, Shevatas, Taurus, Valeria, Zenobia, Asgrimm,* Aslaug,* Atalanta,* Bragi,* Hialmar,* Horsa,* Leonidas,* Odysseus,* Thorfinn* Tostig.*

Starting equipment: Dagger, Throwing Knives

Summoner

Summoners are Sorcerers who turned to the darker arts. For this campaign, the Summoner archetype replaces the Sorcerer archetype. Only one Summoner is allowed in the game. Summoners use Artifacts to call Demons to their aid.

The options for Summoner Heroes are: N'Yaga, Gullveig,* Shubba, Skuthus, Taramis, Xaltotun, Zogar Sag.

Additional Summoner options (available by download): Akivasha, Ammaltor, Atali, Khemsa, Natohk, Qing Feng, Shuang Mian, Thoth Amon, Xaltukamen.

For thematic reasons, we do not recommend using Hadrathus, Pelias, Zelata, or Zelata the Wanderer.*

Starting equipment: Black Staff, Pictish Fetish, Hand of Death (spell), Escape Route (spell)

*Crossover Heroes from the Mythic Battles product line.

Demon Transformation

During this campaign, some Heroes might be transformed into Demons. If this happens, remove the players character sheet and replace it with a random Demon Hero sheet.* The player may choose any equipment in their inventory to meld with their Demon. The Demon gains permanent use of this equipment. The Demon is subject to the weight limitation of this equipment, and the equipment can never be removed.

If you do not have Demon Hero sheets, ignore the transformation.

*Demon character sheets are provided in the appendix

Hero Demon Rules

- At the end of each Hero phase, the Demon takes 1 Wound if it did not kill someone during the Hero phase. If the Demon did kill someone during the Hero phase, the Demon can move 1 gem from their Wounds to their Reserve.
- Demons cannot equip, remove, or use equipment that was not transformed with them. They may use the Manipulation skill to bust open chests (leaving the equipment in the chest's zone), consume potions, or to push siege equipment.
- Thrown weapons are magically retrieved after throwing.

Defeat

When the Heroes suffer a defeat, the Summoner uses his dark arts to elude death. His companions, however, are not so lucky and must choose new characters. King Conan has accumulated a multitude of enemies over the years, so there are plenty of scoundrels who will gladly join the quest for vengeance.

Victory Points and Rank

At the end of each scenario, players will acquire Victory Points based on how well they did. 1 Victory Point is awarded for each Hero that did not die during the scenario. Some scenarios will offer the players a chance to collect extra Victory Points. If a scenario results in a Defeat, receive -1 Victory Point. If they haven't collected any Victory Points when they suffer a defeat, their Victory Point tally drops to -1.

Rank

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

Chronicles of Vengeance
VICTORY POINTS

Total	Rank	Description
Up to 12	Disgraced Initiate	Your failed efforts incur the wrath of the eldritch beings that you attempted to bargain with. The dark gods retract their power from you and drag you, shrieking, into the abyss. A black spot on the ground and a whisp of smoke that soon vanishes are all that remain of your efforts.
13 - 16	Ignored Neophyte	The dark gods neither bless you nor curse you. They completely ignore your effort. You continue to retain control over their foul children for now... and for a price that will be collected later.
17 - 20	Chosen Acolyte	The dark gods are pleased and allow you further access into their secrets. You continue to grow in power and ambition, watched carefully by the beings that you are indebted to.
21+	Dark Master	You have entered into legend. The foul machinations that toppled Aquilonia are studied and your black name is only ever whispered in Sorcerer's circles. Initiates flock to learn the dark secrets available in temples erected through out Aquilonia in your name. You lust for a seat amongst your former masters....

THUS BEGINS

CHRONICLES OF VENGEANCE

For too long have I let lesser men thwart my plans. Names such as Thoth Amon, Thugra Khotan, and Zarallo echo in my ears, reminding me of glories that should have been mine. But worse are the visages that haunt my mind's eye every night. The first is the wizened face–pockmarked from the use of foul magics–of my former master. Though I've exacted my vengeance on him–his mummified tongue rests in a pouch at my waist–my hatred for him is eternal. How dare he exile me from the Serpent Cult? Not once, but twice! I would reanimate his remains if I could, if only to watch him die at my hands once more.

Another face–full yet hardened, with dark-hair and piercing blue eyes–has started lurking in my visions. I see him even while awake, as though he is watching me from the distance, waiting to disrupt my ambitions once more. He is the thief who stole the Golden Snake from under my safekeeping during our pilgrimage through Arenjun. He is the one who killed Ammon, my only spy in Zarallo's Free Companions during the Darfur Incursions. He is the one who desecrated my namesake's tomb and stole the Ring of Xaltukamen mere days before I could retrieve it. As if those blasphemes were not enough, he led the army that routed my new master, Thugra Khotan, before I could learn the secrets of his power. It was there, kneeling before Thurgra's corpse in those ancient ruins, that I vowed my vengeance. These are the chronicles of my journey.

Though I might not have learned all of Thugra Khotan's secrets, I had learned enough to begin my quest. First, I needed to find an artifact, something to channel the dark energies required to summon demons from the dark. Thurgra's artifact would not suffice. No, its power died with him. I needed one that could be attuned to my life's energies. That required knowledge and allies, both of which I found in the forests to the north, in a land the Hyborians called the Pictish Wilderness. It is there I met a savage named Zogar Sag. At first I thought the man was a stumbling drunk, but beneath his disheveled exterior lay a sinister cunning. In exchange for teaching him to harness the dark energies of the swamp, he provided me with a fetish suitable for my needs. I returned to Stygia, for word had reached my ear that a warlock had taken up residency in an ancient tomb my former master used as a library where he stored scrolls containing the locations of other artifacts. I knew not this warlock's name, but no doubt he was a former apprentice like myself. No matter…I would slay him as I had slain my former master. In the seedy bars of Luxur I procured a mercenary army with the promise of gold and vengeance, for I was not the only victim of the Cimmerian.

Equipped with my Pictish fetish and my army, I ventured east. The crypt's entrance was a single iron door engraved with scales and Set's fangs over the handle. Of course I could see the mystical energies of a magic seal, and dispelling the charm was almost a simple task. Almost immediately, pain like daggers pierced my skull, and images of horrors flickered in my mind's eye. The pain eased for a moment, only to be replaced by an intense pressure, as if a giant grasped my head in a clenched fist. I stumbled inside the doorway, to the stairs leading below. The screams of my army grew distant as the cowards fled, save for a brawny Kosalan who pushed past me to take the lead and a Nemedian woman who steadied me when I stumbled. A shockwave of pain seared my mind and drove me to my knees. Wiping the blood from my nose, I smiled. We were close, and he was afraid. I could feel it.

I stood and channeled my energy into the fetish. My mercenaries fell back as a green mist swirled into being, coalescing into a dripping, fetid mass of tendrils in an inhuman shape of a man. I laughed at their reaction, for this was but a taste of the power I would claim once those scrolls were mine. "Onward, fools," I told them. "Our enemy has many defenses, but we must act before he can bring them all to bear on us."

The stairway ended in a small foyer guarded by a lone undead guardian armed with spear and shield. The Kosalan rushed forward with surprising quickness and snapped the creature's neck. I sent my swamp demon through the doorway ahead of us, where more creatures lurked. The demon made quick work of a mummified guard. The Nemedian and I followed and entered a wide corridor. A green luminescent pool ran through the center of the corridor, forcing us to the side. As we neared, unholy tentacles reached up out of the water. Metal glinted from the Nemedian's hands, and I saw she was preparing to launch a dagger at the tentacles. "Leave them!," I shouted. "Their magic will respawn them!"

She nodded, and instead launched the dagger at an undead guardian in the corner I had previously missed in my initial scan of the corridor. We pushed forward, eager to be away from those tentacles. The Kosalan rushed to join us, and together we paused to rest and take in the situation. The room we had entered was large, and in the center lay the sarcophagus of some irrelevant Stygian king. As expected, more undead guardians stood guard, but with relish I saw my foe standing upon a dais, a chest by his side. "The documents must be in that chest," I shouted, pointing to the dais. "Bring them to me!"

Before anyone could move, the mummies attacked. I could feel them slashing my arms and chest. I screamed in pain, but then my mind went blank. I awoke in the corridor, standing knee deep in the luminescent pool with tentacles slashing me. I tried to move, but the tendrils wrapped around me, constricting me. I shouted for help, and with a flash of metal a dagger sank deep into the tentacle, which released its grip. I leaped from the pool and scrambled back to the vault room. "Forget the chest." Pointing to the warlock, I shouted, "Bring me his head!"

My orders went unheeded as my allies, both human and demon, fought the undead surrounding us. As soon as the last mummy fell, the Kosalan ran forward and climbed the steps to the top of the dais. He paused to catch his breath, and the warlock took that opportunity to rush across the vault and join a fresh pair of minions to guard him. I blanked out again, and once more awoke in that damnable pool. Over the sound of water splashing and tentacles slapping, I heard the shuffling of more undead descending the stairs at the crypt entrance. We needed to hurry, or else be overrun. With newfound haste, I gripped the tentacle constricting me and channeled my own dark essences into its flesh. It floundered and sloughed off me, and once more I pulled myself from the pool, weakened from the spell but still determined to capture those scrolls and add the warlock's tongue to my collection.

Upon reentering the vault, I saw the Kosalan still on the dais, scrolls in hand and opened chest at his feet, while the Nemedian fended off the warlock and both remaining undead. Growing frustrated, I shouted once more, "Kill him!" More mummies shuffled in from a doorway behind the dais, and I saw the chances of our escape diminishing. Desperately, I sent the swamp demon to clear a path to the warlock. Having recovered from his earlier strain, the Kosalan leaped down from the dais and in one stroke severed the warlock's head from his neck. With undead approaching from every side, each second was vital to our survival. In dismay, I kicked the severed head across the chamber. There would be other tongues to gather in my quest for vengeance, not the least of which would be the tongue of Conan himself.

From the journal of Xaltukamen the Younger.

3

SCENARIO I

CAN I PLAY WITH MADNESS?

Madness! The pain was real, though the assault was upon my mind. Alternating streaks of sharp pain and intense pressure raked across my brain. In agony, on the brink of insanity, I clutched at my head, and stumbled down the ruined stairs. The Warlock's psychic attacks had been incessant from the moment the seal on the ancient tomb was broken. Now the frequency and magnitude were increasing.

Madness had seized most of the mercenaries and they fled, gibbering, off into the darkness. Spineless bastards. Bel take them all! Only the two stoutest remained, driven forward by pure force of will and a burning vendetta against the Aquilonian king.

Another shockwave blasted through my mind. I blanked out for a moment and collapsed to my knees. I braced myself against the wall and I wiped a trickle of blood from my nose.

We were close. And he was afraid. I could feel it.

I must have those scrolls. No matter the cost.

Once the Warlock's scrolls are in my possession I will know the location of three Amulet Fragments that will help me solidify control over my dark allies and ultimately gain vengeance against that wretched barbarian king…

OBJECTIVE

To win the Heroes must kill the Warlock, recover the scrolls, and escape the tomb.

SETUP

The game starts with the Heroes turn. The Heroes set up in the area marked ❶.
The Summoner starts with the Swamp Demon on the board.

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 Warlock Documents (represents the scrolls that the Summoner is seeking), Empty Chest.

EVENT

The Relentless Dead: Choose 1 area with a token that has Undead models off board, adjacent to it. (See the Outworn Shadows Special rule). Discard the token. Move the adjacent Undead models into the area. Once all the tokens are discarded, this event no longer happens and the activation is wasted.

OPTIONS

Non-Campaign Mode

The Summoner is equipped with the Black Staff, Pictish Fetish, Hand of Death, Escape Route and the Swamp Demon on the board.

The Warrior is equipped with Conan's Sword.

The Rogue is equipped with a Dagger and Throwing Knives.

SPECIAL RULES

Can I Play with Madness? The area marked number 2 is the legendary Pool of Madness. Any Hero or Demon that enters the Pool of Madness suffers 1 wound. If a Hero or Demon ends their turn in the Pool of Madness, they suffer 1 wound immediately.

Depths of Madness: Never flip the Tentacles tile in the River. If all Tentacles are killed, the next time this tile is activated, return the Tentacles to the Pool of Madness area for that activation.

The Warlock: The Warlock acts in this order: 1) Attack, 2) Cast Spells, 3) Move.

The Warlock will always use his movement points to move away from the Heroes, will not end his move in an area with a Hero or Demon if possible, and moves to benefit from his Protected skill.

When the Warlock is activated, he will cast up to 2 spells in the following order:

1. **Pestilential Swarm -** if any Hero is in his area. He does not cast this spell as a reaction to an attack.
2. **Mind Control -** The Target of this spell will be moved up to 3 movement points toward the Pool of Madness. If the Target Hero is already in the pool, choose another Hero following the normal Targeting rules. If the Target Hero is benefitting from the Protected skill, move the friendly character instead.

The Warlock always targets the Summoner with attacks or spells first, if possible. Otherwise he follows normal rules for the Alternate Target Hero.

Escaping the Tomb: To escape the tomb, a Hero must move off the board from the area marked with the number 1. Once a Hero has escaped, he cannot be returned to the board.

Stairway: A unit may move from an area with a token to the other area with a token for 1 extra movement point.

Outworn Shadows: When a Mummy or Eternal Guard is killed, place it off the board adjacent to a token of the Hero's choice. Do not flip the Mummies or Eternal Guard tiles in the River. Eternal Guards are considered Undead for this scenario. After the last token is removed, the Mummies and Eternal Guards follow the normal rules for units when they are killed. (See The Restless Dead event.)

1 2 3 4 5

10

Hero Victory
If the Heroes win, they are awarded 1 Victory Point per Hero that escapes the tomb.

Hero Defeat
If this scenario results in a Defeat, move on to scenario two. It is assumed the locations of the Amulet Fragments are discovered another way.

3 SCENARIO 2
RIME OF THE ANCIENT MARINER

Diving into the cryptic texts of the scroll, it became evident that our voyage would be a lengthy one. Seizing a ship in Khemi, we departed from the scorching sands of Stygia.

The amulet fragments beckoned to me, fueling an insatiable hunger for infernal arcane power. It was the very power to summon a horde of demons, capable of striking terror to the core of our foes, relentlessly pursued by winged creatures, their fate sealed in a violent demise.

The thought brought a sly grin to my lips, until our ship's commander dared to interrupt my reverie. He mentioned a ship ahead, as motionless as a painting upon a canvas. It was adorned with a delicate layer of rime, as if frozen in time, yet we were but a few miles off the Zingaran coast.

My thoughts shifted to the ship ahead. Little did I anticipate the foresight that awaited me. Conan! With a crossbow at his side. His mesmerizing eyes gleaming with desire, surrounded by black wings that flapped frantically. The most intriguing premonition was the white albatross hanging from his neck, an enigmatic symbol that sent shivers down my spine.

Urgently emerging from my cabin, I saw the ship approaching. How could it move with no wind to fill its sails and no tide to guide its course? The urgency was palpable, for we had to prevent that fool from slaying the black crows, a malevolent act that could cast a curse upon us all, entwining our fates in ominous ways to roam the seas forever.

OBJECTIVE

To win the game, the Heroes must kill Conan the Pirate before the Crows are killed.

SETUP

The game starts with the Heroes turn. Each Hero starts alone in an area marked ❶. The Summoner does not start with a demon on the board.

Place on position 0 of the Turn track.

Place on position 14 of the Turn track.

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

SPECIAL RULES

This scenario is divided into 2 phases, each with its own unique Book of Skelos.

Phase 1: The game starts in phase 1.

Phase 2: Phase 2 begins as soon as the and tokens occupy the same space on the Turn track.

Game Board Rules: Standard game board rules apply.

Leap: All Heroes have the Leap Skill with no Encumbrance Limit. If Leap fails, the Hero remains in the same area.

Anchor: Circular Strike and Precision Strike cannot be used simultaneously.

PHASE 1

SPECIAL RULES

Pirates: Pirate Archers and Ballista Pirates will never move. Ballista Pirates always target the strongest Hero. Increase on the Turn track by 1 for each Pirate Archer and Ballista Pirate killed.

EVENT

Event 1 - Glimpse of a Glittering Eye: Roll (no rerolls) and reduce by the resulting amount unless it would reach the same space as the token on the Turn track, in which case it doesn't move. Also, if the result is 2 or more, all Heroes are affected by the spell Bad Luck until the end of their next turn.

PHASE 2

SETUP

The illusion is disrupted! All Pirates transform into Skeletons. Remove all Pirates from the game and place 4 Skeletons in each area that started with Pirates during initial setup (16 total). Place Conan the Pirate and the Crow miniature in the area where the last Pirate was killed. **Then move all Activation tokens back to the Overlord Reserve.**

After phase 2 setup is complete, continue with the Heroes' turn.

EVENT

Event 2 - Frantic Flapping: Activate the Crows.

SPECIAL RULES

Crows: Crows activate at the start of the Overlord's turn. This does not count as one of the Overlord's activations.

Ancient Mariner: If Conan the Pirate activates in the same area as the Crows, he kills them and the Heroes immediately lose the game. Otherwise, he moves to the Crows area. If he cannot reach them, he moves to the area with the most Skeletons.

He then performs a Range attack of against the Strongest Hero. Skeletons use their Sacrifice Skill when Conan the Pirate gets attacked.

OPTIONS

Non-Campaign Mode

The Summoner is equipped with the Black Staff, Pictish Fetish, Hand of Death, Escape Route and no demon on the board.

The Warrior is equipped with Conan's Sword.

The Rogue is equipped with a Dagger and Throwing Knives.

It appeared the ancient mariner was a mere apparition of Conan and fades away. In similar fashion, the Anchor fades away when removed from the ship and therefore cannot be taken to the next scenario.

Hero Victory

If the Heroes win, they are awarded 1 Victory Point per surviving Hero. If the Summoner survived, they also are awarded the spell Bad Luck.

Hero Defeat

Cursed to roam the seas forever. Players may replay the scenario with the same Heroes to break the curse, or continue to the next scenario with a new set of companions.

SCENARIO 3
HAIL TO THE HORDES

North, over icy waters and past the land of the savage Picts we sailed. Lore gleaned from scrolls incensed with decay led us to where the bleak frost-fields of the Vanir meet the cold gray mountains that separate them from the Cimmerians, kindred of the loutish usurper king. Here the three parts of the amulet I sought were said to be scattered and lost. The previous owner of the amulet is rumored to still be wandering the drifts, given over to the madness of the dark powers contained within.

As we traversed the frozen fields, working our way toward the southeastern pass, dodging patrols of primitives, the bellow of a war horn signaled that we had been spotted. Now we must make haste to find the fragment and reach the pass before the Vanir horde gather in too great of number for us to escape and my vengeance be delayed.

OBJECTIVE

To win the game, the area marked ❷ must be free of enemies and a Hero with the Amulet Fragment must exit the board from the area.

SETUP

The game starts with the Heroes turn. The Heroes set up in the area marked ❶. The Summoner starts with the Swamp Demon on the board.

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

ASSET DECK

A Hero may perform a complex Manipulation with a difficulty of 2 to search a Forest area. If successful, remove a treasure token and draw from the asset deck. Life Potion, Chain Mail, Amulet Fragment 1.

EVENT

Bellow of the War Horn: Add 2 Vanir Primitives to area 2. Then reinforce 2 Vanir Warriors (Blue) to the area with the token and 1 Pict Archer in each Forest area.

OPTIONS

Non-Campaign Mode

The Summoner is equipped with the Black Staff, Pictish Fetish, Hand of Death, Escape Route and the Swamp Demon on the board.

The Warrior is equipped with Conan's Sword.

The Rogue is equipped with a Dagger and Throwing Knives.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

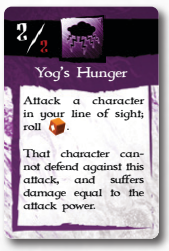
Ebon-winged Fury of the Forest: Each time a Hero enters a Forest area, Crows attack them. At the beginning of every Overlord turn, Crows attack each Hero in a Forest area. Crows do not move, do not affect Hindering, and cannot be attacked.

Guarding the Pass: The Vanir Primitives are tasked with guarding the pass. They do not move and will only attack Heroes and Demons in their area when activated. If there are no Heroes or Demons in their area, add 2 Vanir Primitives to the area.

Pict Archers: Pict Archers do not move and target the Strongest Hero. Pict Archers can shoot inside Impenetrable Forest areas.

Hyperborean Primitive: The Hyperborean Primitive cannot be killed. If wounded, move the Hyperborean Primitive to an adjacent area of the player's choice.

When activated, the Hyperborean Primitive will first move to target a Demon with Yog's Hunger. If the Hyperborean Primitive ends its movement in an area with a Hero, it will also attack following normal targeting rules. If the Hyperborean Primitive cannot reach a Demon, it will activate as normal and target the Summoner.



Amulet Fragment 1 (Bone Golem): This amulet fragment is one of three that combines to form the amulet the Summoner seeks. It provides 1 gem to summon the Bone Golem.

(Max 4) (Max 5) (Max 15)

Hero Victory
If the Heroes win, they are awarded 1 Victory Point per surviving Hero. If all three items from the asset deck are obtained, add 1 additional Victory Point.

Not Thinking Ahead: The Heroes are penalized 1 Victory Point for each item they failed to obtain in this scenario (max 4).

Hero Defeat
If this scenario results in a Defeat, replay the scenario after choosing new companions.

3

SCENARIO 4
HER BLACK WINGS

The war-horde clamored for our blood in the pass that the Primitives sold their worthless lives to bar, but they came no further for fear of the Black Witch. We camped, my mercenaries needing to regain their strength, while I studied the amulet fragment.

It was then that she appeared from a sudden icy maelstrom. Skin like the snow, hair like the black of night, form of a goddess, her feet leaving no track as she came to us. No words spoken, gesturing and tracing arcane patterns in the air, she beckoned to us.

Then she turned and disappeared into the darkness. The flapping wings and howling of some primeval beast marked her departure. The impulse to follow her filled our minds. As if in a trance, we followed. The pass opened into a hollow dotted with burial mounds and steles.

There, before us, the Black Witch engaged in a mesmerizing ritual atop one of the profane totems. Corpses in various stages of decay shambled rhythmically with her every move. I could see the amulet fragment I sought hanging around her neck.

Suddenly, the air around us became a palpable wall of madness. Visions of power and treachery. We found ourselves each mentally assailed by the Black Witch, driven to suspicion and violent jealousy by her loathsome sorcery. We eyed one another, wary of what the other might attempt. Vengeful impulses beset us with such vivid ferocity, we could barely restrain ourselves. Fighting the rising urge to fall into savagery against each other, we pressed forward.

OBJECTIVE

To win the game, the Heroes must kill the Black Witch and end the ritual by the end of turn 5.

SETUP

The game starts with the Heroes' turn. The Heroes set up in the area marked ❶. The Summoner starts with no demon on the board.

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

EVENTS

Reinforce 1 Vanir Zombie, 1 Aesir Zombie and 1 Crow to their respective starting areas that are adjacent to the Black Witch's area. Then activate the Outer Dark Demon.

ASSET DECK

Chests require a simple Manipulation to open. The asset deck contains: Parrying Dagger, Leather Armor, Life Potion, Spellbook (Withering, Set's Halo, Eel Skin).

SPECIAL RULES

Black Witch: Akivasha represents the Black Witch. She does not move and has the Protected skill for this scenario. She activates at the start of the Overlord's turn. When she activates, she performs the following actions in order:

- Attack the Strongest Hero in her area (if any).
- Perform a ritual that increasingly drives the Heroes toward insanity. Apply the ritual effects below that correspond to the current round. These effects are cumulative.
  1. Heroes may no longer use Cautious stance and all Hero movement costs are increased by 1 movement point per area. Demons are not affected.
  2. Heroes gain 1 success to all Melee attacks and lose 1 success on all Guard rolls.
  3. Heroes may no longer perform Guard actions.
  4. Heroes may no longer cast spells or summon.
  5. Heroes cannot resist any longer. At the end of the round (after the Heroes's turn), they go mad and turn on each other if Akivasha is not killed.

Crows: Crows may only be targeted by Ranged Attacks or spells.

Outer Dark Demon: The Outer Dark Demon targets the nearest Demon first. At the end of its activation return the Outer Dark Demon to its starting area.

Ethereal Barricade: The areas marked ❶ and ❷ are enclosed in an impenetrable magical barrier that manifests as a swirling, ethereal array of images conjured by the Black Witch's Ritual.

To dispel an Ethereal Barricade:

1. A Hero may perform a simple Manipulation to strike the barrier. Resolve a Lethal Cloud in the Hero's area with no defense possible.
2. A Demon may move through the barrier. It's demonic nature absorbs the Lethal Cloud but the Demon is destroyed. No damage is done to the Heroes.

OPTIONS

Non-Campaign Mode

The Summoner is equipped with the Black Staff, Pictish Fetish, Amulet Fragment 1 (Bone Golem), and the following spells: Hand of Death, Escape Route.

The Warrior is equipped with Conan's Sword & Chainmail.

The Rogue is equipped with a Dagger, Life Potion, and Throwing Knives.

8

This tile activates both Green and Red bordered Vanir Zombies.

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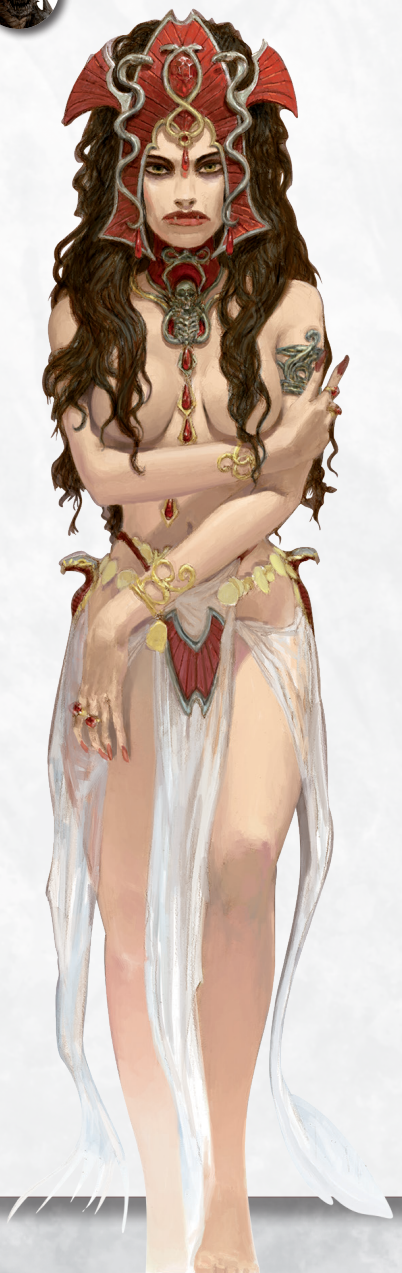


Hero Victory

If the Heroes win, they are awarded the Amulet Fragment 2 (Outer Dark Demon) and 1 Victory Point per Hero that survives. If the Heroes open all four chests, add 1 additional Victory Point.

Not Thinking Ahead: The Heroes are penalized 1 Victory Point for each item they failed to obtain in this scenario (max 4).

Each Hero is also granted a permanent Boon from the following list. (See appendix for printable Boon cards.)

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

Hero Defeat

If this scenario results in a Defeat, replay the scenario after choosing new companions.

SCENARIO 5
BEHEADED

Curse the North! Curse Ymir! Curse his wretched children! Curse the frozen ground that now has thawed into thick sludge as we return to the coast! Thigh deep in freezing water we press forward seeking our quarry. Glowing eyes, chittering mandibles, razor claws and slithering forms fill the dense under growth.

Dark scrawlings wrested from the corpse of a Vanir shaman lead us into this foul place. A blasphemous monument to an ignored deity. Legends tell of a beast empowered by a broken amulet embedded in its forehead. Said to have fallen from the sky, the creature appeared shortly after a night of strange cosmic occurrences, declared by the shaman to be the end of all things. For the shaman and his village, such was the case. The fragment's description is not unlike the final piece I seek to aid in my quest for vengeance.

The locals, when persuaded enough, whisper of an unstoppable creature prowling the marshes. No mob can frighten it. No rope can bind it. No fire can burn it. No offering, however bloody, can appease it. Perhaps it is time to employ another tactic...

OBJECTIVE

To win, the Heroes must find the Battle Axe and use it to behead the Forest Demon. If the Summoner is killed, the Heroes automatically lose

SETUP

The game starts with the Heroes turn. The Heroes set up in the area marked ❶. The Summoner starts with a demon of their choice on the board.

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

ASSET DECK

When a Hero is in the area marked with a Treasure token, he may perform a Complex Manipulation with a difficulty of 2 to search the area. If he succeeds, he may draw one card from the asset deck. The asset deck contains: Battle Axe, Shield, Zingarin Breastplate, Bossonian Bow.

EVENT

"You reek of power!": Activate the Forest Demon and target the closest Demon. If 2 Demons are the same distance, the Players choose which one is targeted. If a Demon cannot be targeted, the Forest Demon will target the Strongest Hero.

Then reinforce up to 3 Foo Dogs in the area with a reinforcement token.

OPTIONS

Non-Campaign Mode

The Summoner is equipped with the Black Staff, Pictish Fetish, Amulet Fragment 1 (Bone Golem), Amulet Fragment 2 (Outer Dark Demon), and the following spells: Hand of Death, Escape Route, Withering, Set's Halo, Eel Skin.

The Warrior is equipped with Conan's Sword & Chainmail.

The Rogue is equipped with Leather Armor, a Dagger, Life Potion, Parrying Dagger, and Throwing Knives.

SPECIAL RULES

Muck, Vines and Sludge: Every time a Hero spends movement points to move, they must add 1 additional gem to the movement point total. This gem is placed in the Hero's Move space, but does not add a movement point. This effect occurs once per Move action. Overlord units and Demons are not affected by this rule.

Giant Snake: The Giant Snake targets the Strongest Hero.

Beheading the Forest Demon: The Forest Demon may only be damaged when stunned, and only by a Hero using the Battle Axe.

Stunning the Forest Demon: To stun the Forest Demon, a boulder must be dropped on it. The Outer Dark Demon may end its turn in an area with a boulder to pick it up. A Demon may not Attack while carrying a Boulder token.

To successfully drop the boulder on the Forest Demon, the Outer Dark Demon must be in the same area as the Forest Demon. Return the Boulder token to its starting area. The Summoner must make a Complex Manipulation with a difficulty of 4. If successful, lay the Forest Demon model down; it is stunned.

If the Forest Demon is not killed, it recovers at the end of the Hero's turn and must be stunned again; stand the model back up.

Poison: The Giant Scorpion's Poison skill is not used.

(Max 5)

7

2

Hero Victory

If the Heroes win, they are awarded 1 Victory Point per surviving Hero and the Amulet Fragment 3 (Forest Demon). The Hero who beheaded the Forest Demon rolls 1 (no rerolls) and consults the Beheading table.

Not Thinking Ahead: The Heroes are penalized 1 Victory Point for each item they failed to obtain in this scenario (max 4).

Hero Defeat

If this scenario results in a Defeat, replay the scenario after choosing new companions.

BEHEADING TABLE

Result	Description	Benefit
0	The deed is done, prepare yourself for the next mission.	None
1	The force of your swing knocks the Demon's head into a nearby thicket. Your comrades in arms are impressed at your brutality.	Gain 1 extra gem during the first Recovery Phase of the next scenario.
2	A nice clean slice through the Demon's neck. The head lolls to the side, tongue protruding, teeters and flops to the ground with a sickening thump. A few spurts of blood spray from the artery before the corpse collapses.	Gain 1 extra Victory Point for your skill.
3	Flesh, muscle and bone are torn asunder, an artery is ruptured spraying you and your companions with warm blood. The Demon's head tumbles through the air and lands at the feet of the Summoner with a fleshy thud. Your barbaric roar echoes throughout the frozen swamp. Your companions stare in an uneasy disbelief. Henceforth, they dub you The Butcher.	Gain 1 extra Victory Point and The Butcher boon card.

3

SCENARIO 6
SEASONS IN THE ABYSS

The journey had taken me far to the reaches of the land and beyond. From bustling cities to frozen tundras I ventured, but at last, all of the fragments were in my possession.

I studied with Stygian priests, read the pages of the iron bound Scrolls of Skelos and communed with beings beyond our realms. Their words all lead me to this place. Here, in this land long forgotten by civilized man, I will forge the amulet deep within the abyss and realise my vengeance upon the barbaric false king.

It will test every ounce of my being, for in these lands savages worship a dark evil and the dead do not rest easily. For a magic older than Acheron still lives within. As the abyss becomes closer, seconds become hours, hours become days and days become seasons.

OBJECTIVE

To win the game, the Summoner must merge all the Amulet Fragments by starting the Ritual and surviving until the end of turn 10. The Heroes must also destroy the Dark Demon before the end of turn 10.

SETUP

The game starts with the Heroes' turn. The Heroes set up in the area marked ❶. The Summoner starts with the Swamp Demon on the board.

Do not place the Dark Demon miniature on the board until the Ritual begins (see Special Rules).

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

EVENTS

Reinforcements

- Reinforce 1 Skeleton (blue) in the area with a reinforcement token on each numbered tile starting with tile 1.
- Reinforce 1 Pict Archer in the area with a reinforcement token on each numbered tile starting with tile 2.
- Reinforce 1 Mummy in the area with a reinforcement token on each numbered tile starting with tile 3.

ASSET DECK

Chests require a simple Manipulation to open. The asset deck contains: Life Potion, Turanian Sword and Exploding Orb.

OPTIONS

Non-Campaign Mode

The Summoner is equipped with the Black Staff, Pictish Fetish, Amulet Fragment (Thog), Amulet Fragment (Outer Dark Demon), Amulet Fragment (Forest Demon), and the following spells: Hand of Death, Escape Route, Withering, Set's Halo, Eel Skin.

The Warrior is equipped with Battle Axe, Shield & Chainmail.

The Rogue is equipped with Leather Armor, Bossonian Bow, Parrying Dagger, and Dagger.

SPECIAL RULES

Game Board Rules: The Forest zones block Line of Sight. A character can aim from but not shoot inside or through this area. Entering or leaving the area does not cost additional movement points.

The Ritual: Starting the ritual requires the Summoner make a complex Manipulation with a difficulty of 2 while in the Abyss area marked with .

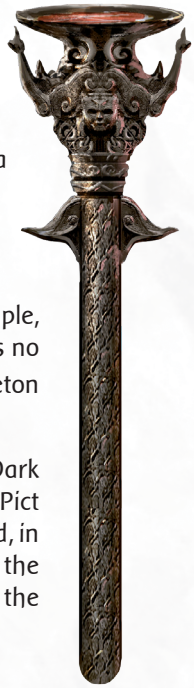
Once the ritual begins, add the Dark Demon to the board, its tile to the River, and its Activation Token to the Fatigue Zone. If the Summoner dies or leaves the Abyss after the ritual has begun, the Heroes immediately lose.

Bone Rattle: Whenever a Skeleton is killed, place a where it died to represent the Skeletal Remains. At the start of each Overlord turn, choose a Skeletal Remain closest to the area with the most Skeletal Remains and move it one area closer. In case of a tie, players choose. If, at any time, 5 Skeletal Remains occupy the same area, remove them from the board and replace them with a Bone Golem. Add its tile to the River and its Activation Token to the Fatigue Zone. Only 1 Bone Golem may be on the board at a time. Skeletal Remains do not move while the Bone Golem is alive. **Heroes in the same area as a Skeletal Remain can remove it with a complex Manipulation with a difficulty of 1.**

Reanimation: At the end of each Hero phase, 1 Skeleton (colorless) reanimates in an area with a reinforcement token . The last player to act rolls a (no rerolls). The resulting number determines which tile to place the Skeleton. If a blank is rolled, place 1 Skeleton in the reinforcement area of all three numbered tiles, starting with tile 1.

Swarm of Bones: When a Skeleton attacks an enemy who has already been attacked by a Skeleton during the same activation, add 1 for each previous Skeleton attack. For example, if four Skeletons attack the same model, the first Skeleton gets no additional dice, the second Skeleton gains , the third Skeleton gains , the fourth Skeleton gains , etc.

Demon Hunters: The Picts in the Abyss of Seasons worship the Dark Demon and do not take kindly to other demons on their land. Pict Archers act normally unless a summoned Demon is on the board, in which case they will target the closest Demon. In case of a tie, the players choose. When attacking a summoned Demon, upgrade the Pict Archers yellow dice to orange dice .



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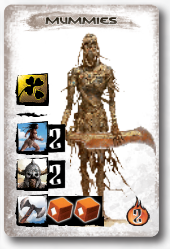


(Max 10)

10

6

Hero Victory

If the Heroes win, they are awarded three Victory Points and they receive the Sorcerer's Scepter (Dark Demon). If all three items from the asset deck are obtained, add 1 Victory Point.

Hero Defeat

If this scenario results in a Defeat, replay the scenario after choosing new companions.

SCENARIO 7
WAR MACHINE

The powers of the Abyss are mine! Legions of lesser demons swarm the barbarian's kingdom, ravaging the countryside. His feeble army falls before their might, their flesh fueling my forces to grow stronger. Every step the usurper takes leads him further into my trap. Even now, the brute meets with his top generals in a pathetic attempt to devise a strategy to defeat my minions.

Little does he realize the hopelessness of his situation. While he works to defeat my horde of lesser demons, I shall shatter his walls like tinder to rain fire and brimstone upon his head with the aid of my greatest and most powerful minions: the foolish mercenaries who thought to share my triumph as equals.

OBJECTIVE

To win the game, the heroes must kill Conan.

SETUP

The game starts with the Heroes' turn. The Heroes set up in the area marked ❶. The summoner chooses which demon starts on the game board.

The Summoner receives a new Artifact: the Stygian Artifact. It provides 4 gems. Each gem summons up to 4 skeletons, which is the maximum number of skeletons that can be in play at one time.

Skeletons: Summon Cost (1) Quantity (4) Life Points (1/each) gem activates all 4 skeletons. Skeleton's Melee value can be used for Manipulation attempts. They are the only summoned Ally that can do this.

Warrior/Rogue: If their character survived scenario 6, the Warrior and the Rogue may choose **Demon Transformation** (see campaign rules). If they did not survive scenario 6, they may replace their character with another Warrior and/or Rogue.

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

OPTIONS

Non-Campaign Mode

The Summoner is equipped with the Black Staff, Pictish Fetish, Amulet Fragment (Bone Golem), Amulet Fragment (Outer Dark Demon), Amulet Fragment (Forest Demon), Sorcerer's Scepter (Dark Demon), and the following spells: Hand of Death, Escape Route, Withering, Set's Halo, Eel Skin.

The Warrior is equipped with Battle Axe, Shield & Chainmail. The Warrior may choose Demon Transformation (see campaign rules).

The Rogue is equipped with Leather Armor, Bossonian Bow, Turanian Sword, and Dagger. The Rogue may choose Demon Transformation.

SPECIAL RULES

This scenario is divided into 3 phases, each with its own unique Book of Skelos that activates when Heroes reach certain location milestones.

It is recommended to set up all the game boards and units at the start of the game to ensure a smooth transition between phases. The ship map covers over a portion of the bridge map.

Phase 1: The game starts in phase 1.

Phase 2: Phase 2 begins as soon as a Hero or Ally leaves the ship map (including stepping on the plank to the dock) by crossing the purple line.

Phase 3: Phase 3 begins when a Hero, Ally, or Projectile enters the fort by crossing the red line.

Trebuchet: Heroes and Skeletons in the same area as the Trebuchet may combine Manipulation rolls (see Skeleton rules) for the following actions:

» **Move -** Four successes to move the Trebuchet, and the participating Heroes/Skeletons, 1 area.

» **Load -** Two successes to load the Trebuchet.

» **Fire -** Two successes to fire the Trebuchet. Roll 6 red dice to attack the front gate of the fort. The Trebuchet cannot fire from a ship or plank.

The Trebuchet has 4 armor and 8 health. If the Trebuchet is destroyed, remove it from the game. Only Elite Ballista and Zelata's Lighting Storm target the Trebuchet.

Use the token to track the Trebuchet on the game board.

Use the token to track its Life Points.

Poison: Each time a character with the Poison skill wounds an enemy, place one token on that enemy's tile. Every time a unit activates, it takes 1 wound for each on its tile at the end of the activation.

Swim: Units with the Swim skill can move through water areas as if they were normal areas.

Phase 1

Phase 2

Phase 3

PHASE 1

SPECIAL RULES

Plank: Heroes and Skeletons in the same area as the plank may combine Manipulation rolls (see Skeleton rules) for the following action.

» **Move -** Two successes to move the plank to straddle two ships, to straddle a ship and dock, or to move it fully into their area.

Zelata: Zelata is equipped with the spell Lightning Storm. When she activates, Zelata does not move. Instead, she does the following in order:

1. Casts Lightning Storm in the area with the trebuchet.
2. If a Hero or Ally is in the same area as Zelata, she also performs a Melee attack.

Zelata's Wolf: Does not move. If Zelata is attacked, Zelata's Wolf uses the Sacrifice skill. When activated, Zelata's Wolf will perform a Melee attack. Otherwise, the activation is wasted.

Leap: Units that fail a Leap check remain in their current area.

Pirates & Javelin Throwers: If there are no units on the board in Phase 1: Do not flip their tiles or dredge them from the River. If activated, their activation is wasted.

EVENT

Reinforcements: Reinforce up to 2 Pirates and up to 2 Javelin Throwers. Place the first of each in the area marked 1, the second of each in the area marked 2.

ASSET DECK

Chests require a simple Manipulation to open. The asset deck contains: Life Potion (x3).

PHASE 2

SETUP

Remove all Phase 1 tiles that are flipped to their bloody side. Slide the remaining non-Event tiles to the end of the river. Until they are destroyed, they will activate each round (no activation tokens required) before the normal Phase 2 activations. They will activate in the order listed in Phase 1.

SPECIAL RULES

Balthus: Balthus does not move.

Slasher: Slasher does not move. If Balthus is attacked, Slasher uses the Sacrifice skill. When activated, Slasher will perform a Melee attack if there is an enemy in the same area. Otherwise, the activation is wasted.

Reinforced Fort Gate: The door with the red border is the gate. The only way to open it is to destroy it. The gate has 8 Armor and 15 Health. Use a token to track its health.

Elite Ballistas: These ballistae sit atop the pallisade and can only be reached by climbing, flying, or from inside the fort. Ballistae only target the trebuchet. Before rolling the dice, any unit in the same area as the Trebuchet may choose to become the target. They may defend against the attack.

Use a 1 and 2 token to track the Elite Ballista health.

Fort Walls: Characters with Climbing may spend 2 additional movement point to climb the fort walls.

PHASE 3

SETUP

Remove any Phase 1 or 2 tiles that are flipped to their bloody side. Slide the remaining tiles to the end of the river. Until they are destroyed, they will activate each round (no activation tokens required) before the normal Phase 3 activations. They will activate in the order listed in Phase 1 and then in the order of Phase 2.

SPECIAL RULES

Conan: Conan attacks at the end of every round and targets the Hero with the most gems in their Reserve. Conan cannot be harmed until all four generals have been killed. After the four generals have been killed, Conan's movement points increase to 6.

Four Generals: The four generals are: Olgerd Vladslav, Pallantides, Kerim Shah, and Constantius.

Inner Fort: The inner fort with Conan and lion are only accessible via the partially opened doors. These doors block line of sight but not movement.

Line of Sight: Units on the palisade walls have line of sight inside the fort and to other areas on the palisade wall.

Leaping from the Palisade: A character may only Leap from the palisade wall if there are no wooden posts blocking the path. The character rolls for falling damage. If the character has Leap, roll instead.

Stairs: Stairs have a maximum capacity of 1 unit.

Fort Entrance: The area outside the fort entrance extends beneath the walkway. In other words, it takes 1 movement point to move from outside the fort to an area inside the fort.

Honor Guards: If there are no units on the board: Do not flip their tiles or dredge them from the River. If activated, their activation is wasted.

EVENT

Reinforcements: Reinforce up to 2 Honor Guards in both areas with a .

Hero Victory

If the Heroes win, they are awarded 1 Victory Point per surviving Hero. Tally your Victory Points and consult the chart on page 12 to see how your dark deeds will be remembered in history.

Hero Defeat

If this scenario results in a Defeat, lose 1 Victory Point. Tally your Victory Points and consult the chart on page 12 to see how your dark deeds will be remembered in history.

THUS ENDS

CHRONICLES OF VENGEANCE

SUMMONER'S GALLERY

Zogar Sag

In what should have been the moment of his father's greatest victory the Pict youth watched in horror as his father's corpse fell lifeless to the ground. When the chaos subsided, the young warrior slunk back to the battlefield under cover of night and a heavy rain. Reaching for the stone knife in his father's belt, the youth carved out the heart. Holding it to the lightning filled sky, murmuring words of hate and revenge, the young warrior devoured the organ. He was Zogar Sag now... and when Jehbaal Sag commands it, the frontier would burn again and he would eat the heart of his father's murderer.

Ammaltor

"Conan..." The name burned in Ammaltor's mind for years. Even since a foolish band of adventurers defiled his tomb, awakened him and stole a few trinkets, Ammaltor could only think of the name of the one who escaped; Conan.

While in pursuit of the defiler, Ammaltor became trapped in an avalanche and frozen in an icy crag. Ammaltor seethed as he fell back into the fitful sleep of death. Years passed again, maybe decades. Until one day he felt a warm breeze brush across his frozen bones. Ammaltor awoke once again for the breeze also carried the name "Conan".

Shuan Miang

The wizard sat in the pile of burned beams and ash that had been his tower. He clutched a charred parchment in his trembling hand. He snorted and stifled a laugh, putting his other hand to his lips. He was baffled by the madness of his circumstance. After the Cimmerian intruder escaped, Shuang Mien tried to douse the flames to no avail. His tower burned to the ground. He salvaged what he could. A single page was all that remained of decades of research. He giggled again. Then Shuang Mien erupted in maniacal laughter... a single page was all he needed to begin his quest for vengeance.

Akivasha

A single thread of silver hair. For the first time in ten thousand years, the woman who never grew old felt the weight of years. Ever since the barbarian spurned her lusts, the blood of trembling priests and shrieking slave girls lost all appeal. She must taste the strong man again. An unfamiliar sensation arose in her cold heart. Akivasha was desperate.

Epilogue Scenarios

The following scenarios show the aftermath of the climactic battle between Conan and his summoner nemesis. These are standalone scenarios that show the neverending battle between good and evil. Although these scenarios are suitable to play standalone with no carryover elements, we recommend playing them after finishing the campaign.

Hero Selection

These epilogue scenarios contain a new Archetype: Sellswords. These scenarios have been written for 1-3 players assuming control of three Heroes from three of the four Archetypes. Players should choose new heroes other than the ones they played from the primary campaign.

Sellsword

Sellswords can fill many roles. Some are more adept at combat, while others play a supporting role. We recommend the following options for the most balanced experience: Amboola, Belit, Belit (Queen of the Black Coast), Constantius, Ikhmet, Kerim Shah, N'Gora, Pallantides, Shafiah, Valeria, Hialmar,* Horsa,* Leonidas,* Odysseus,* Thorfinn.*

*Crossover Heroes from the Mythic Battles product line.

Play this scenario if the players defeated Conan in War Machine.

THE EVIL THAT MEN DO

Remove all spell and equipment cards from the cache and select new heroes who have no boons.

This scenario requires the Conan Core game as well as the following expansions:

- Barbarian Pledge
- Conan the Conqueror

Play this scenario if the players were defeated by Conan in War Machine.

NO SACRIFICE, NO VICTORY

Remove all spell and equipment cards from the cache and select new heroes who have no boons.

This scenario requires the Conan Core game as well as the following expansions:

- Barbarian Pledge
- Khitai

3

EPILOGUE A
THE EVIL THAT MEN DO

Darkness reigns across the lands. With Conan's death, civilization took a blow as demons spread far and wide, bringing fire and destruction. From the citadels of Tarantia to the smallest village on the Zingaran Coast, the young and old alike are rounded up like cattle and sacrificed on bloody altars to keep the demons bound to the mortal plane. In a small village south of Poitain, three young adventurers infiltrate a temple dedicated to these dark rituals. They know if they can kill this evil summoner, they will rid the land of these foul creatures and usher in a new era of hope.

OBJECTIVE

To win the game, the Heroes must kill the Summoner before all 6 villagers have been sacrificed.

SETUP

The game starts with the Overlord's turn. The Heroes set up in the area marked ❶. **Shuffle the tokens 1-6 and place them face-down as inidicated on the setup diagram.** These tokens represent Captives waiting to be sacrificed.

1. Warrior (Dagger)
2. Rogue (Dagger)
3. Sellsword (Throwing Knives)

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

ASSET DECK

Chests require a complex Manipulation with a difficulty of 2 to open. The asset deck contains Bossonian Bow, Crossbow, Conan's Greatsword, Stygian Cloak, Stygian Scepter, Turanian Sword.

EVENT

Razor's Edge: Reinforce the Dark Demon, Outer Dark Demon, and Swamp Demon to their starting areas with 3 life points. If none of them are dead, activate the Summoner instead.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

Captives: The captured villagers are being held in a secure room in the palace. Heroes cannot open the door with the white border.

Book of Life: The Summoner cannot be wounded if there are any demons alive on the game board.

Demons: Demons target the Strongest Hero.

Slaughter of Innocence: The Summoner activates at the start of every Overlord turn, but this does not count towards the number of Overlord activations. The Summoner doesn't move or attack. Instead, check to see if there is a Captive in his area. If there isn't one, remove one from the room behind the white door and place it in the Summoner's area so the number side is up.

If there is already a Captive in his area, they are sacrificed. Remove the token from the game and apply the effect below based on the number:

1. **The Warrior's Father -** If alive, the Warrior goes into a mindless rage. Add 2 gems to their Reserve Zone from the game box. Reduce the color of their Guard die (Red to Orange or Orange to Yellow) for the rest of the game.
2. **The Rogue's Older Sister -** If alive, the Rogue panics trying to rescue their remaining sister. Increase their free movement value by 1 and reduce the color of their Range die (Red to Orange or Orange to Yellow) for the rest of the game.
3. **The Sellsword's Spouse -** If alive, the Sellsword burns for revenge. Increase the color of their Melee Attack die (Yellow to Orange or Orange to Red) for the rest of the game. The Sellsword cannot perform rerolls for the rest of the game.
4. **The Mayor -** No one liked the Mayor. Each Hero may move up to 2 gems from their Wound zone to their Reserve zone.
5. **The Priest -** The Heroes despair. All Heroes must choose the cautious stance next round to mourn the priest.
6. **The Town Drunk -** No effect.

OPTIONS

Campaign Mode

Replace Xaltotun with the Summoner used in the Chronicles of Vengeance Campaign.

1

1 2 3 4 5

XAITOTUN

8

KHITAN ACOLYTES

OUTER DARK DEMON

3

DARK DEMON

3

SWAMP DEMON

3

3 EPILOGUE B
NO SACRIFICE, NO VICTORY

My master failed, defeated by that Set cursed barbarian king! No matter. I would succeed. Vengeance consumed me as I dove into my studies. I ransacked my master's library. I combed through ancient lore, crumbling parchments, and forbidden texts. I plumbed the depths of madness, too often and for too long; searching for clues as to how I could reach out to the dark lords that my master had joined himself to.

I found, in a moldering skin wrapped tome, the location of one such eldritch being. Having obtained two gullible henchmen, we ventured out to the eastern border of the mountains of the night to a lonely citadel built in the Great Wall of Khitai. There it is rumored that such a creature lives…

OBJECTIVE

A player wins if they meet their personal objectives as listed below. Not all players can win. The game ends when the Sorcerer dies, a sacrifice is made, or the 12th Tentacle has been placed on the board. In case of disagreement over which Hero acts first, the Sorcerer decides.

Sorcerer: Wins if one of his Henchmen is sacrificed to Thaug before the game ends.

Henchmen: Rogue and/or Sellsword wins if the red door is open and the Warlock Documents have been in the possession of the Sorcerer. In addition the particular Hero has to be alive when the game ends.

SETUP

The game starts with the Heroes' turn. The Heroes set up in the area marked ❶. Do not place Thaug or Tentacles on the board. Place them and their tiles to the side of the gameboard.

1. Sorcerer (Dagger, Black Staff, Mind Control, Light as a Feather, Borne by Wind, Bori's Rage, Telekinesis)
2. Rogue (Khitan Short Sword, Khitan Sword, Buckler)
3. Sellsword (Battle Axe, Leather armor)

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

ASSET DECK

Chests require a simple Manipulation to open, however the Summoner cannot open chests. The asset deck contains: Black Lotus, Ginger, Life Potion, Tower Key, Toxic Mushrooms, Warlock Documents.

EVENT

Reinforce 1 Javelin Thrower to the area with the , 1 Honor Guard to the area with the , and 1 Khitan Guard to the area with the . Then reinforce the Evil Hound to its starting location if it is dead.

SPECIAL RULES

Red Door: Opening the red-bordered door requires a simple Manipulation by a Hero with the Tower Key. The other door cannot be opened at all.

Javelin Throwers: Target the Strongest Hero.

Tentacles: At the begining of each Overlord turn, add a Tentacle model to the game board. Place the first model in the area marked ❶ and subsequent Tentacles in an adjacent area (as indicated on the setup diagram). Then activate the newly placed Tentacle. Heroes without Flying cannot move into an area with a Tentacle unless they are under the effects of the Mind Control spell. Tentacles cannot be killed. If a Hero is Constricted by a Tentacle, they can attack the Tentacle. Instead of the Tentacle taking wounds, separate the bases so the Hero is no longer Constricted. The game ends once the 12th Tentacle is placed. If Thaug has been summoned, it gets one final attack (if possible) before the game ends.

Evil Hound: Targets the Strongest Hero. Once the Ginger is found, the Evil Hound targets the Hero with the Ginger.

Ginger: When Ginger is drawn from the asset deck, immediately activate the Evil Hound. Ginger cannot be dropped or thrown, but may be traded to another Hero as normal.

Poisoned: Poison tokens are only placed on the Movement space. For each token on the Movement space, reduce the Hero's Movement exertion limit by 1. A Hero with at least 1 token gains another token at the start of the Heroes' turn. For each token added above the exertion limit, deal 1 unavoidable wound instead.

Zenobia: Zenobia deals tokens instead of wounds.

Toxic Mushrooms: If the Sorcerer possesses the Toxic Mushrooms, they may perform a simple Manipulation to force another Hero in their area to gain a token.

Black Lotus: When the Black Lotus is found, place it in the area. Heroes in the area immediately gain a token. Heroes ending their turn in the area with the Black Lotus take another token.

Mind Control: The Sorcerer cannot use Mind Control on Thaug or Tentacles, but can use it on Heroes who have been Poisoned.

Telekinetic Pull: Telekinesis can also be used on items in possession of Heroes.

Warlock Documents - The Sorcerer may perform a simple Manipulation to discard the Warlock Documents to place Thaug in the area with its icon.

Sacrifice to Thaug: When a Hero enters Thaug's area, Thaug immediately attacks that Hero. Heroes killed by Thaug are considered sacrificed. Thaug cannot be killed.

1

1 2 3 4 5 6

JAVELINIERS
KHITAN GUARDS
HONOR GUARDS
EVIL HOUND
ZENOBIA

1 3

DEMON SERIES

Demon Series Scenarios

For the following scenarios, heroes eschew their mortal coils and enter the realm of demons. These are standalone scenarios that show the darker side of the Hyborean Age.

Equipment and Cache

Since these are standalone scenarios, they can be played in any order. Equipment is not carried over. With that being said, some scenarios might offer a cache for the Heroes to choose the equipment they are going to use at the beginning of the scenario.

Starting a Scenario

Before playing a scenario, each Hero chooses equipment from the Cache (if there is a cache), otherwise they will be assigned equipment as usual.

Demon Transformation Rules

The Demon Transformation rules from the Chronicles of Vengeance campaign do NOT apply to the Demon Series scenarios. The heroes for these scenarios are pure demons and did not originate from human form, and therefore do not have those human weaknesses.

Hero Selection

Players choose one Hero from each of these three Archetypes: Brute, Hunter, Slayer.

Demon Archetypes

Brute

Brutes move slowly but can absorb hits. Although they are heavy fighters, their primary mission is to protect the other heroes.

The options for Brutes are: Draugr, Nameless Horror, Thog, Manifestation of Yog.

Hunter

Hunters rely on their mobility to accomplish mission objectives.

The options for Hunters are: Forest Demon, Outer Dark Demon, Fiend of the Drifts, Winged One.

Slayer

Slayers are more durable than Hunters and more mobile than Brutes. They are expected to deal death to their enemies and help accomplish mission objectives.

The options for Slayers are: Bone Golem, Dark Demon, Demon of the Earth, Servant of Ahriman, Swamp Demon.

3

DEMON SERIES

MASTER OF PUPPETS

In the depths of the Abyss, a disturbance arises from the grounds of a forsaken fort. Dark masters sense the presence of a poweful force there. A tortured soul who once fueled their foul energy with his tortured screams has broken his shackles and is gathering a force of the undead in rebellion. Not since Thulsa Doom has a mortal escaped the Abyss, and the dark masters refuse to cede another succulent soul back to the mortal plane.

Filled with rage, they send their most heinous demons to quashthis rebellion and instill new levels of terror and torture on the pathetic soul who dared to challenge them.

OBJECTIVE

To win the game, the heroes must kill all 5 Arcane Decoys and the Summoner before the end of round 6.

SETUP

The game starts with the Heroes' turn. The Heroes set up in the area marked 1. Place the token on the space marked 0 on the turn track.

Heroes

Players choose one Hero from each of these three demon Archetypes: Brute, Hunter, Slayer. Place the Overlord tile for each chosen Hero Demon next to their Hero sheet. These will be used during the **Pulling Your Strings** special rule.

Cache

Bossonian Bow, Buckler, Chain Mail, Leather Armor, Shield, Stygian Scepter, Tribal Mace, Yuetshi Knife, Zingaran Breastplate.

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: Battle Axe, Crossbow, Life Potion x2, Scale Mail.

EVENT

Reinforce 1 Skeleton and 1 Mummy to each reinforcement area. Move all Black Dragons to the area with the Summoner, and reinforce all defeated Black Dragons to the same area.

OPTIONS

Easy Mode

Replace the Hyperborean Primitive with Natohk.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

Speedy Recovery: During the Stance Phase, Hero Demons always recover gems as if 2 or more Heroes have died.

Black Dragons: The Black Dragons attack the Strongest Hero. They use Sacrifice if possible to defend the Summoner. When the Black Dragons activate, they move simultaneously and combine their attack dice when rolling.

Escaped Summoner: The Hyperborean Primitive represents the Summoner who escaped the clutches of his tormentors. He can only be killed after his 5 Arcane Decoys have been defeated.

Arcane Decoys: The Arcane Decoys are also represented by the Hyperboean Primitive with 5 life points, and a new one appears after the previous Arcane Decoy is killed. Once all 5 Arcane Decoys have been killed, the Summoner appears. Increase the token by 1 on the turn track each time an Arcane Decoy is killed. Once 5 have been killed, the next Summoner placed on the game board is the real Summoner.

Pulling Your Strings: Each time an Arcane Decoy is killed, roll 1 (no rerolls). If the result is:

0 - Spawn a new Arcane Decoy in the location with the 1 token. Move the Brute Hero to the area with the Slayer Hero and use the Brute's tile to perform an attack against the Slayer Hero. If the Brute Hero or Slayer Hero are dead, nothing happens.

1 - Spawn a new Arcane Decoy in the location with the 2 token. Move the Hunter Hero to the area with the Brute Hero and use the Hunter's tile to perform an attack against the Brute Hero.If the Hunter Hero or Brute Hero are dead, nothing happens.

2 - Spawn a new Arcane Decoy in the location with the 3 token. Move the Slayer Hero to the area with the Hunter Hero and use the Slayer's tile to perform an attack against the Hunter Hero. If the Slayer Hero or Hunter Hero are dead, nothing happens.

1 2 3 4 5 6

(Max 15) (Max 10)

5

3 DEMON SERIES
COUNCIL OF WOLVES AND SNAKES

Emerging from a gaping chasm not far from Khemi, three demons cast their eyes upon the blinding expanse of the sky, an experience unknown in their entire existence. Liberated from the depths of the abyss, their newfound freedom carries with it a task rooted in betrayal. While sworn to vanquish all summoners after their kin was chained into servitude to hunt down the formidable Conan, it is discovered that allied forces are hiding a summoner.

To win everlasting freedom, they must traverse the ancient corridors of power, seeking the elusive trace of this summoner known as Gullveig, concealed by an organization entrenched in the underworld's shadows: the Council of Wolves and Snakes. The council's refuge for this summoner is defiance, a brazen stance against the abyss' decree.

Khemi, the city of Set's sacred serpents stands as a faded relic, its magnificence eroded by time. The city's silence breaks only under the echoing footsteps of the three demons, resolute in their pursuit of vengeance and ultimate freedom. Through streets that have borne witness to summoning rites and unholy pacts, each step brings them closer to unraveling the intricate tapestry of betrayal, and each step brings them closer to ensuring Gullveig's demise.

OBJECTIVE

To win the game, the Heroes must kill Gullveig before she jumps into the water, which indicates her escape.

SETUP

The game starts with the Heroes' turn. The Heroes set up in the area marked ❶. Set aside number tokens 7 and 8. They will be added to the Overlord Reserve zone later.

Place 2 Life Potions and the Sorcerer's Scepter face-up in the area marked ❷.

Heroes

Players choose one Hero from each of these three demon Archetypes: Brute, Hunter, Slayer.

Cache

Bossonian Bow, Buckler, Chain Mail, Nemedian Poniard Studded Leather Armor, Shield, Stygian Scepter, Tribal Mace, Yuetshi Knife, Zingaran Breastplate.

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

SPECIAL RULES

Game Board Rules: Standard Game Board rules apply.

Secret Passages: Secret Passages prevent movement and block line of sight for Heroes. If a Hero is adjacent to a Secret Passage when an Overlord unit passes through, remove the token. Treat it as if they were a regular border (including the Hidden Chamber). The token cannot be removed by any means.

Serpent-Men: Serpent-Men attack the strongest Hero. After Serpent-Men finish their activation, add 1 Serpent-Man in each area with a 1, 2, or 3 token. If not enough miniatures are available, players decide where to add them.

Son of Set: If Son of Set uses the Reach skill through a Secret Passage, remove the token.

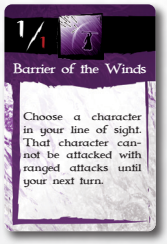
Reinforcements: After Vanir Berserkers finish their activation, place 1 Vanir Berserker in each area with a token.

Summoner Hunt: When a Hero enters an area containing a 1, 2, or 3 token, roll (no rerolls). If the result matches the value on the token, or is the last token to be explored, they have found Gullveig. These areas can only be explored once.

Place Gullveig and 2 Wolf Pack units in this area and add the number tokens 7 and 8 to the Overlord Reserve zone. In addition, return all other number tokens from the Overlord Fatigue zone to the Reserve zone. Then activate Gullveig.

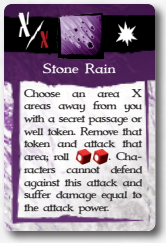
Gullveig: Gullveig will use her full movement to take the shortest path towards the closest water area, avoiding the streets in case of equal path length. Gullveig will only attack a Hero if she ends her activation in the area with a Hero.

She has the following 2 spells always active with herself as the target:



Wolf Pack: Wolf Pack units target the closest Hero. When a unit from the Wolf Pack dies, remove a random spell from Gullveig and activate the Demon Wolf (see **Demon Wolf** special rule).

Sorcerer's Scepter: A Hero carrying the Sorceror's Scepter gains the ability to cast the spell Stone Rain, even if the Hero does not have the Spellcaster skill.



Nameless Horror: Activate the Nameless Horror at the start of the Overlord's turn if it has a Line of Sight to any Demon Hero. This activation does count towards the activation limit. The Nameless Horror targets the strongest Hero.

Demon Wolf: The Demon Wolf immediately activates when a unit in the Wolf Pack dies.

The Demon Wolf targets the strongest Hero.

DEMON SERIES
PULL ME UNDER

By Set, Dagon and any of the other dark gods; they've awakened! I was foolish to think that I could contain their loathsome power. In my quest for vengeance, I grew careless and vain. I ignored the warnings and exhausted my dark masters' patience.

It's too late now. I can hear them from beneath my tower, writhing, clawing, clamoring for my blood… and my soul, eager to drag me off to their infernal domain. I must escape before they pull me under and feed my soul to the unspeakable horrors that I've tampered with.

OBJECTIVE

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

SETUP

The game starts with the Heroes' turn. The Heroes set up in the area marked ❶. Place the token on 10 on the Turn tracker to represent the Khitan Acolyte's Life Points.

Heroes

Players choose one Hero from each of these three demon Archetypes: Brute, Hunter, Slayer.

Cache

Demons have no starting equipment.

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

ASSET DECK

Each time an Honor Guard or Khitan Guard is killed, draw an asset card and place it in the area where the unit died (as long as there are cards remaining in the asset deck). The asset deck contains: Javelin x2, Spiked Shield, Spiked Mace, Khitan Sword, Khitan Short Sword, Mantle of Gullah, Caestus, Zamorian Chain, Heavy Spear.

EVENT

Reinforce 1 Haunter of the Pits, 1 Khitan Guard, and 1 Honor Guard. Remove this Event once the Khitan Acolyte is eliminated.

SPECIAL RULES

Game Board Rules: There is no limit to the number of miniatures that can fit in a non-stair area, regardless of base size. A maximum of 2 miniatures can fit in stair areas. Adjacent stair areas have line of sight and the elevation bonus applies. Tower areas with windows have reciprocal line of sight with the outside areas directly below and above. A character can move through the sewer grate for 1 extra movement point.

Lost in the Sky: A Hero with Climbing, Flying, Intangible, or Reach may spend 1 extra movement point to move up or down 1 level on the outside of the tower from their current area (moving through windows as though crossing a border). The outer wall of level 4 is considered to have widows into each area. A Hero with Intangible may also move up or down 1 level on the inside of the tower for 1 extra movement point.

Only Until Your Will is Done: Overlord characters on levels above the Heroes will not activate if they cannot reach a Target Hero by moving or with a Ranged Attack. If no character on a tile can reach a Target Hero, the activation is wasted.

Arrows Fly: Javelin Throwers prioritize targeting Heroes outside of the Tower first.

Haunter of the Pits: target the Strongest Hero.

The Scourge of Set: This creature is not an Overlord unit, but it activates when it's Activation token is drawn on the Overlord's turn. The players as a team determine what it does during its activation, but it cannot enter the tower. It may attack Overlord units outside of the Tower or use the Reach skill to target an Overlord minion in a window area on levels 2-4. The Scourge of Set does not count as an Ally and can never be attacked or targeted by any unit.

Khitan Acolyte: When activated, instead of moving the Khitan Acolyte will target the Strongest Hero with Rending the Veil and Yog's Hunger. If a Hero is in his area, he will also make a Melee attack.

The Heroes cannot kill the Khitan Acolyte by attacking him. They knock him unconsious when his Life Points reach 0, at which point he becomes an object with an encumbrance of 6. Use the token to represent his body.

Pull Me Under: To kill the Khitan Acolyte, his uncounsious body must be placed in the area with the Scourge of Set, who immediately pulls the Acolyte under the murky swamp water that it arose from.

1 2 3 4 5 6 7

(5 Max) (5 Max)

Know, oh Prince...

...that in the early days of Conan's reign as King in Aquilonia, deep ran the inevitable streams of offense, real or imagined. In all corners of the kingdom, sulked those whose pride, fortune or self was wounded in one manner or another by the Cimmerian's meteoric ascent to power. The more courageous of the slighted raised armies to seek revenge. Vultures and ghouls now reap the rewards of those failed attempts that were decimated upon Aquilonian fields of battle.

One neophyte sorcerer, realizing the futility of earthly might against such a King, turned toward darker avenues of reprisal. Biding his time, he fueled his lust for vengeance with jealous thoughts, black musings and time twisted recollections of past wrongs. He aligned himself with votaries of Stygian necromancy and Khitan conjuration. He delved deeply into the foul wisdom of Acheron, seeking a way to call upon the darkness.

Certain dark, elder entities heeded his call for aid and granted him the ability to summon their vile children to his cause. Granted him power, that is to say, for now... and for a price. Now, with eldritch might coursing through his veins, the Summoner arises, to seek artifacts that would allow him to maintain control over the demonic allies and, ultimately wreak his terrible vengeance upon Conan.

Know, for certain, oh Prince, the Age of Conan stands threatened, on the brink of turmoil... and herein these pages, for your examination lay the...

...Chronicles of Vengeance.