# CONAN

## WHISPERS FROM STYGIA



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# Credits


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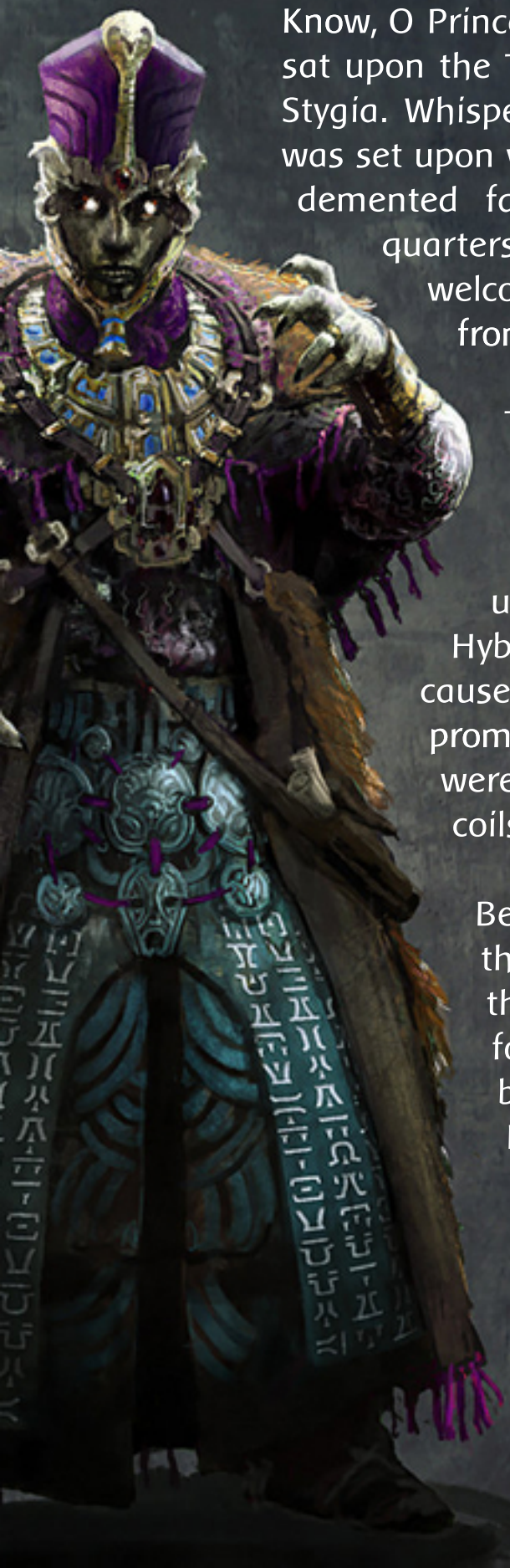
# Prologue



Know, O Prince, that in the time when Conan the Cimmerian sat upon the Throne of Aquilonia there arose whispers from Stygia. Whispers of a scheming sorcerer whose black heart was set upon vengeance. Heard first in the ruined temples of demented fanatics, then in the back alleys of thieves quarters, where the malcontent and the grumblers welcomed the sinister winds of change that blew from the South.

The sorcerer was none other than Thoth Amon, High Priest of Set, a name once cautiously whispered, now spoken openly in the streets. His venomous influence quickly crept, undetected at first, into the courts of all the Hyborian Kingdoms. Promises of riches and power caused alliances to shift, loyalties to expire. If promises failed to convince, then lotus and assassins were employed as his grip tightened, like serpentine coils, across the lands.

Before long the machinations of the Mad Sorcerer threatened to topple entire kingdoms and plunge the world into a darker age. Thoth Amon's quest for power was great. But his vengeance knew no bounds. He would have Aquilonia and its Barbarian King beneath his heel if the world had to burn for it to be accomplished.

But know also, O Prince, in that selfsame hour there were those who stood opposed to him...

## Overview

Whispers from Stygia is a campaign designed by the Conan Overlord Community at the-overlord.net.

It requires the Core game, as well as the following expansions: Stygia, Khitai, Yogah of Yag, Nordheim, and the Crossbowmen.

The outcome of each scenario will determine how well equipped the heroes and overlord are when they meet in the final scenario, which will determine the winner.

**Golden rule:** If the rules of a scenario contradict the rules of the game, the scenario rules take precedence.

## Bonus Gems

At the end of each scenario, assign two bonus gems to the winner and one bonus gem to the loser. If gems are not available, use tokens.

The Overlord uses Blue Gems. Place them in the Reserve Zone at the start of the next game.



Heroes use Red Gems. Any Hero can use these at any time. These gems do not count when determining the Heroes' Life Points.



All bonus gems apply to the exertion limit and are discarded during the End Phase of the turn they are used. Each side may carry over one unused Bonus Gem to the next scenario.

## Leveling Up

At the end of each scenario, assign 1 victory point to the winner. At the end of scenario 4, tally up the victory points for each side and assign the bonuses according to the chart below.

| Overlord | | Heroes | |
|---|---|---|---|
| **VP** | **Bonus** | **VP** | **Bonus** |
| 0-1 | 3 Bonus Gems | 0-1 | 3 Bonus Gems |
| 2-4 | River tiles get a Defense Bonus of +1 armor against non-magic attacks | 2-4 | Heroes get a Defense Bonus of +1 armor against non-magic attacks |
| 5 | River tiles get a Defense Bonus of +1 armor against non-magic attacks AND an Attack Bonus of +1 yellow die | 5 | Heroes get a Defense Bonus of +1 armor against non-magic attacks AND an Attack Bonus of +1 reroll |

# CARRYOVER ITEMS

Heroes may acquire certain items that they can carry over to subsequent scenarios. The items and their powers are listed below:

**The Medallion of Zhangpau** (Quest item):
If the heroes escape with the medallion in scenario 2, they may distribute it as desired at the begining of each scenario as long as a character holds it at the end of each scenario.

If a hero carrying the Medallion engages in a melee attack against the Dark Demon, its Guard is reduced by 1, to a minimum of 2.

Use an Amulet Fragment card from the Nordheim expansion to represent the Medallion.

**Xuthal's Crown** (Chest items):
If the heroes acquire one or two Xuthal's Crowns in previous scenarios, they may distribute the crowns as desired at the beginning of the final scenario. A character carrying Xuthal's Crown is immune to Mind Control AND gains +1 armor against all spell attacks (including unblockable damage).

**Hadrathus' Spell Book** (Quest item):
Place 3 red gems on the Spellbook card. Hadrathus may use these gems to cast spells by moving them to a spell card. Gems used in this way must not raise the total number of gems on the spell card above its exertion limit. He may combine these gems with his blue gems.

During the Start Phase and End Phase of each Heroes' Turn, move the red gems back to the Spellbook card. Red gems are never counted when calculating Hadrathus' life points.



# CAMPAIGN END

The campaign ends after the fifth scenario. The scenarios are played in order from 1-4. After playing the first four scenarios, tally the victory points and determine the final scenario. The side that wins the final scenario wins the campaign.

If the Heroes won scenario 3, the final scenario is Scenario 5 - The Streets of Khemi.

If the Overlord won scenario 3, the final scenario is Scenario 6 - The Trap.



# 5 THE TIME FOR FLIGHT IS NIGH

Yellow smoke lingers in the air. A tea cup lays tilted on its side, the leaves oozing onto the table, staining the cloth. An arcane pendant, sparkling with a jolt of sorcery, crackles, and grows dark. Hadrathus slumps in his chair, face pale, stunned at what the lotus dream had revealed to him.

The Priest of Yun, the Pendant, the ritual, everything Hadrathus had begun to suspect, was now clear. Exactly as the Priest had said when he gave Hadrathus the device at a secret meeting near the docks a fortnight ago.

Hadrathus wasting no time, entreated the favor of local sorcerer, Shuang Mian, and was granted access to his tower and library to learn more. What he discovered shook him to his core. Thoth Amon has returned. His power is growing. His reach is far and wide. His goal, to topple Aquilonia, humiliate the King and subjugate all who oppose him.

Hadrathus now realizes that Shuang Mian has betrayed him and is in league with Thoth Amon. He quickly writes down what was revealed in the dream and begins to gather his belongings.

Ikhmet, renegade Stygian assassin, arrived at the Tower too late, warning of whispers in Stygia. No time to prepare defenses, breaking glass and the stomp of soldier's boots reveal that the trap has been sprung. Shaung Mian's taunting laughter echoes through out the tower as assassins rush in, led by an unstoppable Servant of the Dark.

Shentu, the last guard loyal to Hadrathus, prepares to fight his own men. Reluctantly, he draws his swords.

Hadrathus turns to one from Beyond for aid. Yogah of Yag has returned, crossing space, time and the grave to help one he remembers as a Thief with the heart of a King.

The time for flight is nigh.

The game start with The Overlord's turn.

- Hadratus (2 spell(s) : Mitra's Halo, Telekinesis) Starts with Mitra's Halo cast.
- Yogah of Yag (battle axe et 1 spell(s) : Gift of Life)
- Shintu (khitai - kitan sword, khitai - kitan short sword)
- Ikhmet (stygia - assassin's dagger, parrying dagger, explosive orb)

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

The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.




NA

The Evil Hound (from the Khitai expansion) represents a Dark Demon that hasn't reach its full power yet. It may not be damaged in any way by the Heroes.

Does not activate.




## Objectives

To win the game, the Heroes must retrieve Hadrathus' Spellbook, the Warlock documents and the Stygian Artifact. Hadrathus must also escape the Tower with the items before the end of turn 7 when Thoth Amon's minions arrive in force and overrun the Tower.

To win the game, the Overlord must prevent Hadrathus from escaping the Tower.

# Special rules

Escaping the Tower : Shuang Mian's Tower is magically sealed. A Hero may not move or Teleport through the Outer Wall, Floors, Windows or Red Doors. Once Shaung Mian is defeated the seal is broken. Remove the Red Door tokens and the Heroes may exit the Tower through the Main Door on Level 1 or the Sewer Grate on Level 0. Once a Hero exits the Tower remove his model from the board. Once a Hero is removed he may not be returned to the board.

Shuang Mian : Shaung Mian is a coward and would never move against Hadrathus unless he was sure of victory. Nevertheless he has taken some precautions.
At the beginning of the game place Shuang Mian's model in the area with his symbol on Level 3. Each time a Hero makes an attack against him and rolls at least one success, no defense possible, do not remove Shuang Mian's model from the board, instead move it to the next lower level and place it in the area marked with his symbol on the map.
Once Shuang Mian is defeated on Level 0, remove his model from the board; he vanishes in a puff of smoke. His power broken, he can no longer command the Evil Hound. Disgusted by Shuang Mian's failure, Thoth Amon bids the creature to return to his side, remove the Evil Hound from the board and remove it's tiles from the River.

Through the Windows : The Assassins start on the outside of the Tower. They must spend 1 extra movement point to enter the Tower through a Window.

They Keep Coming : Thoth Amon has sent a seemingly endless number of Assassins to the Tower. When an Assassin is killed do not remove the model from the board. Instead place the model on a space with a token one level lower than the level it was killed on. If an Assassin is killed on Level 0 the Overlord places it on Level 1.

Tower Key, Stygian Artifact, Xuthal's Crown: Place the Tower Key in the area marked with the number 1. Only Hadrathus may pick it up. After he has picked it up it may be passed to other Heroes as normal.
The Tower Key unlocks the door in the area marked with the number 2. Once it is unlocked remove the Door and then it may be moved through as normal.
The Tower Key also unlocks the chest on Level 0 which contains the Stygian Artifact, which represents the Pendant given to Hadrathus by the Priest of Yun. Further proof of Thoth Amon's sinister plot. The Chest also contains one of Xuthal's Crowns, an item that the Heroes will find valuable later in the Campaign.
Any Hero with the key may unlock the chest and pick up the Stygian Artifact and Xuthal's Crown.
The Tower Key requires a Simple Manipulation to use.

Hadrathus' Spellbook : Place the Spellbook card in the area marked with the number 2. This represents Hadrathus' Spellbook. Only Hadrathus may pick it up. As long as it is in his possesion he gains the Teleportation Spell for this scenario and may benefit from the following special item rules.
Spellbook: Place 3 Red gems on the Spellbook card. Hadrathus may use these gems to cast spells by moving red gems to a spell card. Red gems used in this way must not raise the total number of gems on the spell card above its exertion limit. Hadrathus may combine red gems with his blue gems to cast a spell. During the Start Phase and End Phase of each Hero's Turn move the red gems back to the Spellbook card. Red gems are never counted when calculating Hadrathus' life points. Hadrathus may keep this item throughout the Campaign.

Warlock Documents : Place the Warlock Documents card on the space marked wth the number 3. This represents Hadrathus' research and evidence that he must get to Conan. Only Hadrathus may pick up the Warlock Documents. Once picked up the Warlock Documents may be passed to other Heroes as normal.

Crowded Stairs : The Stairs areas marked with an * are small and may only have 2 models on them before they to are considered Occupied. The Stairs area on Level 4 must have 4 models on it to be considered Occupied.
Yoga of Yag and the Dark Demon count as 2 models for determing if an Area is Occupied.
All other Stairs areas use normal Occupied Area rules, keeping in mind that Yogah of Yag and the Dark Demon bases will hang over from side to side, so only measure from front to back.

Line of Sight on Stairs: A Character always has Line of Sight to the next Stairs area immediately above or below the one he is currently in.

Teleport : A Hero may use Teleportation to move through an occupied stairway space to the stairway space immediately above or below the occupied stairway Space.

Wall Wrecker Skill : A character with Wall Wrecker may not use it to pass through the the outer wall of the Tower, or any stone wall or floor in the Tower.

Dan Maurie

# 5 FIGHT OR FLIGHT?

The muscles in Hadrathus' legs burned from running for three days and the dizziness of exhaustion brought about by an intolerable lack of food almost overtook him, despite finally reaching the port of Shu Chen. He and his colleagues paused to momentarily breathe in the evening air which, despite its frosty undertone, brought no comfort. As he did, he remembered the times since the Tower when they had so narrowly escaped death at the hand of Thoth Amon's diabolical assassin. His spell book, now badly damaged, was in desperate need of repair since their last encounter, but there is no time to address that now. He knew it would only be a matter of time before Thoth Amon's spies would bring back word of their location, and that time was rapidly running out.

Yogah grabbed him by his spindly arm and pulled him towards the town, snapping him out of his moment of reflection. "Here we will find swift passage away from the demon," he urged the wizard. Shentu looked at them both with alarm. "Wait!" he cried hastily, "The medallion of Zhangpau is here. Wizard! Were we to seize it for ourselves, you could use its magic to one day vanquish the foul beast!" Hadrathus did not know of this medallion but the certainty in Shentu's voice suggested that he might be able to unlock its secrets once they were clear of the demon.

The Stygian Ikhmet looked across the town with his keen eyes and then looked back behind them, straining to see if the demon was close. "I do not think we have enough time," he said, "but if we are to try, we will have to move like the wind. I fear the beast is near upon us."




## Objectives

If the Heroes escape with the merchant who can give them safe passage, the Heroes win the game and gain 1 Victory Point. If they remove the Medallion of Zhangpau from the town, they also receive an additional 1 Victory Point.

If the Overlord prevents the Heroes from escaping with the merchant, the Overlord wins the game and receives 2 Victory Points. If the Heroes escape but the Medallion remains in Shu Chen, both the Overlord and the Heroes gain 1 Victory Point.

The game start with The heroes' turn.

- Hadratus (4 spell(s) : Mitra's Halo, Mitra's Healing, Bori's Rage, Repel) Hadrathus also carries Hadrathus' Spell Book
- Yogah of Yag (battle axe et 2 spell(s) : Gift of Life, Teleportation)
- Shintu (khitai - kitan sword)
- Ikhmet (stygia - assassin's dagger)

After setup, the Heroes move 6 gem(s) from her Reserve zone to her 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.



The Dark Demon Arrives : The Overlord may only activate this tile at a cost of 1 gem, i.e. when the Event tile is in the furthest left slot in the River. When this tile is activated, it is removed from the game. The Overlord places the first Dark Demon tile on slot 3 by sliding other tiles to the right. The Overlord then places the second Dark Demon tile on slot 6 by sliding other tiles to the right.
Place the Dark Demon token on space 8 of the time track to represent its health. The Dark Demon appears in the same starting area as the heroes.



## Special rules

Reinforced Walls : A character with Wall Wrecker cannot move through the reinforced walls of the Temple where the Medallion is located.

Boats : the areas with boats are considered normal terrain for Movement.

Swimming : A character with Swimming may move through the river on the east of the map. Due to the river being highly polluted, though, anyone entering it must take 1 wound.

Leap : a character with Leap may leap over the areas marked with the Leap icon . If a hero fails to leap, the character remains in its area.

The Medallion of Zhangpau : The Medallion is in the space marked with the number 1. It can be removed from its holder with a complex manipulation with a difficult of 4. If the hero engaging in a melee attack against the Dark Demon is carrying the Medallion, its Guard is reduced by 1, to a minimum of 2.
If a hero recovers the Medallion but does not leave the town with it, the heroes will not be able to use it in the future.

The Dark Demon : If the Dark Demon defends against a melee attack by a hero carrying the Medallion of Zhangpau, its Guard value is reduced by 1, to a minimum of 2.
At any time during the Overlord's turn, if the Dark Demon is in the same area as a minion, the Overlord may remove the minion and increase the Dark Demon's health by 2, up to a maximum of 15.
Due to its immense power, Hadrathus must spend all 3 gems to Push Back the Dark Demon one space.

The Pirates : The Pirates are not loyal to Thoth Amon and will not fight the heroes unless either a hero enters their shack - in which case they will assume that the heroes are after their treasure - or if a Crossbowman or Javelin Thrower loyal to Thoth Amon enters their shack and convinces them to come to their aid. The door can be opened by a Hero with a simple manipulation. The Overlord does not need to spend gems for any human minion to open the door.

Hadrathus' Spellbook : In this scenario, Hadrathus' spell book has been badly damaged and cannot be used at the present time. Hadrathus therefore has to choose whether to keep his now tattered spell book with him. In order to use it in future scenarios, he must be carrying it at the end of this scenario. If he chooses to discard it, he may not use it in any future scenario.

Chests : During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains Xuthal Crown, Dagger, Leather Armor.
If a hero recovers a Xuthal Crown but does not leave the town with it, the heroes will not be able to use it in the future.

Bridges : Characters with large bases may cross bridges.

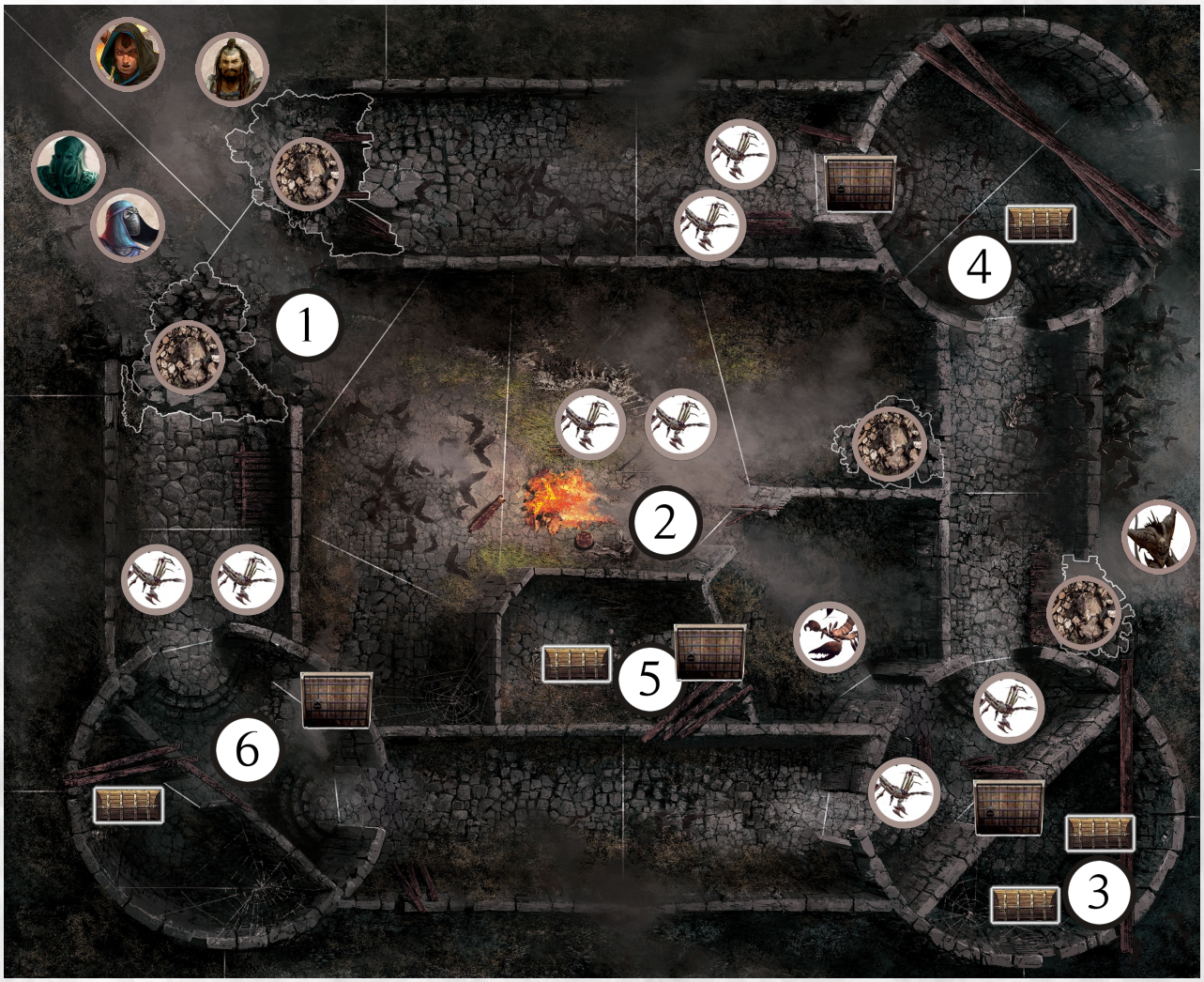
The Shrine Guards : The guards of the shrine containing the medallion will not cross the bridges marked 1 and 2, unless the Medallion has been removed from the shrine.

Finding the Merchant : During setup, the Overlord randomly places five relic tiles, numbered 1 to 5, face-down on the areas containing boats. If a hero is on a space containing a tile, they may negotiate with that merchant by ending their turn there. They then flip one of the tokens. If it is a 1, they have found the merchant who can help them escape from Shu Chen and from the Dark Demon, and they agree to go with that hero. Replace the 1 token with the Shevatas miniature and remove the remaining tokens from the board. The merchant does not affect Hindering.
Once the merchant agrees to go with a hero, the merchant always moves when the hero does. A hero may abandon the merchant at any time while it is still their turn. If the merchant is not attached to a hero, another active hero in the same area may attach themself to the merchant instead without having to end their turn. If there are no heroes attached to the merchant, the merchant will not move.
The merchant has 4 health and a Guard value of 1. If there is a hero attached to the merchant, they may add to the merchant's defence with an orange die for every gem spent. If the merchant dies, the Overlord wins the scenario.
If no hero is holding the Medallion, Hadrathus must exit the board with the merchant from the area marked with the flame. If a hero is holding the Medallion, that hero must be the one to exit the board from the same area with the merchant. A hero may exit the board by spending the appropriate number of movement points. The Heroes may choose to drop and leave the Medallion in order to make a hasty exit.

Neil Amswych

# 5 THE FATE OF YAG-KOSHA

"I travelled this road in days long past," spake Yogah, and although his voice changed in neither key nor timbre, not being meant for human speech, his companions yet could feel the aching sorrow in his words.
"The ruins we approach were once an outpost of Turan, here on the eastern shores of the Vilayet. Yara, calling upon dark allies and sorceries, claimed it as he dragged me along the route to Zamora from the dim jungles of Khitai. Here it was that - bound by chains of iron, of sorcerous power, of alchemical might - I was forced to divulge further black knowledge. Here it was that vile rituals, that I am loathe to recall, were performed to create an idol in my likeness and of my essence to contol me if paired with the proper rites. It was left here, guarded by abominable physical sentries as well as sorcerous traps, as a failsafe to be retrieved should his control over me wane."
Hadrathus, Shentu, and Ikhmet could say nothing, overcome with shame as if the guilt of an entire race were laid upon them.
"I had thought it forgotten - yet now Thoth Amon has learned of it and will seek it. We must destroy it, place it in the ever-burning fire within, must thwart his plans - and in doing so send me back to the realm from which I was summoned to aid you. You must carry on from here; aid the Cimmerian as he once aided a wretched Yag-Kosha."
Striding through the verdant fronds before them, they found themselves facing the ruins of a fortress named accursed, disused for some 300 years.
"Thus we enter the forgotten, remote fastness of Yara. No matter the outcome, I have been honored to fight with you."




## Objectives

To win the game, the Heroes must find the Idol Of Yag-Kosha and place it in the fire (in the zone with the "2" token) to destroy it by the end of turn 8, before the befouled air renders them unconscious.

To win the game, the Overlord must prevent the heroes from destroying the Idol of Yag-Kosha, thereby granting control of the Idol to Thoth Amon.

The game start with The heroes' turn.

- Hadratus (grimoire et 4 spell(s) : Bori's Rage, Mitra's Healing, Mitra's Halo, Carried By The Wind) Hadrathus is possibly equipped with Hadrathus's Spellbook (Grimoire/Spellbook card) - see Special Rules. Hadrathus starts with Mitra's Halo cast.
- Shintu (khitai - kitan sword, sword)
- Ikhmet (stygia - assassin's dagger, parrying dagger)
- Yogah of Yag (ornamental spear et 1 spell(s) : Gift of Life)

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

The Overlord starts with 12 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.



: When an Event tile is activated, the Overlord chooses one of these events to occur:

Viridian Wings of Yag : One wall or tower zone is suddenly infused with lotus fumes, seeping from the very walls. Any hero in such a zone is suddenly convinced they possess great green wings, as did Yogah when he traversed the dark gulfs of space when he travelled here. Thus believing, they leap (moving from the tower to the nearest wall zone of the Overlord's choice if necessary) to an adjacent ground zone of the Overlord's choice. Falling damage is taken accordingly, and the spell is broken.
This can happen only once per zone. Mark such a zone with a gem or other token.

Crushing Burden : The hero carrying the Idol of Yag-Kosha suddenly is overcome by the weight of it and has their movement value reduced to 0 while carrying it for the remainder of the scenario. Their exertion limit is unaffected.

Bat Swarm : The Overlord chooses a zone occupied by one or more heroes; that zone is swarmed by a horde of bats at the beginning of the next heroes' turn. For that turn, heroes must spend one extra movement point to move through or out of this zone. Mark this zone with .




8 6

# Special rules

Chests : During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains 2 Antidote, Stygian Artifact, Javelin, Life Potion.

Hand of Yara : During setup, the Overlord secretly chooses {3} numbered tokens corresponding to numbered zones in the setup diagram and sets them aside facedown. The first time a hero enters a chosen zone, the Overlord flips the token faceup and the hero triggers a glyph left there by Yara. A spectral hand, wearing a ring that Yogah will recognize as Yara's and with long talon-like fingernails, will appear and attack the hero immediately. This attack is resolved as an Attack From Beyond. The hero may guard against this attack but doing so halts movement. The hand disappears once the attack is resolved.

If Yogah has line of sight to this, he will recognize the ring and become enraged, gaining a bonus for all melee attacks for the remainder of the scenario. This bonus does not accrue - it only happens the first time Yogah sees the ring.

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.

Servants of the Black Ring, Unshrouded : The heroes have been tracked by 3 Stygian Assassins in thrall to Thoth Amon. Immediately upon the Idol of Yag Kosha being revealed, the Stygian Assassins are placed on the board as the Overlord sees fit and their tile is placed in the 1st space in the river.

Lotus Befouled : The very air in the fortress is tainted by the lingering remnants of a once much more powerful miasma created by Yara that would lay low those who dared venture into it. It remains as a vague haze, potent enough to render any who spend more than 8 turns in it unconscious - all zones on the board are so affected.
Destroying the Idol Of Yag will dissipate the fumes enough for the heroes to escape.

Idol of Yag-Kosha : The Idol of Yag-Kosha, once found, must be dropped in the fire (in the zone with the "2" token) by a hero in the same zone and destroyed. Yogah will fade away, returning to his realm.
Yogah has the might to throw the Idol into the fire using normal Throwing and Catching an Object rules.
If the heroes fail, Thoth Amon will reach through whatever minion is closest (Stygian Assassin or Outer Dark Demon) to use his magic on the Idol to gain control of Yogah, teleporting him and the Idol of Yag-Kosha away.
Use the Stygian Artifact card, but give it an Ecumbrance Value of 4.

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

Poisoned : When attacked by a Giant Scorpion, instead of suffering damage as usual, a hero must place a number of poison tokens equal to the amount of damage either on the Melee Attack space or the Move space of their hero sheet. Each poison token on an action space reduces by 1 the exertion limit of that action. When both exertion limits are reduced to zero, that hero immediately dies.

Blood of the Bat : Any hero in a zone affected by Bat Swarm may perform a complex Manipulation with a difficulty of 3 to catch a bat. The bats, having over the years engaged with the scorpions, developed their own anti-toxin. Performing a simple Manipulation to bite into the bat and ingest its blood will serve as an Antidote.

Doors : Doors are magically sealed and can be opened by Yogah using his Wall Wrecker skill or with a result of 3 axes on Bori's Rage cast upon them by Hadrathus.

Hadrathus' Spell Book (if still in his possession): Place 3 red gems on the Spellbook card. Hadrathus may use these gems to cast spells by moving red gems to a spell card. Red gems used in this way must not raise the total number of gems on the spell card above its exertion limit. Hadrathus may combine red gems with his blue gems to cast a spell. During the Start Phase and End Phase of each Heroes' Turn move the red gems back to the Spellbook card. Red gems are never counted when calculating Hadrathus' life points.

barbariesplendor

# 5 DREAMS OF ATALI

Was it all a dream, or did Conan truly catch a glimpse of Ymir's icy realm? Even Niord, a sword-brother from Conan's past is dubious of the Cimmerian's account of the frost giant's daughter - and it was Niord himself who found the awe-struck barbarian shortly after the supposed encounter. But one thing concerning this strange tale is certain: Thoth-Amon knows that Conan's memory of the mysterious woman has never dimmed, nor has his desire to continue the chase.

And so the sorcerer has breathed deeply of the lotus blossom and traversed strange realms where the feet of mortal men are forbidden to tread. But so too has Hadrathus, and it is at the threshold between the material world and realm of eternal frost that the two sorcerers meet. Thoth-Amon Plans to lure Atali from her home and capture her to serve as bait for the King of Aquilonia. It is up to Hadrathus to disrupt the Stygian's plot, so that Conan may prepare for the battle ahead without being disturbed by visions of a woman "like Dawn running naked on the snows".




## Objectives

If at least one Hero or Ally (Aesir Warrior or Frost Giant) shares a zone with Atali at the end of Hero turn 10, the Heroes win the game.

If at any point during the Overlord's turn Atali does not share a zone with a Hero, an Aesir Warrior, or a Hero-controlled Frost Giant, and shares a zone with Thoth-Amon, the Overlord wins the game. The Overlord may also secure victory instantly if they have placed six blue gems on their altar (zone marked 2).

The game start with The heroes' turn.

- Hadratus (kriss, buckler, sorcerer's document et 3 spell(s) : Mitra's Halo, Mitra's Healing, Bori's Rage) Sorcerer's Document is the Spell Book card
- Shintu (khitai - kitan sword, khitai - kitan short sword, leather armor)
- Ikhmet (parrying dagger, stygia - assassin's dagger, bossonian bow)
- Niord (aesir sword, aesir sword, leather armor)

After setup, the Heroes move 4 gem(s) from her Reserve zone to her Fatigue zone.

The Overlord starts with 8 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of 6 in the Book of Skelos.



: Event: When the Overlord activates an event tile (either '1' or '2') he may choose one of the following effects:

: Reinforcements: 5

: Earthquake: The Overlord chooses a zone and rolls an orange die. He may then move an equal number of miniatures in that zone to any adjacent zone or zones he so chooses.




* 6

Thoth-Amon has the following spells: Lighting Storm, Push Back, Teleport, Set's Halo

## Special rules

: Atali: Atali is placed on the board at the beginning of Hero turn 8 in the area shown on the setup diagram. She is not controlled by the Heroes or the Overlord and more so functions as a token. She may not be moved by any means.

: Thoth-Amon: Thoth-Amon only ever has one Life Point. Whenever he suffers a wound, his miniature is removed from the board and placed on the Book of Skelos. At the beginning of the Overlord's next turn, he is placed back in his starting zone. Thoth-Amon can cast Lightning Storm, Teleport, Set's Halo, and Push Back. Thoth-Amon's tile is never flipped.

: Smoking Hearts for Ymir's Board: In this scenario when certain characters are killed, they will drop a gem that represents a heart. These hearts are important because they allow players to summon Frost Giants to join their side of the battle. To gain a Frost Giant as an ally, one side must drop three gems in the area representing their 'board' ('1' represents the Heroes' board and '2' represents the Overlord's board). Once 3 gems have been dropped, the player whose miniature dropped them chooses one of the Frost Giant tiles and places it with their things on the table, and places the corresponding Frost Giant miniature in the zone indicated on the setup diagram. This Frost Giant may be activated by that player, or any player on their side, once each turn (including the turn it has been summoned). The player may not augment the Frost Giant's attacks in anyway, nor its defenses. It is activated by player and not Hero; therefore, neither the Command ability, nor the spending of gems are necessary. Each Frost Giant starts with 6 wounds. While it is possible for one side to gain control of more than one Frost Giant, it is unlikely (and if the Overlord managed to do so, the game would immediately end because thier victory conditions would be met).

: The gems/hearts function as follows:
On the Overlord's side, each Vanir Warrior slain drops a single heart which is represented by a red gem. On the Heroes' side, each Aesir warrior and each Hero slain drops a single heart which is represented by a blue gem. Only Heroes and Aesir Warriors may pick up red gems, and any of the Overlord's miniatures may pick up blue gems. A single miniature can only ever hold one gem at a time. Heroes must spend one gem for a simple manipulation (not affected by hindering) to pick up a gem. A miniature controlled by the Overlord may pick up a blue gem as part of their action, for free. These gems stay in the possession of the miniature until they are dropped or the miniature carrying the gem is slain (they may not be passed or thrown), in which case, that gem is dropped in their zone. The gems do not have an encumbrance value. Special note: The Heroes use the beige colored Aesir Warriors tile (the one with a 2 armor value).

Aesir Allies : The Aesir Warriors are controlled by Niord's Command skill.

Matt John

# 5 THE STREETS OF KHEMI

Frustrated time and again by Conan and his allies, Thoth Amon has lured a powerful eastern sorcerer, Shuang Mian, to Khemi. Shuang Mian carries a shard of a powerful amulet that, when united with Thoth Amon's shard, will summon the mortal incarnation of Set. When word of this evil alliance reaches Aquilonia, King Conan summons his allies and embarks on a journey to the heart of Stygia to put an end to Thoth Amon's plots.

Emboldened by their recent victories and armed with Xuthal's Crown to protect them from the most heinous sorceries, Conan Hadrathus, Ikhmet, and Njord sneak into Khemi and watch from a nearby rooftop as Shuang Mian's ship pulls into port and ranks of soldiers disembark, flooding the streets of Khemi.




## Objectives

To win the game, the Heroes must prevent Thoth Amon and Shuang Mian from joining forces to complete the amulet. If either sorceror is killed before the two meet, the heroes win.

To win the game, Thoth Amon and Shuang Mian must join forces to complete the ritual. If they are in the same zone at the begining of the Overlord's turn, the Overlord wins.

The game start with The heroes' turn.

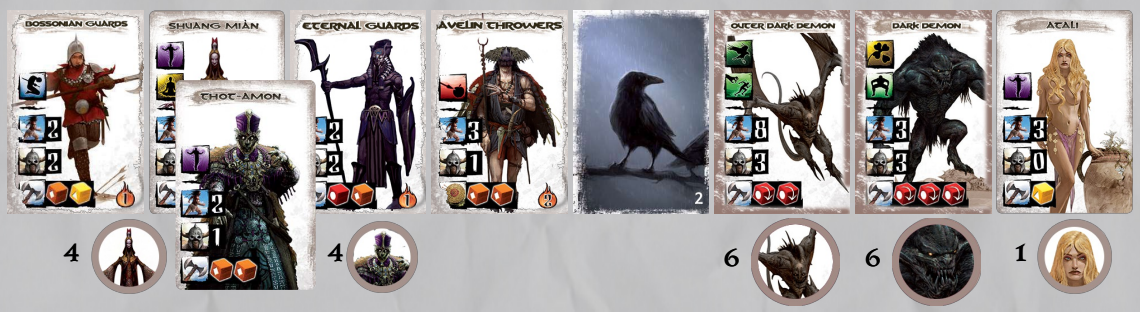
- Conan (sword, leather armor, buckler)
- Hadratus (dagger, grimoire et 3 spell(s) : Bori's Rage, Mitra's Halo, Teleportation)
- Niord (tribal mace, parrying dagger)
- Ikhmet (stygia - assassin's dagger, stygia - assassin's dagger, leather armor, throwing knives)

After setup, the Heroes move 5 gem(s) from her Reserve zone to her Fatigue zone.

The Overlord starts with 14 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.



Mind Possession : The Overlord takes control of a character who is not wearing Xuthal's Crown. The Overlord may move up to four gems from their own reserve zone to their own fatigue zone. For each gem moved in this manner, the Overlord may move one gem from the possessed character's reserve to any of the character's action spaces or spells, but may place a maximum of 2 in any one action space. This must follow exertion limits. The Overlord may not use the character's free movement points, may not instruct the character to jump into water or off a building, or use community gems.
Once the Overlord chooses to stop using gems to activate the character, Mind Possession ends. The Overlord then gains 6 reinforcement points.




Spells : Set's Bite, Set's Halo, Set's Possession - A magic aura protects Thoth Amon from all damage except spell damage. This aura prevents Thoth Amon from moving more than his base movement during each activation. Thoth Amon begins the game with 4 health and Set's Halo is active.

Spells : Energy Drain, Mental Control, Pestilence Swarm - A magic aura protects Shuang Mian from all damage except by someone carrying the Stygian Artifact. This aura prevents Shuang Mian from moving more than his base movement during each activation. Shuang Mian begins the game with 4 health.

When the Outer Dark Demon dies, place the Stygian Artifact in his zone.

Spells : Kiss Of Death

## Special rules

Jumping into Water : A character adjacent to a water area may move into that area with no movement penalty. When a character without Swimming moves into a water area, that character dies immediately.

Moving Back onto the Docks : A character in a water area adjacent to a ladder may move back onto the docks by spending 1 extra movement point.

Roof Top : The areas located on the roof top of the building on the left side of the board provide an elevation bonus, including on the stairs areas. A character may jump from these areas to the areas of the street level. That character rolls 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.

Wall Wrecker : A character with Wall Wrecker can only use this skill to move across the wall in the warehouse on the right side of the board.

Chests : During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains: Sorcerer's Scepter, Halbred, Crossbow, Shield, Life Potion, Life Potion.

Sorcerer's Scepter : A spellcaster carrying the Sorcerer's Scepter gains access to the spell Lightning Storm.

Xuthal's Crown : If the heroes acquired one or two Xuthal's Crowns in previous scenarios, they may distribute them as desired at the beginning of this scenario. A character in possession of Xuthal's Crown is immune to any form of mind control AND gains 1 additional armor against all spell attacks (including unblockable damage). This includes the spells Set's Possession and Mind Control, as well as the Mind Possession Event.

Atali's Enthrallment : Conan is the only hero who can see or interact with Atali. She does not hinder nor harm any hero but Conan. However, all other Overlord units and Atali interact as normal.
While Atali is alive, Conan is enthralled. Every movement point spent must bring Conan closer to her. He must LEAP if it is the shortest path to Atali. Conan must spend at least one free movement point in this manner. Xuthal's Crown does not protect Conan from this enthrallment.
If the heroes won the previous scenario, DO NOT USE Atali in this scenario. Remove her tile from the river and the Atali miniature from the board.

Hadrathus' Spell Book : Place 3 red gems on the Spellbook card. Hadrathus may use these gems to cast spells by moving them to a spell card. Gems used in this way must not raise the total number of gems on the spell card above its exertion limit. He may combine these gems with his blue gems. During the Start Phase and End Phase of each Heroes' Turn move the red gems back to the Spellbook card. Red gems are never counted when calculation Hadrathus' life points.

Shared Power : At the start of the game, stack both the Thoth Amon tile and the Shuang Mian tile in slot number 2 (one on top of the other). This is called the sorcerer stack. Whenver the Overlord activates the sorcerer stack, he must choose which villain to activate. Once the chosen villain activates, BOTH tiles are moved to the end of the river. Moving the tile in this manner DOES NOT count as an activation for the UNCHOSEN villain.

The Medallion of Zhangpau : If a hero engaging in a melee attack against the Dark Demon is carrying the Medallion, its Guard is reduced by 1, to a minimum of 2.

Ken Meyer

# 5 THE TRAP

"By Crom, I'll make that bloody necromancer pay!"" Conan crept across the grassy field like a panther, guided only by the half moon. Ahead, torches flickered from the walls of the ruined fort, silhouetting shadows of soldiers patrolling the parapet. The bulk of Conan's army rested a day's journey north, their bodies nourishing Aquilonian fields in one last service to their country. Yogah, once a friend—or at least an ally—now served Thoth Amon as general of the Stygian army.

Losing hope that any stragglers from his vanquished army would join him, Conan realized that nothing stood between Tarantia and these hellish forces save himself. Spying the crumbled ruins of the northwest tower, however, lifted Conan's spirit as he saw his chance to sneak inside and slay the beasts within—Thoth Amon and Yogah of Yag. Conan gritted his teeth, loosed his sword, and strode forward.

Meanwhile, unbeknownst to Conan, his three most trusted allies are penetrating the fort via the catacombs beneath below. Thoth, aware of their presence, has filled the catacombs with vile scorpions, his best soldiers, and a horrific demon to lead them - all tasked with keeping Conan's allies at bay until Conan falls into Thoth Amon's trap.



## Objectives

If the Heroes kill Yogah of Yag and Thoth Amon, the Heroes win the game

If the Overlord kills Conan, the Overlord win the game




The game start with The heroes' turn.

- Conan (conan's sword, scale armor, bossonian bow)
- Shintu (khitai - kitan sword, khitai - kitan short sword, leather armor)
- Ikhmet (yuetshi knife, parrying dagger, throwing knives)
- Hadratus (grimoire, dagger et 3 spell(s) : Gift of Life, Lightning Strike, Mental Torture)

After setup, the Heroes move 0 gem(s) from her Reserve zone to her 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.



Yogah's Possession : Perform the following events IN ORDER:
1. Activate Yogah of Yag. Yogah's activation counts as a standard hero and begins by choosing a cautious or aggressive stance.
2. After Yogah's activation is complete, Yogah tries to fight the mystical bonds that control him. Roll 1 yellow die . Yogah of Yag suffers the result in self-inflicted wounds. This die CANNOT be rerolled.
3. The Overlord gains 4 reinforcement points to be placed on the marked areas of the ruined fort tile.
Yogah's Possession can only be used once per turn.




8 6 1

Spells : Kiss Of Death

Spells : Set's Bite, Set's Halo, Pestilence Swarm - Thoth Amon begins the game with Set's Halo active.

## Special rules

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.

Atali's Enthrallment : Conan is the only hero who can see or interact with Atali. While Atali is alive, Conan is enthralled. Every movement point spent must bring Conan closer to her. Conan must spend at least one free movement point in this manner.
If the heroes won the previous scenario, DO NOT USE Atali in this scenario. Remove her tile from the river and the Atali miniature from the board.

Yogah's Tragedy : Thoth Amon controls Yogah of Yag. The Overlord controls Yogah of Yag as a standard hero, using red gems rather than blue. Yogah may only be activated by using an Event tile. Yogah may open doors and chests, and recovers gems by using either aggressive or cautious stances. Yogah does NOT gain additional gems when a hero dies. Yogah begins the scenario with the Ornamental Spear and the spells Bori's Rage and Mitra's Halo. He begins with 10 gems in his Reserve and 2 gems in his Fatigue zone.

Catacombs : The catacombs beneath the ruined fort have two levels. The stair with the green up arrow connects to the stair with the green down arrow, and the stair with the red up arrow connects to the stair with the red down arrow in the ruined fort. To move from one level to the corresponding zone on another level requires 2 movement points.

Chests : During setup, the Overlord places 6 chests on the board as indicated by the setup diagram and creates 2 separate asset decks.
The first deck belongs to the three chests in the catacombs. They contain life potion, life potion, and sorcerer's scepter.
The second deck belongs to the three chests in the ruined fort. It contains: halbred, chainmail, battle axe.

Hadrathus' Spell Book : Place 3 red gems on the Spellbook card. Hadrathus may use these gems to cast spells by moving them to a spell card. Gems used in this way must not raise the total number of gems on the spell card above its exertion limit. He may combine these gems with his blue gems. During the Start Phase and End Phase of each Heroes' Turn move the red gems back to the Spellbook card. Red gems are never counted when calculation Hadrathus' life points.

Sorcerer's Scepter : A spellcaster carrying the Sorcerer's Scepter gains access to the spell Mind Control.

Xuthal's Crown : If the heroes acquired one or two Xuthal's Crowns in previous scenarios, they may distribute them as desired at the begining of this scenario. A character in possession of Xuthal's Crown is immune to the spell Mind Control AND gains 1 additional armor against all spell attacks (including unblockable damage). The crown DOES NOT protect Yogah from Yogah's Possession.

Ken Meyer

VICTORY POINT BONUS

Attack Bonus

Hero gets:

+1 Reroll

VICTORY POINT BONUS

Attack Bonus

Hero gets:

+1 Reroll

VICTORY POINT BONUS

Attack Bonus

Hero gets:

+1 Reroll

VICTORY POINT BONUS

Attack Bonus

Hero gets:

+1 Reroll

VICTORY POINT BONUS

Bonus Gems

Heroes gets:

+3 Bonus Gems

VICTORY POINT BONUS

Bonus Gems

Overlord gets:

+3 Bonus Gems

VICTORY POINT BONUS

Defense Bonus

Hero gets:

+1 Armor against non-magic attacks

VICTORY POINT BONUS

Defense Bonus

Hero gets:

+1 Armor against non-magic attacks

VICTORY POINT BONUS

Defense Bonus

Hero gets:

+1 Armor against non-magic attacks

VICTORY POINT BONUS

Defense Bonus

Hero gets:

+1 Armor against non-magic attacks

VICTORY POINT BONUS

Defense Bonus

All tiles in the river get:

+1 Armor against non-magic attacks

VICTORY POINT BONUS

Attack Bonus

All tiles in the river get:

+1 Yellow Die

XUTHAL'S CROWN BONUS

Magic Defense Bonus

Hero gets:

Immunity

against all Mind Control spells

XUTHAL'S CROWN BONUS

Magic Defense Bonus

Hero gets:

Immunity

against all Mind Control spells

XUTHAL'S CROWN BONUS

Magic Defense Bonus

Hero gets:

+1 Armor

against all spell attacks, including unblockable damage

XUTHAL'S CROWN BONUS

Magic Defense Bonus

Hero gets:

+1 Armor

against all spell attacks, including unblockable damage

MEDALLION OF ZHANGPAU

Dark Demon Attack Bonus

The hero carrying the Medallion gets:

The Dark Demon's Guard is reduced by 1 for melee attacks.