

The Overlord's Book V2.0

Important: It is strongly advised to read the Heroes Book before this one.

OVERVIEW

This book is intended to explain the game rules for the Overlord. In Conan, the Overlord is a full-fledged role that allows a player to strategically deploy destructive hordes, powerful necromancers, and monstrous beasts to achieve their own goals. Heroes seek to forge their legend; The Overlord is here to destroy it! Unlike the heroes who each have a sheet that allows them to control a character, the Overlord has a dashboard in front of them called the Book of Skelos, which allows them to control a multitude of characters through a simple tactical game system. The Overlord's troops are represented by tiles that group models whose attributes are identical and act simultaneously such as a band of Pictish Warriors or a crew of Pirates. Sometimes a tile represents a single central character from the scenario, like the terrible sorcerer Zogar Sag or the ruthless Captain Zaporavo.

THE BOOK OF SKELOS



This is the dashboard used by the Overlord to control their units.

❶ Benefits Tokens x3:

They are placed in the Book of Skelos' top three slots and allow the Overlord to temporarily increase their units' movement, or to perform Guard or Reroll actions (See page 8).

❷ Overlords Reserve Zone Tile x1:

It is placed in the Book of Skelos' main left slot and represents the Overlord's Reserve Zone. The red gems placed in this zone represent the Overlord's available energy and their ability to act.

❸ Overlords Fatigue Zone Tile x1:

It is placed in the Book of Skelos' main right slot and represents the Overlord's Fatigue zone. This is where the Overlord places the red gems they already used to perform actions.

❹ Recovery Value Tiles x2:

Depending on the scenario, one of the two Recovery Value tiles is placed between the Reserve and Fatigue zones, and indicates the number of gems that the Overlord moves from their Fatigue zone to their Reserve zone during their Recovery phase (See page 4).

❺ Activation Cost Tokens x8:

They are placed in the designated slots on the Book of Skelos, from left to right in ascending order. They represent the activation cost of the Overlord's tiles in the River (See page 5).

❻ River:

The Overlord sets up their tiles in the River in the order specified by the scenario.

❼ Overlords Tiles x45 (Barbarian) / x62 (King *):

Each tile represents a model or a group of models that have the same attributes, or events that the Overlord can activate. The Overlord may activate tiles from the River to take control of its models or use the events (See page 4).

* The King version of the core box is the one that was available during the Kickstarter campaign.

TILES

The Overlord's tiles fall into two categories: unit tiles and event tiles.

At the start of each game, units and events are placed in the River, in the order specified by the scenario.

Unit Tiles

All unit tiles contain the following:

1. Name
2. Illustration (matching the unit's model)
3. Base color. Units with the same name are differentiated by different colored bases. A unit tile with a gray outline means that no base is used for that unit.
4. Base Movement Value
5. Armor Value
6. Melee Attack or Ranged Attack Value
7. Skill(s)
8. Reinforcement Cost



Event Tiles



Most scenarios use at least one event tile: When the event tile is activated, the Overlord must perform one of the events described by the scenario. In some scenarios, the event tile is used to resolve more than one event each time the event tile is activated. The number of events, their descriptions, and the conditions for using them are specified by the scenario.

TURN STRUCTURE

In Conan, two sides cross swords: the heroes who play together against the Overlord, sole master of their units. Both sides take turns playing, starting with the side specified by the scenario.
Once the heroes' turn is over, the Overlord takes their turn.

On their turn, the Overlord may activate 0, 1 or 2 tiles in the River to move their units and attack the heroes. Each tile represents a model or a group of models that the Overlord takes control of when activating this tile, or events. Once the Overlord has completed their activations, the heroes' takes their turn.



The Overlord's Turn

The Overlord's turn consists of four phases that take place in the following order:

1. Recovery Phase
2. Advance Turn Marker
3. Activation Phase
4. End Phase

1. Recovery Phase

The Overlord starts by moving all the gems they spent during the heroes' turn (on the Guard benefit, reaction spells, etc.) to their Fatigue zone. Then they move a number of energy gems from their Fatigue zone to their Reserve zone equal to their recovery value. The Overlord's recovery value is indicated by the Recovery Value Tile and varies according to the setup of the scenario and the number of heroes facing them at the start of the game.

The Overlord's Recovery value is 5. During the recovery phase, the Overlord moves 5 gems from the Fatigue Zone (red zone) to the Reserve zone (green zone). At the start of their turn, the Overlord will have 10 gems available to use.



2. Advance Turn Marker

The Overlord advances the turn marker one space. In this example, the Overlord starts their third round of play.



3. Activation phase

During the Activation phase, the Overlord can activate 0, 1 or 2 tiles in the River.

To activate a tile, the Overlord moves a number of gems from their Reserve zone to their Fatigue zone equal to the tile's activation cost (indicated by the token above the tile). The Overlord removes the activated tile from the River, slides the remaining tiles to the left, and then places the tile at the end of the River. The Overlord can also activate a dead unit tile (See page 7).



The Overlord moves 3 gems from their Reserve zone to their Fatigue Zone. Then, the Overlord removes the activated tile from the River, slides the remaining tiles to the left, and places the activated tile at the end of the River.



If the activated tile is a unit tile, the Overlord activates all units in the group, spending any number of their movement points to move them. Each unit can perform one attack during its activation. When a unit attacks, all units in that group lose their remaining movement points. The Overlord can activate the same tile twice, but they must move gems equal to the tile's new activation cost the second time.

If the activated tile is an event tile, the Overlord resolves events as indicated by the scenario (see Event Tile, page 3).

4. End phase

At the end of the turn, the Overlord moves all gems spent during their turn (including those placed on spell cards) to their Fatigue zone.



Tile Attributes

Armor Value



This value indicates the amount of damage that is automatically absorbed by the unit's armor **each time a unit represented by that unit tile is attacked.** Simply subtract the unit's armor value from the attack power to determine the amount of damage suffered by that unit for each attack against that unit.

In the center of the village, Conan comes face to face with a guard. The Cimmerian hits him with an axe with an attack power of 5:







The guard has an armor value of 2.

The guard suffers 3 damage (5 - 2) which must be subtracted from his life points.



Since guards only have one life point and the Overlord does not want to spend gems to Guard (see Guard, page 8), the guard dies and his model is removed from the board.

Base Movement Value



This is the number of free movement points available to each unit represented by the unit tile. These base movement points can be spent only before any unit from the same unit tile attacks. When a unit attacks, all units in that group lose their remaining movement points. Extra movement points can be gained by using the Movement benefit (See Movement, page 8).

Melee Attack



This indicates the number and type of dice that each unit represented by the unit tile rolls when performing a melee attack. The results of these dice may be rerolled (see Reroll, page 8), but their number and type cannot be changed.

Ranged Attack



This indicates the number and type of dice that each unit represented by the unit tile rolls when performing a ranged attack. The results of these dice may be rerolled (see Reroll, page 8), but their number and type cannot be changed.

Hindering (See page 17 of the Heroes' Book)

Movement is affected by hindering.
Ranged attacks are affected by hindering.
Melee attacks are not affected by hindering.

Skills



Skills are represented by icons. Their effects are detailed on the skill game aids.



Life Points and Dead Unit Tiles

When one unit reaches 0 life point, they are dead and their model is removed from the board. When all the units from the same unit tile are dead, that unit tile is considered to be dead. The Overlord removes that unit tile from the River, slides the remaining tiles to the left, places the dead unit tile at the end of the River, and flips it to its bloodied side. The dead unit tile stays and continues moving normally in the River. If one or more characters from that dead unit tile return as reinforcements (see below), that unit tile is immediately flipped faceup and remains in its current position in the River. The Overlord may activate a dead unit tile. Activating a dead unit tile still counts as one of the two tiles that the Overlord can activate during their Activation phase. In this case, the Overlord does not activate any models and simply moves the unit tile to the end of the River. Minions (minor and unnamed characters such as Pict Hunters or Pirates) have only one life point. Lieutenants and monsters have several life points, whose number is indicated in each scenario under the River. Lieutenants' and monsters' life points are represented by a life point marker, matching the unit's artwork and placed on the turn track.

Dredging the River

At any time during their turn, the Overlord may «dredge the river» by removing one or more dead unit tiles from the game. To remove a dead unit tile from the game, the Overlord must permanently return 2 gems from their Fatigue zone to the game box. If there are not enough gems in their Fatigue zone, the Overlord can return gems from their Benefit zones or spell cards. If those are also empty, the Overlord can return gems from their Reserve zone. The dead unit tile is then permanently removed from the River and returned to the game box, and the remaining tiles are slid to the left. Dredging the River does not count as an activation and there is no limit to the number of tiles that can be removed from the Book of Skelos, as long as the Overlord can and wants to pay for them. Units from a removed dead unit tile can no longer return to play (including reinforcements).

Reinforcement Cost



This value indicates the number of reinforcement points that the Overlord must spend to return one model represented by that unit tile to the board. If a unit tile does not have a reinforcement cost, it cannot be reinforced.

During the game, the Overlord gains reinforcement points by activating the event tile. When they do, the Overlord may immediately spend these points to return models to the board.

Reinforced models are placed in any of the reinforcement areas, as indicated by reinforcement tokens located on the board. If a reinforcement area is occupied (see page 22 of the Heroes' Book), the Overlord can choose to place the reinforced models in an adjacent area. If the adjacent area is also occupied, reinforced models cannot be placed in this area.

Unless specified otherwise, the Overlord can spend reinforcement points only to return models that have been killed during the scenario to the board.

If one or more models from a dead unit tile (see above) are returned to the board as reinforcement, the unit tile is flipped faceup and remains in its current position in the River.



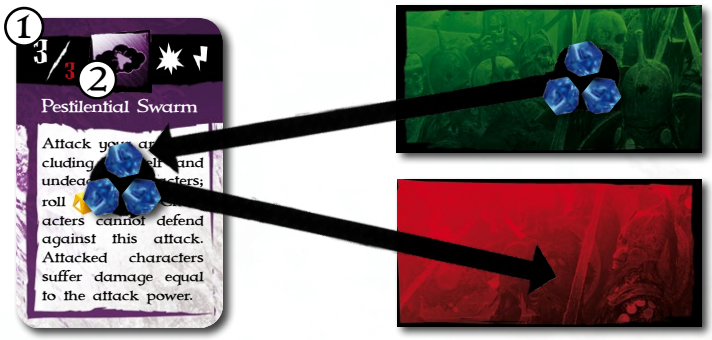
The Overlord thinks that now is a good time to bring them back into play and decides to activate the event tile by moving 7 gems to their Fatigue zone (its position in the River) to use the «Reinforcement: 4 points» event.

Three of the green Pict Hunters were killed earlier in the game. Their models are therefore available for reinforcement.



The event tile is moved to the end of the River, as usual, then the Overlord gains 4 reinforcement points. They choose to return the three hunters, for 1 point each (their respective reinforcement cost), returning them to play by placing them in the reinforcement areas of their choice. Having no more models to reinforce, the last reinforcement point is lost.

Important: Each unit tile corresponds to a group of one or more units. Some tiles correspond to a single character, such as a lieutenant or monster, while other tiles correspond to multiple characters, such as a group of minions. The number of characters that correspond to a unit tile varies from one scenario to another, but can also change during the game, depending on losses and possible reinforcements. By default, and unless specified otherwise in the scenario, the number of characters corresponding to a tile cannot exceed the number indicated at the start of the scenario. A single character may also be represented by more than one unit tile in the River.



Some units controlled by the Overlord can manipulate magic and use spell cards to do so. These cards are placed faceup near the Book of Skelos. To cast a spell, the Overlord must first activate the unit tile of the unit with the Spellcaster skill who has that spell. Once that unit tile has been activated, the Overlord can cast the spell in addition to moving and attacking with that character.

Each spell has a cost (1). This cost can be fixed or variable depending on the spell. When the spell is cast, the Overlord assigns a number of gems from their Reserve zone to the spell card equal to the spell's cost and resolve the spell's effects described on the card. The icon on a spell card indicates that the spell is a reaction spell that can be cast anytime. When casting a reaction spell during the heroes' turn, it is not necessary to activate the spellcaster's unit tile. The Overlord cannot assign gems to a spell card if doing so would raise the total number of gems on the card above its exertion limit (2). During the End phase, the Overlord moves any gems assigned to the Spell card to their Fatigue Zone.

Benefits

The Overlord can use benefits to temporarily improve one of their units. Each use of a benefit applies only to a single unit, not the whole group. There are three benefits:



Movement

After spending the points from a unit's base movement, the Overlord may use the Movement benefit to gain extra movement points. To use the Movement benefit, the Overlord assigns one or more gems from their Reserve zone to the Movement benefit zone. Each gem assigned this way grants one extra movement point to a single unit from the activated unit tile. A unit can gain at most a number of extra movement points equal to its base movement value during each activation. The Overlord can use this benefit before or after an attack. This is the only way for a unit to move after attacking. The Movement benefit can be used only during the Overlord's turn.



Guard

The Overlord may use the Guard benefit to defend against an attack. To use the Guard benefit, the Overlord assigns one or more gems from their Reserve zone to the Guard benefit zone. The Overlord rolls for each gem assigned, then determines the defense power by adding up the number of symbols shown on the dice to the unit's armor value. Only one Guard action can be performed per attack. The Overlord must choose the number of gems to assign before rolling the dice, after which they can no longer add dice.



Reroll

The Overlord may use the Reroll benefit to reroll dice after rolling dice and before the results of the roll are determined. To use the Reroll benefit, the Overlord assigns one or more gems from their Reserve zone to the Reroll benefit zone. For each gem assigned, the Overlord may reroll one die of their choice. This benefit can be used by the Overlord at any time, including during the heroes' turn, when using the Guard benefit for example.



GAME TURN EXAMPLE

The Overlord is up against three heroes who have invaded a Pict village. They have just completed their turn, so now the Overlord gets a chance to strike back.



The Overlord starts by recovering 5 gems (as indicated by the value of the recovery token in the Book of Skelos), which are moved from their Fatigue zone to their Reserve zone. Then the Overlord moves the turn marker one space.

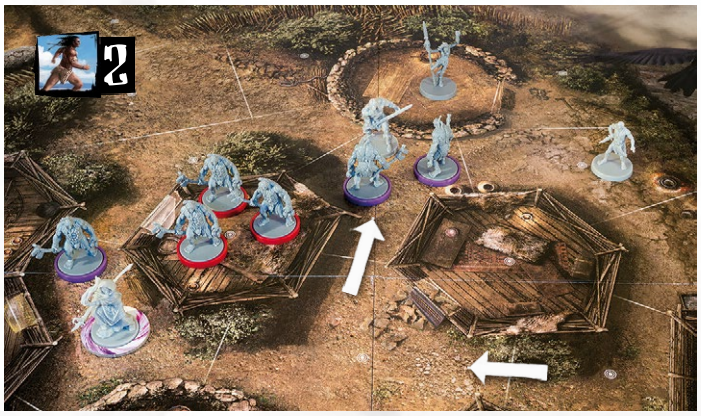




Conan is standing dangerously close to Zogar Sag's hut, so the Overlord decides to halt the barbarian by sending three Pict warriors with Blocking at him. To accomplish this, the Overlord activates the Pict Warriors tile located in the River's third position, moving 3 energy gems from their Reserve zone to their Fatigue zone. Then the Overlord removes the tile from the River, slides tiles to the left to close the gap left by the Pict Warriors tile, and places it at the far-right end of the River. Now the Pict Warriors are activated and ready to move and attack.



The Overlord moves the three Pict Warriors that correspond to the activated tile. For the first two Pict Warriors, the movement points from their movement value are enough.



The third Pict Warrior, who is in the same area as Hadrathus, needs one extra movement point to skirt away from the hindering priest and move to Conan's area. The Overlord moves one gem from their Reserve zone to their Fatigue zone to use the



Movement benefit, gaining the unit one extra movement point.

Once each character has moved, the Pict Warriors can attack. One at a time, each of them rolls a red die to attack. The first rolls 2 symbols, which Conan decides to absorb with his leather armor by rolling a yellow die. With a result of 1, the armor partially protects him, and Conan suffers 1 damage.







The second warrior rolls 3 symbols. This time, in addition to his armor, Conan decides to perform a Guard action for which he assigns 1 gem. He rolls 1 symbol for his armor and 1 symbol for his Guard action. He ends up taking 1 wound (3 - 2).



Finally, the third warrior rolls 2 symbols, which are fully blocked by Conan's armor and another Guard action. This completes the Pict Warriors unit tile's activation.



The Overlord can now activate a second tile (including the same tile again, for its new activation cost). Having used 4 gems already this turn, the Overlord decides to spend conservatively, activating the first tile in the river for only one gem. Once again, the Overlord removes the tile from the River, slides all the other tiles left and places the removed tile at the end of the River.



This unit tile controls the three Pict Hunters with red bases, who simply emerge from their hut without costing any additional gems. The Overlord decides not to use the Movement benefit to bring them closer to an opponent and passes play back to the heroes.



GAME SETUP

❶ Players choose a scenario among those available in this book (see from pages 12-41) or online at www.monolithedition.com, and then designate a player to be the Overlord.

❷ Depending on the chosen scenario, players place the corresponding game board in the center of the table and place the dice nearby.

❸ Each hero chooses the character they will play among the ones suggested by the scenario and takes the corresponding character sheet and model. They place their model on the game board as indicated by the scenario.

❹ Each hero also takes the Equipment, Spell, and Item cards indicated by the scenario and places them faceup near their character sheet.

❺ Each hero takes the number of blue gems indicated at the bottom left corner of their character card's Reserve zone and splits them between their Reserve zone and their Fatigue zone as specified by the scenario. Finally, each hero places a red gem on their Recovery chart on the "aggressive" icon.

❻ Meanwhile, the Overlord places the Book of Skelos in front of themselves, takes the number of red gems indicated by the scenario, and splits them between their Reserve zone and their Fatigue zone.

❼ The Overlord places their tiles in the River according to the scenario and places their Equipment, Spell, and Item cards faceup in front of themselves.

❽ The Overlord's models are placed on the game board, with any tokens and any colored bases if necessary, depending on the scenario's indications.

❾ The Overlord places the turn track near the Book of Skelos and places the turn marker on the "0" position, as well as any life point marker as indicated by the scenario.

❿ All players take note of the Special Rules, form the asset deck if instructed to, and prepare any other game components (model reserves, additional tiles, etc.). Unless specified otherwise, all information contained in the scenario is known to the heroes or the Overlord.

Setup example for the "In the Clutches of the Picts" scenario, for 4 players.



SCENARIOS

The following pages contain scenarios to play Conan. You can find additional scenarios at www.monolithedition.com, and you are encouraged to create your own. Each scenario indicates a number of players on the left side of its title banner and a complexity on its right side: 1 crow = low complexity, 2 crows = medium complexity, 3 crows = complex.

4-5 IN THE CLUTCHES OF THE PICTS

With the echoing war drums of the Pict tribes settled beyond the Black River and the increased frequency of incursions up to the Thunder River, many settlers flee the Conajohara territory for the safer lands of the Kingdom of Aquilonia.
While scouting along the border to aid Valannus, the Commander of Fort Tuscelan, Conan bears witness to the massacre of a column of refugees from Velitrium. The Picts withdraw victoriously with a female prisoner who Conan recognizes as Yselda, the daughter of the city's governor. The Cimmerian knows that Yselda's life can now be measured in mere hours, as she will shortly be sacrificed on the altar of Jhebbal Sag, the Lord of Beasts. Back in Fort Tuscelan, Conan assembles a small group of experienced warriors to rescue the governor's daughter and, at Valannus' request, bring back the head of Zogar Sag.



Winning the Game:

If one or more heroes have fled the village with Yselda and Zogar Sag's head, Yselda is returned safely to her father; the heroes win the game.

At the end of round 8, the Picts arrive in massive numbers to witness the sacrifice and the heroes can no longer escape; the Overlord wins the game.

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

Suggestions for 3 heroes:

- Conan (Battle Axe, Shield, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Hadrathus (Dagger, Teleportation, Mitra's Halo, Lightning Storm). Hadrathus starts with Mitra's Halo cast.

Suggestions for 4 heroes: Bêlit (Ornamental Lance). Bêlit starts in the same area as any hero.

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

3 heroes: The Overlord starts with 10 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

4 heroes: The Overlord starts with 11 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 4 reinforcement points .



Zogar Sag has no spell for this scenario.



5 8

If you do not have the Pict Warriors models (purple base), you may use Pict Hunters models to represent them on the game board.

Special Rules:

* **Yselda:** During setup, the Overlord secretly chooses one numbered token corresponding to a numbered hut in the setup diagram and sets it aside facedown. The first time a hero enters the chosen hut, the Overlord flips the token faceup and places Yselda's model in the hut's area. Yselda is unconscious, counts as an object with an encumbrance value of 6, and can be picked up by a hero by performing a simple manipulation. That hero takes the and places it next to their character sheet. Yselda has one life point and no armor. She dies if she suffers any damage (such as an area attack). If she dies, the side which killed her immediately loses the game.
* **Zogar Sag:** He cannot flee the village. When Zogar Sag dies, place his life point marker in his area to represent his head. A hero may pick the head up by performing a simple manipulation. That hero places Zogar Sag's life point marker next to its character sheet. Zogar Sag's head has an encumbrance value of 2.
* **Fleeing the Village:** A hero can flee the village from an area at the edge of the board by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot be returned to the board.
* **Hut Flaps:** A character must spend 1 extra movement point to move across a border into or out of a hut. Moving across an opening token does not cost an extra movement point.
* **Wooden Huts:** A character with Wall Wrecker can use it to move across the wall of one of the wooden huts
* **Climbing:** A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.
* **Chests:** During setup, the Overlord places 1 chest in each hut area (8 total). The asset deck contains: 2 Explosive Orb, 2 Life Potion, 1 Chainmail, 1 Crossbow, 1 Buckler, 1 Bossonian Bow.

4-5 HUNTING THE TIGRESS

For months, the pirate ship Tigress has been scouring the waters off the coasts of Stygia and the Black Kingdoms and preying on the profitable trade of gold and ivory, much to the displeasure of King Ctesphon. As the Stygian fleet seems unable to put an end to the piracy, the king has promised a colossal sum to whomever can bring back Bêlit's head.

With Bêlit's vessel anchored to resupply and a large portion of the crew on shore, Zaporavo, the Zingaran captain of The Vandal, takes the opportunity to attack in hopes of claiming the enormous reward and the glory that accompanies it.

Supported by a row of archers and the black magic of Skuthus, a Stygian necromancer sent by Ctesphon, the Zingaran mercenary and his troops quickly gain a foothold on the deck of the Tigress. Only Conan, Shevatas, and a handful of remaining warriors can come to Bêlit's aid.



Winning the Game:

If Zaporavo and Skuthus are dead or at the end of round 8, Bêlit survives the attack; the heroes win the game.

If Bêlit dies, the ambush is a success; the Overlord wins the game.

The game starts with the heroes' turn.

Bêlit and Bêlit's Guards start in the areas indicated by the setup diagram. The other heroes start in the 1 area.

Suggestions for 3 heroes:

- Bêlit (required) (Ornamental Lance, Tribal Shield)
- Conan (Sword, Leather Armor)
- Shevatas (Kris, Throwing Knives)

Suggestions for 4 heroes: Hadrathus (Dagger, Mitra's Halo, Bori's Rage). Hadrathus does not start with Mitra's Halo cast.

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

3 heroes: The Overlord starts with 9 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

4 heroes: The Overlord starts with 10 gems in their Reserve zone and 4 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 6 reinforcement points .

Fire at will: Each unit may perform a Ranged Attack if able.

Glory to Set: Skuthus sacrifices himself to summon an Outer Dark Demon. The Overlord places the Outer Dark Demon model (6 life points) in Skuthus' area, then Skuthus dies (This count toward completing the heroes' objective). Then the Overlord replaces the Skuthus unit tile in the River with the Outer Dark Demon unit tile.



Skuthus has Energy Drain and Set's Halo. He starts with Set's Halo cast.



8 3

Special Rules

* **Leap:** If a hero, Zaporavo, or Skuthus fails to leap, the character remains in its area. If a minion or ally fails to leap, that character falls in the water and is eaten by sharks; the character dies.

* **Chests:** During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 1 Explosive Orb, 1 Empty chest.



4 IN THE HEART OF DARKNESS

The Tigress travels the dark waters of the Zarkheba river, whose mysterious shores are covered by gloomy jungle. The Queen of the Black Coast knows that, beyond the tangled wall of vegetation, an ancient city may yet hide fabulous treasures. But legends speak of hauntings, and the local tribes carefully avoid the area.

After many hours spent sailing in a supernatural silence, Conan spots the black fangs of towers stretching above the trees. Choked by overgrowth, the ruins exude decadence and desolation.

Not heeding the superstitious warnings of her men, Bêlit disembarks with her Cimmerian lover, Shevatas, and a few reluctant crewmen. In an abandoned crypt, they discover a handful of colorful gems and a strange curved knife, spurring them to press deeper into the ruins.

In the center of the city they come upon a small fortress, its broken-down towers and crumbled walls held together by thick vegetation. Only then do they hear the echoes of a voice from beyond the grave: "Return my belongings, heathen profaners, or I shall drench the altar of Set with your blood!" Skuthus' trap has been sprung.



Winning the Game:

If Skuthus dies, the trap has failed, and the heroes escape the fortress with their treasures; the heroes win the game.

At the end of round 8, Skuthus finishes an incantation, turning into a vulture and taking to the sky; the Overlord wins the game.

The game starts with the heroes' turn. The heroes and Bêlit's Guards start in the areas indicated by the setup diagram.

Suggestions for 3 heroes:

- Conan (Sword, Shield, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Bêlit (Ornamental Lance, Yuetshi Knife)

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

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



Reinforcement: 4 reinforcement points.

Freeing a Monster: The Overlord may free a petrified monster and add its tile to the end of the River. The Outer Dark Demon (6 life points), Giant Serpent (8 life points), and Khosatral Khel (7 life points) are petrified and cannot be attacked until they are freed. The Overlord cannot free a monster if there are 2 faceup monster tiles in the River (including the Dark Demon).



Skuthus has Set's Bite and Set's Halo. He starts with Set's Halo cast.



Special Rules:

* **Yuetshi Knife:** When a hero attacks Khosatral Khel with the Yuetshi Knife, Khosatral Khel's armor value becomes 3 for that attack.
* **Lines of Sight:** A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.
* **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.
* **Rock Slides:** 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 Climb.
* **Chests:** During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 2 Explosive Orb, 1 Javelin.

David Bertolo

4 The Final Ritual

The province of Conajohara is being sacked. United clans of Picts have crossed the Black River in massive numbers, intent on slaughtering Aquilonian settlers and annihilating Fort Tuscelan. At the head of the invading forces is the shaman Zogar Sag.

Conan and his band of scouts travel the border ceaselessly, saving all who can still be saved. In the vast swamps at the southern edge of the province, they arrive at a village as panicked settlers flee before the Pict advance. Only a courageous priestess of Mitra has remained to slow the savage warriors and prevent the coming massacre.

Conan and his allies set to building barricades and the priestess begins a magical ritual using the six relics of her village. If she can complete the invocation, it should slow Zogar Sag's troops and buy the fleeing settlers the time they need to survive.



Winning the Game

If the invocation marker reaches space 0 or at the end of turn 12, the ritual is complete; the heroes win the game.

If the priestess of Mitra or all the heroes are dead, the village is overrun; the Overlord wins the game.

Suggestions for 3 heroes:

- Conan (Battle Axe, Shield, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Hadrathus (Dagger, Teleportation, Mitra's Halo, Lightning Storm). Hadrathus does not start with Mitra's Halo cast.

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

The game starts with the Overlord's turn. The heroes start in the areas indicated by the setup diagram.

During setup, place the invocation marker on space 10 of the track.

The Overlord starts with 12 gems in their Reserve zone and places the recovery token showing a recovery value of "5" in the Book of Skelos.

When the Event tile is activated, the Overlord resolves each of the following events in order:

Pict Hordes: The Overlord returns dead Pict Warrior and Pict Hunter models to the board in reinforcement areas until no more models fit in those areas.

Bestial Haste: The Overlord chooses a Pict Warrior or Pict Hunter model that was returned to the board by the previous Pict Hordes event. Each unit in that unit's group that was returned to the board by that event gains up to 2 movement points, which the Overlord must immediately spend.

Incantation: A hero rolls for each relic on the board. These dice cannot be rerolled. For each symbol shown on a die, the hero moves the invocation marker 1 space toward the space 0 on the track.



6

Special Rules

* **Barricades:** Barricades block line of sight. A character cannot move across a barricade, but can attack a barricade as though it were an enemy character. Each barricade starts with 12 life points. When a barricade has 0 life points, remove it from the board. If a unit in a group attacks a barricade, units in that group can attack only that barricade during that activation. If a unit in a group attacks anything other than a barricade, units in that group cannot attack a barricade during that activation.
* **Relic:** At the beginning of the Overlord's turn, if any units are in areas with relics , remove those relics from the board.
* **Priestess of Mitra:** The priestess cannot move or be attacked. At the beginning of the Overlord's turn, if any unit is in an area with the priestess, she is killed.
* **Hut Flaps:** A character must spend 1 extra movement point to move across a border into or out of a hut. Moving across an opening token does not cost the extra movement point.
* **Climbing:** A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.

Nicolas Marfeuil

4 FOR ALL OF OPHIR'S GOLD

While visiting the South of the kingdom, Princess Olivia, daughter of King Ophir, is set upon by Kothian soldiers. The detachment assigned to protect her is massacred. After reaping a bloody harvest, even Conan succumbs to the overwhelming numbers and the fury of a strange man-ape.

Now Conan and Olivia are prisoners of Captain Arbanus, right hand of King Strabonus of Koth. In his quest to control the gold mines which feed King Ophir's wealth, Strabonus has turned to kidnapping and extortion over costly military action. Conan paces in his cell like a caged lion. His incandescent blue eyes search for any means of escape, and he rages at his failure to protect the princess.

The Kothians have fallen back to an old fortification on the border of the two kingdoms. As they take defensive positions and install deadly machines of war, the Cimmerian's brothers-in-arms mount a rescue mission. King Ophir's message is clear: his daughter must not fall into Strabonus' hands alive.



Winning the Game

If a hero has fled the fort with Olivia, she is free from Strabonus' grasp; the heroes win the game.

At the end of turn 8, the Ophirians annihilate the fort using trebuchets, killing all of its occupants; the Overlord wins the game.

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

Suggestions for 3 heroes:

- Conan (Battle Axe, Shield, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Hadrathus (Dagger, Teleportation, Mitra's Halo, Lightning Storm). Hadrathus does not start with Mitra's Halo cast.

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

The Overlord starts with 8 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

Reinforcement: 4 Reinforcement points.

Rocks Fall: The Overlord chooses an area and rolls . Each character in that area suffers damage equal to the number of symbols shown on the dice.



6 8

Special Rules

* **Olivia:** Use the Princess model to represent Olivia on the game board. Olivia is unconscious, counts as an object with an encumbrance value of 6, and can be picked up by a hero by performing a simple manipulation. That hero takes the token and places it next to their character sheet. Olivia has one life point and no armor. She dies if she suffers any damage (such as an area attack). If she dies, the side which killed her immediately loses the game.

* **Olivia's Cell:** The Captain is Arbanus of Koth. When Arbanus dies, place a Key in the area in which he died. If a hero is in an area adjacent to the door to Olivia's cell and has a Key, the hero can perform a simple Manipulation to remove the door from the board.

* **Conan's Cell:** A hero in an area adjacent to the door to Conan's cell can perform a complex Manipulation with a difficulty of 2 to pick the lock. If the hero succeeds, remove the door from the board.

* **Doors:** A character other than a Hyena can move across a door (except the door to Olivia or Conan's cell) as though it were a border by spending 1 additional movement point. After a character moves across a door, remove that door from the board.

* **Line of Sight:** A character in a wall area has line of sight to each ground area within the fort walls. An area in a tower and area outside that tower are within each other's line of sight only if the areas are adjacent to or in the tower.

* **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.

* **Rock Slides:** 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 Climb.

* **Chests:** During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 2 Explosive Orb, 1 Chainmail, 1 crossbow.

Frederic Henry

2 THE WRATH OF ANU

Two audacious thieves, a deserter from Gunderland and a Cimmerian Barbarian, have forged a reputation among the city-states of Corinth by stealing riches and plundering caravans on the Road of Kings.

A corrupted priest of Anu, playing both fence and police spy, has ratted out the pair of thieves. The Gunderman is quickly captured and hanged. Conan, in his youthful impetuousness, avenges his associate's death by looting the temple of Anu and eviscerating the priest responsible.

During his escape, Conan falls victim to "Anu's Wrath," a powerful spell that torments the Cimmerian with terrible hallucinations. He has only a short time to find the priest responsible and break the curse.

During a religious procession, Conan gets his chance: the priests of Anu, their escort of soldiers, and the strange man-ape they parade along the way make a stop at an inn.



Winning the Game:

If Conan leaves the inn and the curse has been broken, he is free of the terrible hallucinations; the heroes win the game.

If Conan leaves the inn and the curse has not been broken or if Conan dies, the curse has done its work; the Overlord wins the game.

The game starts with the hero's turn. Conan starts in the area indicated by the setup diagram.Suggestions for 1 hero: Conan (required) (Sword, Leather Armor)

After setup, Conan does not move any gems from his Reserve zone to his Fatigue zone. The hero plays the heroes' stance phase as if no hero had died during the game.

The Overlord starts with 4 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.



When the event tile is activated, the Overlord resolves one of the events based on the number of priests that have been removed from the board:

- **0 priests** - Reinforcement: 2 reinforcement points .
- **1 priest** - The Overlord places a Bossonian Guards tile at the end of the River (max. 4) and places 2 Bossonian Guard models with bases of that color in a reinforcement area.
- **2 priests** - The Overlord chooses a Bossonian Guards tile. Each unit in that group gains up to 2 movement points, which the Overlord must immediately spend.
- **3+ priests** - Unleashed: Once per game, the Overlord places the Thak model (10 life points) in the area indicated by the setup diagram and places the Thak tile at the end of the River.

The Overlord places 5 numbered tokens from 1 to 5 facedown on the game board as indicated by the setup diagram to represent priests. The priest with the lowest-numbered token can break the curse.



Special Rules:

* **Interrogation:** A hero in an area with a priest can move 1 gem from their Reserve zone to their Fatigue zone to roll . This roll is not affected by hindering. Resolve one of the following effects based on the number of symbols shown on the die:
  * 0: The priest resists interrogation; no effect.
  * 1-2: The priest talks; if the priest can break the curse, the curse is broken. The Overlord informs the hero whether or not the curse is broken. Remove the priest's token from the board.
  * 3: The priest dies before talking; if the priest can break the curse, the curse is broken. The Overlord does not inform the hero whether or not the curse is broken. Remove the priest's token from the board.
* **Thak's Fury:** At the start of turn 12, the Overlord resolves the "Unleashed" event. If Conan enters Thak's area before the "Unleashed" event has been resolved, immediately resolve it when Conan enters the area.
* **Reinforcements:** After a model is placed in an area with only 1 reinforcement token by reinforcement or an event, remove that token from the board.
* **Walls:** A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.
* **Leaping From/Climbing a Balcony** A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.
* **Leaping From/Climbing a Stairwell:** A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.
* **Chests**: During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains: 3 Life Potion, 2 Explosive Orb, 1 Empty chest.

David Bertolo

3 INFERNAL PURSUIT PART I

Smelling a trap during a meeting with pirates from the Baracha islands, Conan flees Tortage, joining Captain Zaporavo and the crew of The Vandal. Soon, his personality and sailing prowess make him popular with the crew, and his leadership gains him the attention of Sancha, the Zingaran mercenary's favorite.

Zaporavo remains wary of the Cimmerian, who he now sees as a rival. But the time is not right to settle scores as the sails of an Argosian merchant vessel appear on the horizon. The Vandal's crew sets upon its prey, and the merchant ship offers little resistance. With the captured vessel intact, Zaporavo sets sail to the nearest Zingaran port, hoping to profit as much from the ship itself as from its cargo.

Aboard the Argosian ship and flanked by crew members loyal to him, Conan seizes the opportunity and incites a mutiny, hoping to take the ship and strike The Vandal while it is weakened.



Winning the Game

If the turn marker reaches space 6, the heroes' ship catches up with The Vandal; start Infernal Pursuit Part II.

If all heroes are dead, The Vandal escapes; the Overlord wins the game.

Pursuit: The Overlord does not move the turn marker during the Recover phase. The turn marker represents the heroes' progress in catching The Vandal.

Sailing: Only the ship areas and adjacent sea areas shown in the setup diagram are used for this scenario.

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

Suggestions for 2 heroes:

- Conan (required) (Battle Axe, Leather Armor)
- Shevatas (Parrying Dagger, Throwing Knives, Leather Armor)

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

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



Reinforcement: 4 reinforcement points . (Maximum limit of 5 Pirates for each Pirates unit tile at any one time.)

Rogue Wave: A huge wave rocks the ship; the Overlord rolls . For each symbol shown on the die, the Overlord either moves a hero up to 3 ship areas or removes a mutineering Pirate from the board. A hero cannot be moved into a water area.

Turncoats: The Overlord rolls . For each symbol shown on the die, the Overlord replaces a mutineering Pirate model on the board with a Pirate model from off the board.



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Special Rules

* **Mutineering Pirates:** Pirate models with red bases are mutineering Pirates, and are considered allies. Mutineering Pirates cannot be activated using Leadership. Once per hero turn, the heroes can activate all mutineering pirates. Mutineering pirates move and attack like a unit group.
* **With me!:** At the start of the heroes' turn, Conan rolls . For each symbol shown on the die, place 1 mutineering Pirate model in Conan's area. If Conan's area is occupied, place the mutineering pirates in an adjacent area. There can be no more than 5 mutineering Pirates on the board at a time.
* **Navigation:** If a hero is in a mast area or the poop deck area, there are more heroes and allies than units in that area, and no ally has attacked this turn, that hero can perform a simple Manipulation to move the turn marker 1 space toward space 6. If the hero does, allies cannot attack that turn. Each hero can move the turn marker once per turn per mast or poop deck area.
* **Chests:** During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 1 Explosive Orb, 1 Crossbow.



Philippe Lille

3 INFERNAL PURSUIT PART II

This scenario can be played only after Infernal Pursuit I.

At the end of Infernal Pursuit I, the Overlord places the Zaporavo model (7 life points) and 2 Bossonian Archer models on the board as indicated by the setup diagram and places each Pirate model with a green or blue base that is off the board into a numbered area on the board as indicated by the setup diagram ① ② ③. Turn each green and blue Pirates tile in the River faceup, then place each green and blue Pirates tile that is not in the River at the end of the River.

Place the Bossonian Archers and Zaporavo tiles at the end of the River.



Winning the Game

If Zaporavo dies or the turn marker reaches space 8, The Vandal is overwhelmed; the heroes win the game.

If all the heroes are dead, The Vandal survives to sail again; the Overlord wins.

Destruction: The Overlord does not move the turn marker during the Recover phase. The turn marker represents the heroes' progress in destroying The Vandal.



Reinforcement: 4 reinforcement points .

Jammed Ballista: The Overlord rolls . If the die shows 1 or more symbols, the Overlord chooses an area with a ballista. That ballista cannot be used on the heroes' next turn.

Special Rules:

* **Leap:** If a hero or Zaporavo fails to leap, the character remains in its area. If a minion or ally fails to leap, the character falls in the water and is eaten by sharks; the character dies.
* **Ballista Fire:** Heroes in an area with a ballista facing The Vandal can use that ballista once per hero turn if the total number of heroes and allies in the area is higher than the number of units in the area and no ally in the area has attacked that turn. To use a ballista, each hero in the ballista's area moves 1 gem from their Reserve zone to their Manipulation space, then 1 hero in the area rolls . All heroes in the area can perform Rerolls as though they rolled the die. Move the turn marker 1 space toward space 8 for each symbol shown on the die, and no ally in the area can attack that turn.

Philippe Lille

4 Trapped Like Rats

Laughs and shouts ring out as ale-filled mugs are banged together. Conan and his companions celebrate, spending the remainder of the pay from their time in the army of Ophir's kingdom.

They sit in the Rat's Inn in Corinth. The city-state is ruled by Prince Murilo, whom Conan has helped in the past by eliminating a powerful rival, the red priest Nabonidus. In response to a message from the prince, Conan has arranged an unofficial meeting with Murilo at the inn. Unbeknownst to Conan and the others, the meeting is a trap. Powerful nobles, intent on overthrowing Murilo, drug the drinks and imprison the Cimmerian and his companions in lower rooms of the inn.

The conspirators are aided by Jenna, a harlot close to Nabonidus who was humiliated by Conan. She goes to free the red priest's creature, Thak, who has been held captive since his previous confrontation with Conan and burns with a desire for vengeance.



Winning the Game

If all living heroes have escaped the inn, they are free; the heroes win the game.

At the end of turn 10, guards flood into the inn and the heroes are captured once again; the Overlord wins the game.

The game begins with the heroes' turn. The heroes start in the area indicated by the setup diagram.

Suggestions for 3 heroes:

- Conan (Sword)
- Shevatas (Kris, Shield)
- Hadrathus (Ornamental Lance, Mitra's Healing, Set's Possession, Mental Control)

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

The Overlord starts with 1 gem in their Reserve zone and 11 in their Fatigue zone, and places the recovery token showing a recovery value of "2" in the Book of Skelos.

Reinforcement: 4 reinforcement points .

Thaks Vengeance: If it is turn 6 or higher, the Overlord rolls , then moves any number of gems from their Reserve zone to their Fatigue zone. The Overlord adds up the number of symbols shown on the dice, then adds or subtracts 1 from the total for each gem moved. The Overlord places the Thak model (6 life points) in the area whose number matches the total, and places one Thak tile third from the left in the River and another sixth from the left, sliding tiles to the right as needed. Thak cannot be affected by the Mind Control spell.

After setup, the Overlord takes each hero's equipment cards, places them in different piles, and assigns each pile to an area (except room 11) by placing a token with the corresponding number facedown on each group of cards. The Overlord may hide the equipment in different areas but cannot split one hero's equipment. Hadrathus keeps his spells.



3

Special Rules (part 1):

* **Recovering Equipment:** A hero can search a numbered area by performing a complex Manipulation with a difficulty of 1. If the hero succeeds and that hero's starting equipment is assigned to the area, the hero takes those equipment cards and discards the facedown token to the game box.
* **Freedom:** A hero in an area adjacent to the door to area 11 can perform a complex Manipulation with a difficulty of 5 to pick the lock. If the hero succeeds, remove the door from the board.
* **Hidden in the shadows:** At night, the heroes take advantage of the darkness and the drowsiness of their jailers; if the alarm has not been raised:
  * Characters cannot perform Ranged attacks.
  * The Overlord cannot use benefits.
  * The Overlord can activate only 1 tile during their turn.
  * When a minion dies, lay the minion's model down in the model's area instead of removing the model from the board. If a hero is in an area with a dead minion and there are no living enemy characters in the area, the hero can perform a simple Manipulation to remove a dead minion's model from the board.
* **Alarm!:** The alarm is raised if any of the following occurs:
  * A character uses Wall Wrecker or an Explosive Orb.
  * At the beginning of the Overlord's turn, if a unit is in an area with a dead minion or a hero.
  * At the end of turn 4.

When the alarm is raised, the Overlord removes all dead character's models from the board and places 5 Bossonian Guard models with green bases in the entrance area. The Overlord places the green Bossonian Guards tile on the left in the River, sliding tiles to the right as needed, and replaces the recovery token in the book of Skelos with the recovery token showing a recovery value of "5."

Special Rules

Breakout: When a hero opens the last chest on the board, that hero takes a Tools card. A hero with Tools in an area with a window can perform a complex Manipulation with a difficulty of 3. If the hero succeeds, the Tools card is discarded and the heroes' area becomes an exit. A hero in an exit area can spend 1 movement point to escape the inn; that hero removes their figure from the board.

Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.

Leaping From/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.

Leaping From/Climbing a Stairwell: A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 2 Explosive Orb.



King Pledge Extra Scenarios



4 RED DAWN

The situation is dire. The Aquilonian province of Conajohara is on the brink of collapse, drowned under the assault of the unified Pict tribes led by Zogar Sag. For days, Conan and his band of scouts have prowled the Black River, fighting fiercely to protect the settlers fleeing the destruction.

Reaching a small village, the scouts find the population slaughtered. On some corpses, the skin is shriveled and blackened, while other bodies have been mutilated by some terrible beast. "This is the work of Zogar Sag," Conan grunts. "He commands wild beasts, and I have seen others fall victim to the black death of the swamps before." They head back toward the river.

At dusk, they come upon another village. It remains intact, though deserted. Exhausted, the scouts turn in for the night, though Conan issues a warning: "Rest assured that the Picts will soon arrive to wipe this place from the map. Rest while you can, for tomorrow we make them pay for their crimes!"

When the red dawn rises, even Conan has slipped into slumber. Civilization has not dulled his instinct, however, and he is awake before the first Pict manages to slip into the village.



Winning the Game:

At the end of turn 8, if the heroes have more points than the Overlord or are tied for the most points and a hero has fled with the Idol of Yag-Kosha, the heroes win the game.

At the end of turn 8, if the Overlord has more points than the heroes or is tied for most points and no hero has fled with the Idol of Yag-Kosha, the Overlord wins the game.

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

Suggestions for 3 heroes:

- Conan
- Shevatas
- Valeria

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

The Overlord starts with 3 gems in their Reserve zone and 8 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Reinforcement: 4 reinforcement points .

Siege: The Overlord rolls and resolves an effect based on the number of symbols shown on the die:

0 - Resolve the "Reinforcement" event.
1 - Place 1 flame in a hut area with a flame. An area cannot have more than 3 flames in it.
2 - The Overlord moves 3 gems from their Fatigue zone to their Reserve zone.



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The Overlord chooses 1 objective card (A, B, C, D, or E) and keeps it facedown.
The Overlord takes the remaining 4 objectives, 3 Sacred Treasures, and 1 Idol of Yag-Kosha, shuffles them together, and randomly places 1 card facedown in each hut area.
Then the Overlord takes 1 Battle Axe, 1 Buckler, 1 Dagger, 1 Sword, 1 Parrying Dagger, 2 Pictish Drinks, and 1 Javelin, shuffles them together, and randomly places 1 card facedown in each hut area (2 cards total in each hut area).

Special Rules: (part 1):

* **Search:** A hero in a hut area can perform a complex Manipulation to search the hut. The manipulation has no difficulty; instead, for each symbol shown on the die, the hero takes 1 facedown card in the area:
  * If the card is an asset, the hero turns it faceup.
  * If the card is an objective, all heroes can look at it. The heroes decide whether to discard the card faceup or keep the card facedown.

* **Burn Everything:** When a Pict Warrior, Pict Hunter, or Zogar Sag is activated, if that unit is adjacent to a hut area with no hero in it, the Overlord may spend the movement points from the unit's movement value to attempt to light that hut on fire; the Overlord rolls . The Overlord adds 1 flame to that hut for each symbol shown on the die; use flame tokens to track the flames in an area. An area cannot have more than 3 flames in it.
  At the beginning of the hero turn, each hut area with 1 or more heroes and 1 or more flames in it burns; 1 hero in the area rolls for each flame in that area. The dice cannot be rerolled. Then each hero in that area suffers damage equal to the number of symbols shown on the dice.
  When a third flame is added to a hut area, discard all facedown cards in that area without revealing them. Characters cannot enter an area with 3 flames in it.

* **Hut Flaps:** A character must spend 1 extra movement point to move across a border into or out of a hut. Moving across an opening token does not cost an extra movement point.

* **Wooden Huts:** A character with Wall Wrecker can use it to move across the wall of one of the wooden huts.

* **Climbing:** A character with Climbing can move across boulders as though they were a border by spending 2 extra movement points.

Special Rules (part 2):

* **Scoring:**

Hero Scoring: The heroes score 3 points for each Idol of Yag-Kosha or Sacred Treasure a hero fled with.

Overlord Scoring: The Overlord scores 1 point for each flame on the board.

Objective Scoring: At the end of the game, players reveal all facedown objective cards they kept. The heroes and the Overlord score points based on each kept objective card:

A
The heroes score 2 points if a hero fled from the upper-leftmost road area.
The Overlord scores 3 points if no hero fled from the upper-leftmost road area.

B
The heroes score 2 points if there are fewer than 3 flames in hut 5.
The Overlord scores 2 points if there are 3 flames in hut 5.

C
The heroes score 1 point for each hero who has fled.
The Overlord scores 2 points for each hero on the board.

D
The heroes score 4 points if Zogar Sag is dead.
The Overlord scores 2 points if Zogar Sag is alive.

E
The heroes score 2 points if a hero fled with the Idol of Yag-Kosha.
The Overlord scores 4 points if no hero fled with the Idol of Yag-Kosha.

* **Fleeing the village:** A hero can flee the village from an area at the edge of the board by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot be returned to the board.

* **Pictish Drink:** A hero may discard this item to move 2 gems from their Fatigue zone to their Reserve zone but must also suffer 1 wound.



Laurent Pouchain



3 The Key of Kuthchemes

The rumor spreads quickly amongst the thieves of Asgalun: The Vandal has made port in Pelishtim and its captain, Zaporavo, has found a copy of the texts of Vathelos the Blind. Legends tell that the texts contain secrets to opening the doors to the shimmering dome that looms above the ancient ruins of Kuthchemes in the vast deserts of south-western Shem.

"The promise of fabulous treasure for whomever has the courage to claim the text," recites Shevatas, king of the thieves of Zamora. The words echo in Conan's ears as the two men meet at the inn where Zaporavo is staying. Their plan is simple: wait until nightfall, find where the texts are hidden, and claim the texts and the treasure for themselves.

Celebration fills the air as the crew of The Vandal crowds the inn, spending loot on alcohol and women. But the crewmen are soon joined by Shemite soldiers, whom Zaporavo has paid off to watch his back.

When Zaporavo realizes the identity of the pair of newcomers, the inn turns into a death trap.



Winning the Game:

If a hero is in a street area with either the Spellbook or the red chest, the heroes have all they need to access the promised treasure; the heroes win the game.

If all heroes are dead or at the end of turn 8, the fabulous treasure is out of the heroes' reach; the Overlord wins the game.

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

Suggestions for 2 heroes:

- Conan (Conan's Sword, Leather Armor)
- Shevatas (Kris, Throwing Knives)

After setup, heroes do not move any gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 10 gems in their Reserve zone and 2 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

Reinforcement: 4 reinforcement points .

As You Wish: The Overlord may exchange the position of 2 tiles in the River.



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Special Rules:

* **Red Chest:** A hero in the red chest's area with a Key can perform a simple Manipulation to open the chest. The chest cannot otherwise be opened, and is considered an object with an encumbrance of 5. When a hero opens the chest, the hero takes a Spellbook instead of a card from the asset deck.
* **Walls:** A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.
* **Leaping From/Climbing a Balcony:** A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.
* **Leaping From/Climbing a Stairwell:** A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.
* **Table:** A character in an area with an empty table can move onto that table by spending 1 movement point. A character on a table rolls an extra for Melee and Ranged Attacks.
* **Chair:** When a character performs a Melee Attack, the character may remove a chair token in the character's area from the board to roll an extra for that attack.
* **Chests:** During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains: 1 Key, 1 Explosive Orb, 1 Life Potion, 1 Leather Armor, 1 Empty Chest.

Adnane Badi

4 IN THE NAME OF IBIS

The hunt nears its end; on the limits of the kingdom of Nemedia, Conan picks up the trail of Skuthus, the sorcerer he has pursued relentlessly since Numalia.

Hailing from Stygia, the fearsome necromancer has failed in his attempt to eliminate Kalanthes, a priest of Ibis devoted to fighting the cult of the archdemon Set. Skuthus underestimated the tenacity of the mercenaries tasked with protecting the priest. Kalanthes, wounded but alive, remains in Numalia.

Taking refuge in the remains of a village he has eradicated using black magic, Skuthus focuses on rebuilding his forces to face his pursuers. He cannot disappoint his mentor a second time, as Thoth-Amon, High Priest of Set, is counting on him to terminate Kalanthes, his mortal enemy.

As the door bursts off its hinges under the weight of the Cimmerian's blow, the sorcerer begins a strange, guttural chant. As the air begins to buzz around him, he laughs cruelly, confident that soon nothing will stand between him and Kalanthes.



Winning the Game:

When Skuthus dies, Kalenthes is safe; the heroes win the game.

At the end of turn 8, Skuthus escapes as his minions occupy the heroes; the Overlord wins the game.

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

Suggestions for 3 heroes:

- Conan (Battle Axe, Shield, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Hadrathus (Dagger, Teleportation, Mitra's Halo, Lightning Storm). Hadrathus does not start with Mitra's Halo cast.

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

The Overlord starts with 9 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Undead Horde: During setup, the Overlord sets aside 5 Mummy models with blue bases, 5 Skeletons with red bases, 5 Skeletons with orange bases, and 5 Mummies with green bases. These models can be reinforced. When the Overlord resolves a "Reinforcement" event, the Overlord can place reinforced models in any area, but can place no more than 2 per area. The first time the Overlord resolves a "Reinforcement" event, the Overlord gains 10 additional reinforcement points.

Reinforcement: 10 reinforcement points .



Skuthus has Pestilential Swarm and Teleportation.



5 10

Special Rules:

- **Doors:** A hero in an area adjacent to the red door can perform a complex Manipulation with a difficulty of 5 to pick the lock. If the hero succeeds, remove the door from the board. A hero in an area adjacent to a non-red door can perform a complex Manipulation with a difficulty of 2 to pick the lock. If the hero succeeds, remove the door from the board.
- **Walls:** A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.
- **Leaping From/Climbing a Balcony:** A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.
- **Leaping From/Climbing a Stairwell:** A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.
- **Chests:** During setup, the Overlord places 8 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 2 Javelin, 1 Chain Mail, 1 Crossbow, 1 Buckler, 1 Sword.



4 THE CRAWLING SHADOW

Relentlessly pursued and having finally reached the Black Kingdom of Kush, the survivors of the felon prince Almuric's army are finally annihilated in the northern desert when the jaws of the Stygian and Kushite warriors close on them.

Conan the Cimmerian, the master thief Shevatas, and the fearsome warrior Valeria are the only survivors of the massacre. They are forced to flee through the hostile stretches of the southern end of the desert. Harried by hunger, thirst, and the cruel heat of the sun, they discover amidst the burning sands a fortification forgotten by time.

Standing with the members of the garrison seemingly lifeless at her feet, a beautiful but enigmatic young woman greets the weary travelers, introducing herself as Thalis. This fort, she explains, is an outpost of the vast city of Xuthal.

Thalis lavishes attention upon Conan, who obstinately refuses her advances. Seeing a rival in Valeria, she captures the warrior, planning to offer her as a sacrifice to Thog, the city's god.



Winning the Game:

If the energy marker is on a space numbered "14" or lower at the end of turn 9, or when Thog dies, the heroes manage to survive; the heroes win the game.

If the energy marker is on space 15 at the end of turn 9, Thog reaches its full power; the Overlord wins the game.

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

Suggestions for 3 heroes:

- Conan (Battle Axe, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Valeria (Parrying Dagger)

After setup, Valeria moves 4 gems from her Reserve zone to her Fatigue zone; Conan and Shevatas do not move any gems.

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

During setup, place the energy marker on space 0 of the track.



Thogs Shadow: During the next hero turn, heroes cannot gain movement points from their movement values.



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Special Rules:

* **Black Lotus:** After setup, lay each Bossonian Guard, Bossonian Archer, and Captain model down in the model's area. Laid-down models are slumbering. Heroes cannot attack slumbering units, slumbering units do not count for hindering, and slumbering units cannot be activated. When the Overlord activates a tile, the Overlord may stand up any number of models in that group before activating units.
* **Crowns of Xuthal:** The first time a hero takes each Crown of Xuthal, move the turn marker 1 space toward space 15.
* **Thog:** Once during its activation, Thog can devour 1 friendly character in its area; remove that character's model from the board and move the energy marker 1 space toward space 15. When Thog attacks a hero, move the energy marker a number of spaces toward space 15 equal to the damage a hero suffers from that attack.
* **Stygian Scepter:** When Thalis performs a Melee Attack, she can attack with her Stygian Scepter, rolling the extra die indicated on the Stygian Scepter's Melee Attack bonus. When a hero suffers damage from Thalis' attack with a Stygian Scepter, Thog is drawn by the hero's screams; Thog gains up to 1 movement point, which the Overlord must immediately spend.
* **Doors:** A hero in an area adjacent to a door can perform a complex Manipulation with a difficulty of 2 to pick the lock. If the hero succeeds, remove the door from the board. A hero can attack a door as though it were an enemy character. If a door would suffer 5 or more damage from an attack, remove it from the board. Thalis, Bossonian Guards, and the Captain can move across a door as though it were a border.
* **Lines of Sight:** A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.
* **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.
* **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.
* **Chests:** During setup, the Overlord places 8 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Crown of Xuthal, 2 Life Potion, 2 Explosive Orb, 1 Chain Mail, 1 Crossbow.

GAME BOARD RULES

The Inn:



❶ Apply this rule only if specified in the special rules section. A character with or without Leap or Climb may move onto the bar areas or a table area by spending 1 extra movement point. These areas provide an Elevation bonus of . A character in the bar's area or in a table's area, with or without Reach, may attack a character in an adjacent area with a Melee Attack. These areas do not block line of sight. A character may exit these areas with no movement penalty.

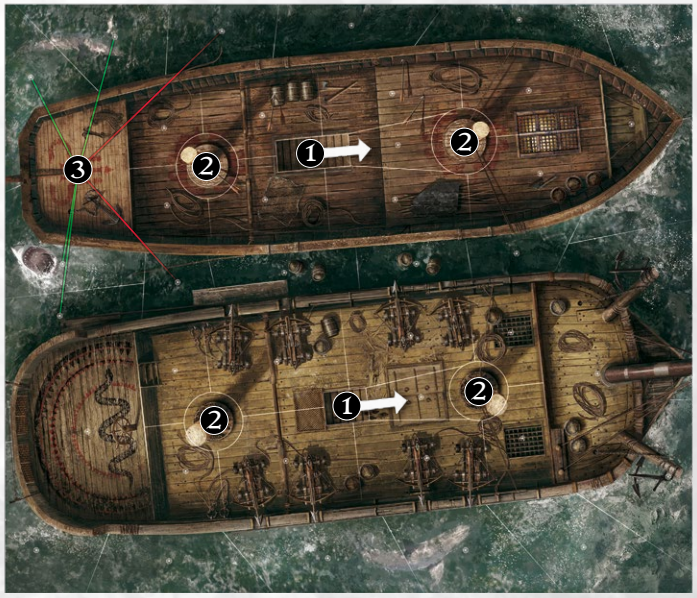
❷ Apply this rule only if specified in the special rules section. Bar Stools: A character in a chair token's area may pick it up for free when performing a Melee Attack. The chair token is immediately returned to the box and that character benefits from the chair's attack bonus as specified in the scenario (in addition to any weapon's Melee Attack bonus).

❸ Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.

❹ Leaping From/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.

❺ Leaping From/Climbing a Stairwell: A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.

The Ships:

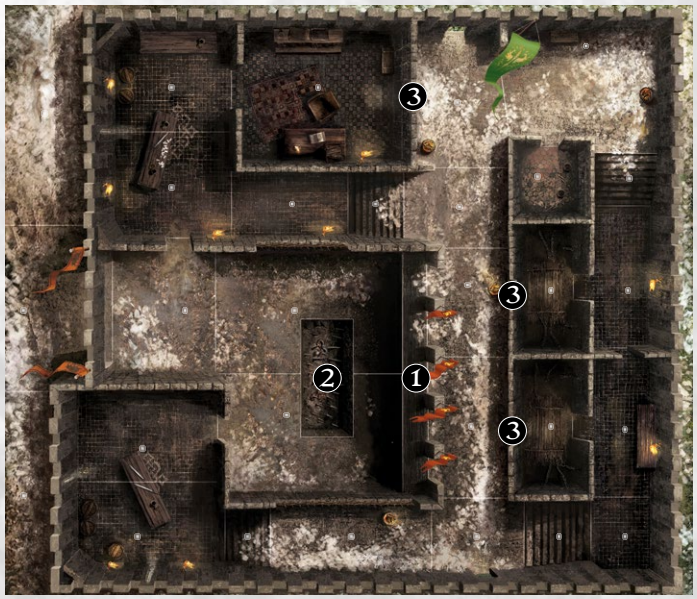


❶ A character coming out of the hold must move in the area in front of its exit.

❷ All the areas of the game board have line of sight on the masts' areas.

❸ There is a line of sight from a ship area to a water area if the line of sight does not cross more than one ship area, including the line of sight starting area. The ship areas provide an Elevation bonus of on the water areas. There is a line of sight from a water area to a ship area if the line of sight does not cross more than one ship area, including the line of sight finishing area.

The Citadel:



❶ Leaping From/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 1 extra movement point.

❷ Pit: A character must spend 1 extra movement point to move out of the pit area.

❸ Cellar windows: The cellar windows do not block line of sight.

The Abandoned Fort:

1. Only the areas directly adjacent to the towers areas have line of sight on the tower areas.
2. The areas inside the fort do not have a roof. A character in a parapet area has line of sight on these areas and may jump into these areas.
3. 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 fortress 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 Swamp:

1. Water areas: A character must spend 1 extra movement point to move out of a water area. A character can move from a water area to an adjacent wood area by spending 2 extra movement points.
2. Leap: Leaping over the water area around the altar in a single movement is not possible. The character must stop in the altar area before performing a second leap.
3. Wooden Huts: A character with Wall Wrecker can use it to move across the wall of one of the wooden huts.



The Pict Village:

1. The hut flaps at the entrance of each hut block line of sight. A character must spend 1 extra movement point to move across a border into or out of a hut.
2. The huts with stone walls cannot be wrecked using Wall Wrecker.
3. The outer walls cannot be climbed over, or wrecked using Wall Wrecker.
4. The bushes do not block line of sight.
5. Wooden Huts: A character with Wall Wrecker can use it to move across the wall of one of the wooden huts. The walls of an occupied hut (see page 22 of the Revised Heroes' Book) cannot be wrecked using Wall Wrecker.
6. Climbing: A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.



Skill Clarifications

Attack Skills



Reach: A character with this skill still needs to have line of sight to attack an adjacent area.



Ambidextrous: This skill can be used only to perform Melee Attacks and cannot be used to perform a Guard action.



Constriction: A character with Evasive ignores Constriction's Blocking effect, but not the damage from the attack.



Precision Strike: When a character with this skill performs a Melee Attack, they automatically reduce the defender's defense power by 1.



Attack from Beyond: When using this skill, a character ignores penalties from unarmed attacks (see page 9) and cannot benefit from Melee Attack bonuses from weapons.



Counterattack: When using this skill, a character ignores penalties from unarmed attacks (see page 9) and cannot benefit from Melee Attack bonuses from weapons. A counterattack is a Melee Attack resolved after the first attack (whether damage was dealt or not) and can be performed only if the character with this skill survives the first attack.



Elite Shooter: A character with this skill is not affected by hindering when performing Ranged Attacks. They also ignore the effects of Protected.



Precision Shot: When a character with this skill performs a Ranged Attack, they automatically reduce the defender's defense power by 1.



Circular Strike: The attacker decides the order in which damage is dealt to defending enemies. Resolve the attack normally (determining attack power, defense power, etc.) on one enemy before proceeding with the next one if there is still damage left to be dealt.

Miscellaneous Skills



Fascination: A character with this skill cannot be attacked by another character unless that character has been previously attacked by the character with Fascination.



Jinx: Reroll actions and free rerolls are not allowed in the area occupied by an enemy with this skill.



Support: This skill allows friendly characters in the same zone as this character to reroll a single die for free, even if that die has already rerolled (exception to the rule on page 22).

Defense Skills



Sacrifice: A character using this skill can defend against the incoming attack only using their Armor. That character suffers any damage from the attack to prevent the character who was initially attacked from suffering damage.



Untouchable: A character with this skill ignores the first rolled symbol when defending against a Ranged Attack.



Bodyguard: A character with this skill can only parry (i.e. use an equipment card to defend against that attack, like a shield); they cannot dodge (see page 11) to defend a friendly character. The attacked character cannot perform a Guard action, but they can still use their Armor in addition to their bodyguard's defense power. Any damage is dealt to the character who was initially attacked, not the character using Bodyguard.



Protected: Two or more characters with this skill cannot protect each other.

Movement Skills



Wall Wrecker: When a character uses this skill, they spend 2 additional movement points and place the "Wall Wrecker" token on the board to indicate the opening they created. Then they immediately move to the other side of the wall they just wrecked. From now on, the two areas are adjacent and there is no penalty for moving from one to the other. The two areas also have line of sight on each other. Stone walls cannot be wrecked.



Web Projection : When a character uses this skill, place a web token next to the attacked character's model to represent the web.



Leap : Leaping costs 1 movement point per crossed area border. For example, when leaping from one ship to another, a character crosses 2 area borders; they must spend 2 movement points to leap.

Magic Skills



Spell Caster: Whenever a character loses the Spell Caster skill (because of encumbrance for example), any active spells remain active for their specified duration.



Teleportation: A character who casts this spell is not affected by hindering or by Blocking to move.