CONAN

THE LEGEND OF THE DEVIL IN IRON



MONOLITH

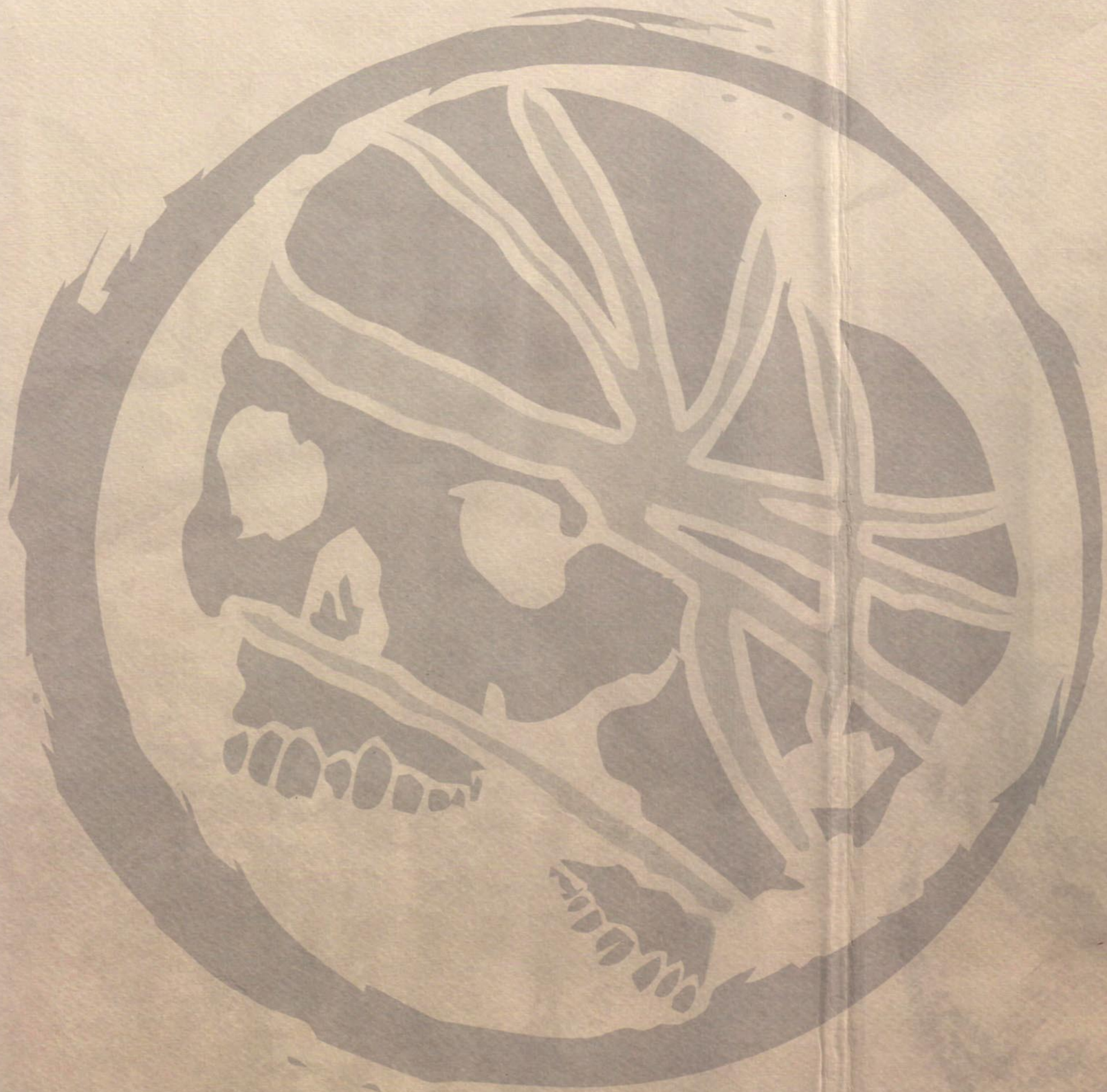

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TABLE OF CONTENTS

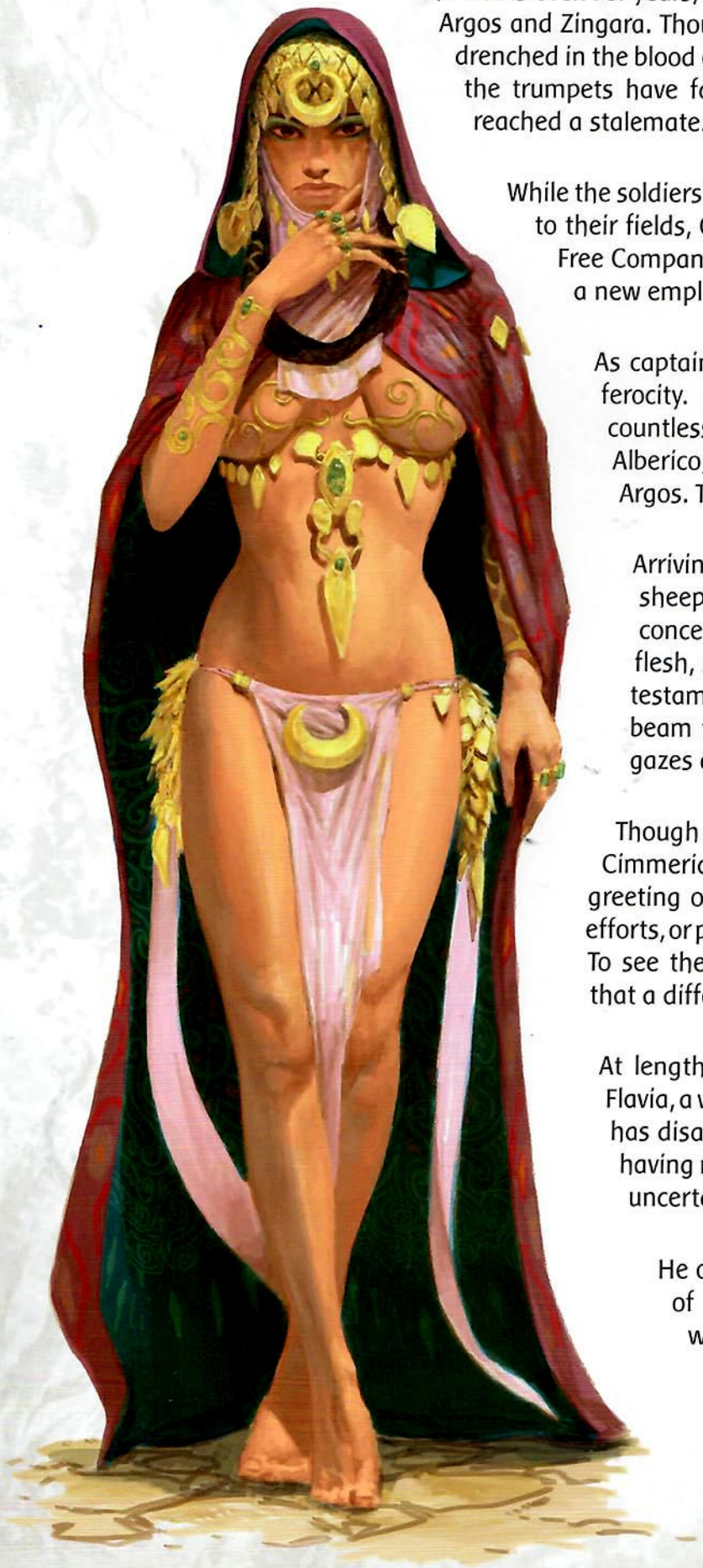
Prologue p. 3

Campaign book p. 4-55

- Overview p. 6
- Card list p. 6
- Campaign and Scenario Sheets overview p. 7
- The Overlord Units p. 7
- Choosing your side and your Hero p. 7
- Playing the campaign with less than 5 players p. 7
- Campaign turn structure ..... p. 8-12
  - Choice and setup of the scenario p. 8
  - Playing the scenario p. 8
    - Gaining experience points during a scenario p. 8
    - Use of the Overlord's special gems p. 8
    - Use of the Heroes' Common gems p. 8
    - Heroes out of combat p. 9
  - End of scenario and rewards p. 9
    - Victory points p. 9
    - Equipment p. 9
    - Experience points p. 9
      - Writing on campaign sheets p. 10
  - Spending experience points p. 10
    - Spending Overlord Experience Points p. 10
    - Spending Hero Experience Points p. 10
      - Common Gems p. 10
      - Hero level p. 11
  - Equipment Management p. 12
- Campaign End p. 12
- Heroes' Scenario Sheet p. 13
- Overlord's Scenario Sheet p. 13
- Heroes' Campaign Sheet p. 14
- Overlord's Campaign Sheet p. 15
- Game board rules p. 16
- Scenarios ..... p. 18-55
  - Uproar in Messantia p. 18
  - The Unmasked Pirate p. 20
  - An Improbable Alliance p. 22
  - When the Dead Walk p. 24
  - The Inn of All Dangers p. 26
  - The Mad Shaman p. 28
  - The Crook's Hideout p. 30
  - The Treasure Chest p. 32
  - The Woman Who Never Died p. 34
  - An Explosive Enigma p. 36
  - A Terrifying Incantation p. 38
  - Approached by the Vandal p. 40
  - The Horror from the Abyss p. 42
  - The Mystical Dagger p. 44
  - Behind the Barricades p. 46
  - The Spellbook of the Gray Man-Ape p. 48
  - The Cursed Treasures of Khawarizm p. 50
  - The Fortress of Xapur p. 52
  - The Last Dagonian p. 54

Artbook p. 56-92

Prologue



The war is over. For years, countless battles raged between the armies of Argos and Zingara. Though power has shifted and the land has been drenched in the blood of thousands, there stands no clear victor. Now the trumpets have fallen silent, and the warring kingdoms have reached a stalemate.

While the soldiers return to their cantonments, and the peasants to their fields, Conan the Cimmerian and his brothers of the Free Company, once pledged to the kingdom of Argos, seek a new employer.

As captain, Conan gained a reputation for bravery and ferocity. Word of the mighty Cimmerian who slew countless Zingaran dogs has reached the ears of Count Alberico, an influential member of the Royal Court of Argos. Thus, Conan is summoned.

Arriving at the palace, Conan is as a wolf among sheep. His hauberk of black mail does little to conceal the hard lines of his powerful frame. Tanned flesh, scored and marked like an old tabletop, gives testament to a life lived by the sword. Blue eyes that beam from beneath a straight black mane turn the gazes of all who behold him.

Though the looks of honor and fear please the Cimmerian, he is disappointed by the unceremonious greeting of the Count. Conan expected a bonus for his efforts, or perhaps a command post in the Argossian army. To see the Count's worried expression, Conan deduces that a different kind of offer may be forthcoming.

At length, Count Alberico explains that his daughter, Flavia, a woman destined to become the queen of Argos, has disappeared. Alberico suspects the Zingarans, but having not received any ransom demands, he remains uncertain.

He offers a year's pay to the Cimmerian and each of his companions if they are able to return his wayward daughter to her home. Wanting only gold and the pleasures it affords, and knowing that without use a sword arm will rust as sure at the sword it wields, Conan accepts.

Campaign book



OVERVIEW

This book contains all the rules necessary to play a Conan narrative campaign. This campaign is playable by two to five players, and will see two opposing sides clash: the heroes and the Overlord.

Each player on the heroes' side will play a unique character who will evolve as the plot grows, gaining equipment, skills, etc. The Overlord player will also see his forces increase during the campaign. These evolutions will be managed by a system of experience points (XP) allocated according to victories and defeats, but also by various game events such as putting a hero or a tile out of combat.

Players will experience an adventure in which the sequence of scenarios is not determined in advance, thus allowing the campaign to be replayed. The outcome of each scenario will determine how the campaign continues. Players will play eight of the nineteen available scenarios in order to reach the conclusion of the campaign. The winner will be decided after the last scenario is played.

Golden rule: If the rules of a scenario contradict the rules of the campaign or the rules of the game, it is those of the scenario that take precedence. Campaign rules take precedence over the rules of the game.

CARD LIST

The Legend of the Devil in Iron card x 1



Orb position cards x 9



Available common gems Reserve card x 1

Used common gems Reserve card x 1



Hero level cards x 8
(2 cards per hero)



Poisoned cards x 4



Equipment cards x 29



Orb cards x 3



Spell cards x 2



Special Equipment

At the beginning of the campaign, players form and shuffle the Special Equipment Deck consisting of the following Equipment Cards: Kordava Boots, Akbitana's Claymore, Shemite Bow, Armbands of Bel, Asshuri Cuirass, Shadow Mantel, Phoenix Sword, Bori's Hammer, Shield of Mitra.

Kordava Boots



Adds 1 to the base movement value of the hero wearing them.

Akbitana's Claymore



The bearer of Akbitana's Claymore gains the Counterattack skill.

Shadow Mantel



The wearer of the Shadow Mantle gains the Untouchable skill.

Bori's Hammer



The bearer of Bori's Hammer gains the Wall Wrecker skill.



Level cards

Level cards show all the bonuses a hero has at a given level.

① Character name

② Character level

③ Allies of the character, their number, and their number of life points

④ Acquired skills and spells

CAMPAIGN AND SCENARIO SHEETS OVERVIEW

Each side has a scenario sheet. This allows players to write down, as the story goes, the different events that happen, such as the death of a hero, of a monster, of a lieutenant, or of a unit tile of minions or allies. It also allows you to score different results at the end of the game, such as victory or defeat of a side, opening of chests, and surviving monsters.

Each side also has a campaign sheet. This allows players to follow their progress throughout the campaign: to track the evolution of the heroes and the Overlord, the survival of the monsters, and a summary of the played scenarios.

We advise you to photocopy these sheets or download them at www.monolithedition.com. Every time you play this campaign each side will need their own campaign sheet and eight scenario sheets.



THE OVERLORD UNITS

The different units for the Overlord are grouped into three categories.

Monsters: Giant Spider, Dark Demon, Giant Scorpion, Gray Man-Ape, Outer Dark Demon, Swamp Demon, Forest Demon, Thak, and Giant Snake.

Lieutenants: Captain, Gitara, Thalis, Ageera, Skuthus, Constantius, Zogar Sag, Hyperborean Primitive, Akivasha, Zaporavo, Khemsa, Natohk, Kerim Shah, and Warlock.

Minions: All the other units.

CHOOSING YOUR SIDE AND YOUR HERO

At the beginning of the campaign, the players agree on who will play the Overlord. The other players will team up as the heroes' side. Players cannot switch sides during the campaign.

Then, each player on the heroes' side chooses one of the following characters: Amra the lion, Zelata, Savage Bêlit and N'Gora. Players cannot change their hero during the campaign.

PLAYING THE CAMPAIGN WITH LESS THAN 5 PLAYERS

If there are 1-3 hero players, they may have to play several heroes each during the campaign. We advise you to allocate the heroes as follows:

- **3 hero players:** Each player chooses to take either Amra the lion, Savage Bêlit, or N'Gora for the whole campaign. At the beginning of each scenario, the hero players choose who will play Zelata in addition to their hero. Zelata gains experience points as she would in a 5-player campaign (see page 9). During the experience points spending phase (see page 10), the hero players agree on how to spend Zelata's points.
- **2 hero players:** Each player chooses two of the following characters: Amra the lion, Zelata, Savage Bêlit, and N'Gora for the entire campaign.
- **1 hero player:** Will play all of the heroes.

Regardless of the number of players, we advise you to stick to the four heroes listed above to ensure that the interest of the campaign.

CAMPAIGN TURN STRUCTURE

A campaign turn has the following 5 phases:

1 - Choice and setup of the scenario.

2 - Playing the scenario.

3 - End of the scenario and rewards.

4 - Spending of experience points.

5 - Equipment management.

1. Choice and setup of the scenario

During this phase, players refer to their campaign sheet to determine which scenario will be played next. Each side has a blank scenario sheet where they can record the name of the scenario.

Once players have read the scenario and set up the game normally, they apply the following exceptions:

Hero players place the Level card corresponding to their hero's current level (indicated on the heroes' campaign sheet) near their character sheet. They start the campaign at level 0 and will be able to purchase levels with experience points (see page 11).

Heroes start the first scenario of the campaign with the following equipment cards:

- Amra the lion (Axe)
- Zelata (Dagger, Black Staff)
- Savage Bêlit (Pirate Saber)
- N'Gora (Buckler, Spear)

Thereafter, the heroes start a scenario with the Equipment cards they carry, as indicated on their campaign sheet.

Hero allies are freely placed by the hero players on the starting areas indicated by the scenario.

The Overlord replaces a certain number of red gems with that many special gems (blue gems from the Conan game). The number of special gems available to the Overlord for each scenario is indicated on their campaign sheet. The Overlord always starts by replacing the gems located in his Reserve zone.

Heroes place the two Common Gems Reserve cards of the heroes near the game board. They then take the number of red gems written on their campaign sheet and place them on the Available Common Gems Reserve card.

If a hero has been put out of combat during the previous scenario, the hero comes back into play. The hero recovers the equipment they had on them at the beginning of the previous scenario, even if that equipment was picked up or lost by another hero. The players then move on to the playing scenario phase.

Important : Players always start the campaign with Scenario 1 "Uproar in Messantia" (see page 18).

2. Playing the scenario

Each scenario is played as normal, with the following exceptions:

Gaining experience points during a scenario

When player(s) fulfill a condition that allows them to gain experience points, they immediately write it on their scenario sheet (see page 9).

Use of the Overlord's special gems

The special gems of the Overlord are blue gems that the Overlord can purchase with experience points during the spending of experience points phase (see page 10). During a scenario, the special gems of the Overlord work as usual (red) energy gems, except that a special gem counts as 2 red gems.



It is not possible to substitute a special gem with a red gem during a game to "make change".

For example, if the Overlord wishes to activate the tile located in third position in the River and spends 2 special gems (equivalent to 4 red energy gems), they can activate the tile but will lose the extra spent energy point.

Use of the Heroes' common gems

Heroes' common gems are red gems that heroes can purchase with experience points during the spending of experience points phase (see page 10). This represents the reserve of common gems that heroes can use during the scenario.

During a scenario, when a hero wishes to spend one or more gems, they may choose to spend them from the Reserve of available common gems instead of taking them from their Reserve zone.

They then perform the following steps in order:

1. Move the required gems from the Available Common Gems Reserve card to the Action space, the Spell card, and so on, as they would with a gem from their Reserve zone. Common gems used this way count towards the exertion limit of the Action space and Spell cards.
2. Carry out the action for which the common gems have been spent.

During the End phase of the heroes and the Start phase, the common gems that have been used are placed on the Used Common Gems Reserve card. They are not moved to the Hero Fatigue zone.

Important : Common gems are never taken into account when calculating a hero's life points.

During the Action phase:



During the End phase:



Heroes out of Combat

When all of a hero's gems are in their Wound zone, that hero is out of combat. A hero that is out of combat is considered dead and cannot come back into play for the rest of the scenario. The hero's normal death rules are applied: their equipment is placed on the area of the board where the hero was standing, their model is removed from the board, and the heroes that are still in play see their Recovery improved.

A hero that is out of combat will return to play at the beginning of the next scenario (see Choice and setup of the scenario page 8).

If, during a scenario, all heroes are put out of combat, the Overlord immediately wins the scenario.

3. End of scenario and rewards

At the end of each scenario, a winner is designated and rewards are allocated on each side. These rewards can be victory points, equipment, and/or experience points.

Victory points

The last section of each scenario shows the number of victory points gained by the winner. The winner adds this number of victory points to their campaign sheet. The side with the most victory points will have an advantage in the last scenario of the campaign, at the end of which the overall winner will be decided.

Equipment

If the heroes gain equipment at the end of a scenario, they take the corresponding Equipment cards and distribute them freely among themselves.

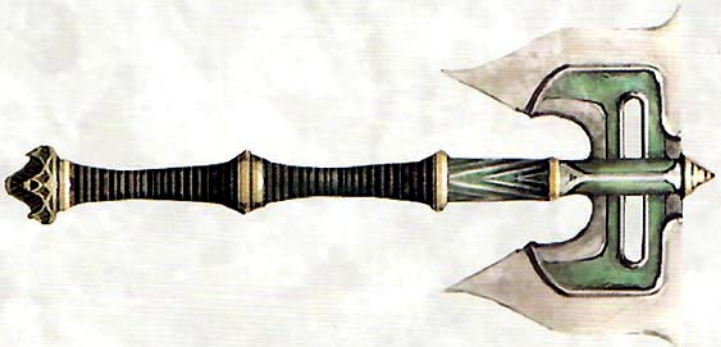
Experience points

Each side gains experience points depending on the outcome of the scenario, to which they add those won during the scenario. Each side then adds their total to their campaign sheet.

Hero experience point gain

The different conditions that allow the heroes' side to gain experience points are shown on the heroes' scenario sheet with the corresponding gain:

- If the heroes have succeeded in killing all of the miniatures of a Minion Unit tile (see page 7), they mark a free box of the "Death of a Minion Unit Tile" line. If all the boxes are already ticked, the heroes continue to gain 1 experience point every time they succeed in killing all the miniatures of a Minion Unit tile.
- If the heroes have succeeded in killing a Lieutenant or a Monster (see page 7), they tick a free square in the line "Death of a Lieutenant/Monster Unit Tile".
- If the heroes have succeeded in opening all the chests indicated in the special rule "Chests" of the scenario (if it has one), they tick the box "Open all chests".
- If the heroes have lost the scenario, they tick the "Scenario Lost" box.
- If the heroes won the scenario, they tick the "Scenario Won" box.



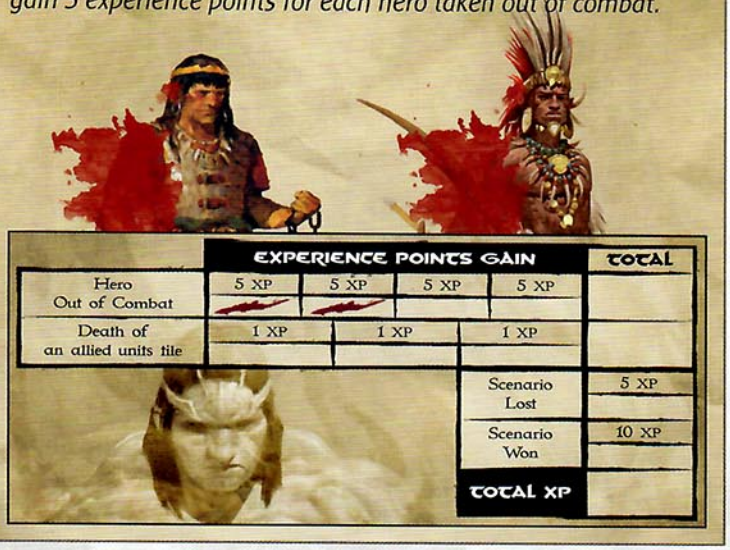
Overlord experience point gain

The different conditions that allow the Overlord's side to earn experience points are shown on the Overlord's scenario sheet with the corresponding gain:

- If the Overlord has killed all the models of an allied unit tile, they mark a free box of the "Death of an allied units tile" line.
- If the Overlord has put a hero out of combat, they mark a free box in the "Hero out of combat" line.
- If the Overlord has lost the scenario, they mark the "Scenario lost" box.
- If the Overlord has won the scenario, they mark the "Scenario won" box.

The experience gain conditions can be met several times per scenario. In this case, each time a side fills the condition, it gains the specified number of experience points.

If the Overlord kills several heroes in a single scenario, they will gain 5 experience points for each hero taken out of combat.

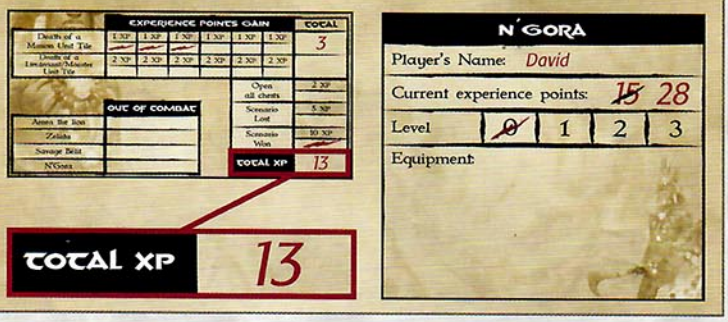


Writing on campaign sheets

At the end of each scenario, the Overlord adds the experience points they've earned during that scenario to their current experience points on their campaign sheet.

At the end of each scenario, each hero adds the experience points earned by the heroes' side in this scenario to their current experience points on the heroes' campaign sheet.

For example, before playing a scenario, N'Gora's current experience points were 15. At the end of the scenario, the heroes gain 13 experience points. Each hero then adds 13 experience points to their previous total. N'Gora now has 28 experience points.



At the end of a scenario, if a specified monster from the Overlord's side is still alive, they note the monster's name on their scenario sheet and then mark that monster's box on the campaign sheet.

Finally, each side writes the name of the next scenario on their respective campaign sheet, according to the result of the scenario played (see Heroes' Victory or Overlord Victory on each scenario).

4. Spending experience points

During this phase, players can freely spend the experience points shown on their campaign sheet in the "Current experience points" field.

Spending Overlord Experience Points

The Overlord can purchase as many Overlord special gems as they can pay for with their experience points. Each gem subtracts 15 points from their current experience points and adds 1 to their special gem total on their campaign sheet.

The Overlord can never have more than 9 special gems.

Spending Hero Experience Points

If a hero has been put out of combat during this scenario, they cannot spend experience points nor can they participate in purchasing a common gem. They may do so again in the next scenario's Experience point spending phase if they haven't been put out of combat a second time.

Common Gems

Heroes can buy as many common gems as they can pay for with their experience points. For each gem, they subtract a total of 25 points from their current experience points and add 1 to the common gem total on their campaign sheet. Heroes agree to determine who will contribute, and how much each one of them will pay towards the required 25 experience cost.

The heroes can never have more than 9 common gems.

For example, at the end of a scenario, the heroes want to increase their common gem total. The player controlling Zelata spends 10 experience points and the player controlling Savage Bêlit spends an additional 15 in order to get to the 25 experience points needed to purchase a common gem.
Both heroes subtract the experience points spent from their current experience point totals. Then the common gem total on their campaign sheet is increased by 1.



Hero Level

Each hero can buy as many levels as they can pay for with their experience points. For each level, they subtract 20 experience points from their current experience points, and then note their new level by checking the corresponding box on the heroes' campaign sheet.

A hero cannot lose levels during the campaign.

Amra the lion



Level 0: He is as described on his character sheet.

Level 1: He has two additional skills: Climb and Wall Wrecker.

Level 2: He has three additional skills: Circular Strike, Climb, and Wall Wrecker.

Level 3: He has three additional skills: Circular Strike, Climb, and Wall Wrecker.

In addition, he controls a new ally, Conan's lion. Upon reaching this level, Amra the Lion begins all scenarios with Conan's lion as an ally. The player controlling Amra the Lion places Conan's lion's tile near their character sheet. Amra the Lion is the only one who can activate it as an ally. Conan's lion has one life point. If it dies, it will return at the beginning of the next scenario.

Zelata



Level 0: She has three spells: Set's Halo, Borne by the Wind, and Bori's Rage.

Level 1: She has three spells: Mitra's Halo, Borne by the Wind, and Bori's Rage.

Level 2: She has three spells: Mitra's Halo, Teleportation, and Bori's Rage.

In addition, she controls a new ally, Zelata's Wolf. Once this level is reached, Zelata begins all scenarios with Zelata's Wolf as an ally. The player controlling Zelata places Zelata's Wolf's tile near their character sheet. Zelata is the only one who can activate it as an ally. Zelata's Wolf has one life point. If it dies, it will return at the beginning of the next scenario.

Level 3: She has three spells: Mitra's Halo, Teleportation, and Lightning Storm. Upon reaching this level, Zelata starts all scenarios with Zelata's Wolf as an ally. In addition, Zelata's wolf now has two life points.

Note : If the Zelata's Wolf has two life points and it loses its first life point, the player controlling Zelata flips the tile to its "bloodied" face to show this. Zelata's wolf continues to play normally with its last life point.

Savage Bêlit



Level 0: She is as described on her character sheet.

Level 1: She has two additional skills: Climb and Lock-picking.

Level 2: She has three additional skills: Climb, Lock-picking, and Leadership. In addition, she controls a new ally, Bêlit's Guard. Upon reaching this level, Savage Bêlit begins all scenarios with a Bêlit's Guard as an ally. The player controlling Savage Bêlit places the Bêlit's Guard's tile near their character sheet. Bêlit is the only one able to activate it as an ally (unless N'Gora has the Leadership skill). Bêlit's Guard has one life point. If he dies, he will return at the beginning of the next scenario.

Level 3: She has three additional skills: Climb, Lock-picking, and Leadership. On top of that, she receives a second Bêlit's Guard as a reinforcement, bringing her number of allies up to two. The player controlling Savage Bêlit places the Bêlit's Guard's tile near their character sheet. Bêlit is the only one able to activate it as an ally (unless N'Gora has the Leadership skill). Bêlit's Guards have one life point each. If they die, they will return at the beginning of the next scenario.

N'Gora



Level 0: He is as described on his character sheet.

Level 1: He has the additional skill: Reach.

Level 2: He has two additional skills: Reach and Precision Shot.

Level 3: he has three additional skills: Reach, Precision Shot, and Leadership. In addition, he controls a new ally, a Bêlit's Guard. Upon reaching this level, N'Gora begins all scenarios with a Bêlit's Guard as an ally. The player controlling N'Gora places the Bêlit's Guard's tile near their character sheet. He is the only one that can activate it as an ally (unless Savage Bêlit has the Leadership skill). Bêlit's Guard has one life point. If he dies, he will return at the beginning of the next scenario.



Bêlit's Guards



Savage Bêlit and N'Gora control their allies thanks to the Bêlit's Guard tile. When they activate Bêlit's Guards, they move the gems expended directly on their Fatigue zone rather than moving them onto the Bêlit's Guard's tile. This is to prevent the two heroes from mixing their gems.

Ally activation rules remain valid (one activation per turn, etc.) but Bêlit and N'Gora can now split the corresponding gem expenses.



5. Equipment Management

During the campaign, the heroes only keep the Equipment cards that they carry from one scenario to another.

At the end of a scenario, all Equipment cards left on the game board are lost.

During the equipment management phase, heroes can freely exchange the equipment cards they carry between them.

Between scenarios, heroes cannot hold more Equipment cards than their encumbrance limit allows.

Heroes can choose to drop one or more Equipment cards.

At the end of the Equipment management phase, players on the heroes' side note the Equipment cards that their hero is carrying on their campaign sheet.

Heroes start a scenario with the Equipment cards they carry. They cannot put cards aside for the next scenario. All cards not in use at the beginning of the scenario are lost.

CAMPAIGN END

The campaign ends after the eighth scenario. The eighth scenario is determined by the total of victory points won by each side during the first seven scenarios of the campaign:

If the heroes' side has the most victory points, the last scenario played will be scenario 18 "The Fortress of Xapur".

If the Overlord's side has the most victory points, the last scenario played will be Scenario 19 "The Last Dagonian".

In the case of a tie, the last scenario played will be Scenario 19 "The Last Dagonian".

The side that wins the last scenario will be named winner of the campaign.



HEROES' SCENARIO SHEET

SCENARIO	

	EXPERIENCE POINTS GAIN						TOTAL
Death of a Minion Unit Tile	1 XP	1 XP	1 XP	1 XP	1 XP	1 XP	
Death of a Lieutenant/Monster Unit Tile	2 XP	2 XP	2 XP	2 XP	2 XP	2 XP	

Open all chests	2 XP
Scenario Lost	5 XP
Scenario Won	10 XP
TOTAL XP	

OUT OF COMBAT	
Amra the lion	
Zelata	
Savage Bêlit	
N'Gora	

Each hero adds the experience points earned in this scenario to their current experience points on the heroes' campaign sheet.

OVERLORD'S SCENARIO SHEET

SCENARIO	

	EXPERIENCE POINTS GAIN				TOTAL
Hero Out of Combat	5 XP	5 XP	5 XP	5 XP	
Death of an allied units tile	1 XP	1 XP	1 XP		

Scenario Lost	5 XP
Scenario Won	10 XP
TOTAL XP	

SURVIVING MONSTER

HEROES' CAMPAIGN SHEET

SCENARIOS

Scenario Name	Victory	Defeat	Victory Points	XP
Uproar in Messantia				
		TOTAL		

Common Gem Total	

Each common gem costs 25 XP.

AMRA THE LION

Player's Name:

Current experience points:

Level ~~0~~ | 1 | 2 | 3

Equipment:



Each hero level costs 20 XP.

ZELATA

Player's Name:

Current experience points:

Level ~~0~~ | 1 | 2 | 3

Equipment:



Each hero level costs 20 XP.

SAVAGE BÊLIT

Player's Name:

Current experience points:

Level ~~0~~ | 1 | 2 | 3

Equipment:



Each hero level costs 20 XP.

N'GORA

Player's Name:

Current experience points:

Level ~~0~~ | 1 | 2 | 3

Equipment:



Each hero level costs 20 XP.

OVERLORD'S CAMPAIGN SHEET

SCENARIOS

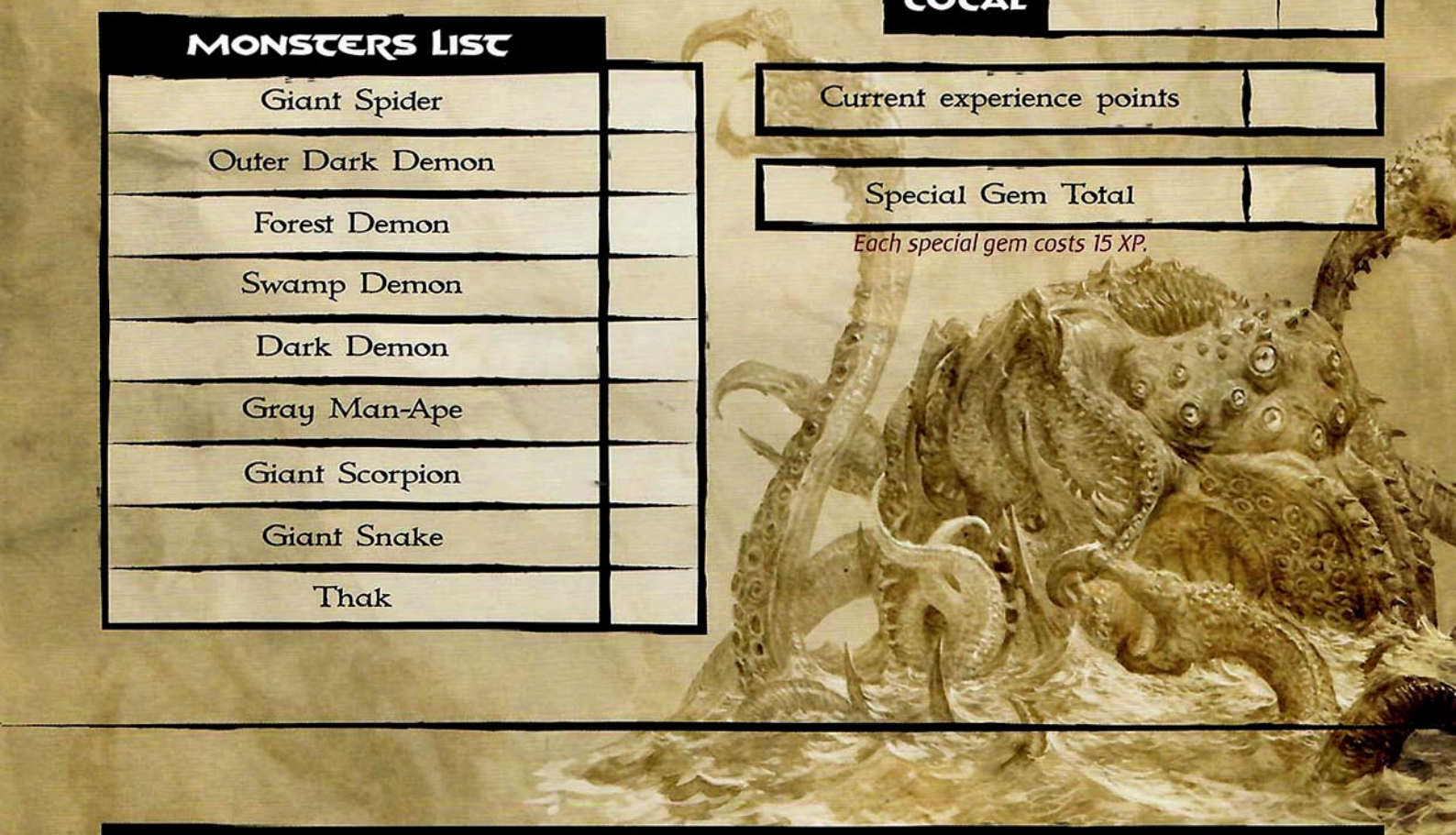
Scenario Name	Victory	Defeat	Victory Points	XP
Uproar in Messantia				
		TOTAL		

MONSTERS LIST

Giant Spider	
Outer Dark Demon	
Forest Demon	
Swamp Demon	
Dark Demon	
Gray Man-Ape	
Giant Scorpion	
Giant Snake	
Thak	

Current experience points	
Special Gem Total	

Each special gem costs 15 XP.



CAMPAIGN TURN STRUCTURE

1 - Choice and setup of the scenario.

2 - Playing the scenario.

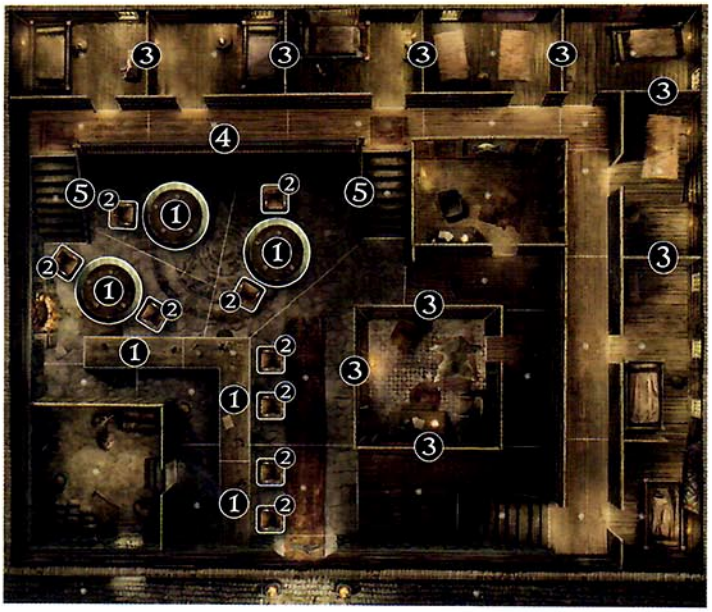
3 - End of the scenario and rewards.

4 - Spending of experience points.

5 - Equipment management.

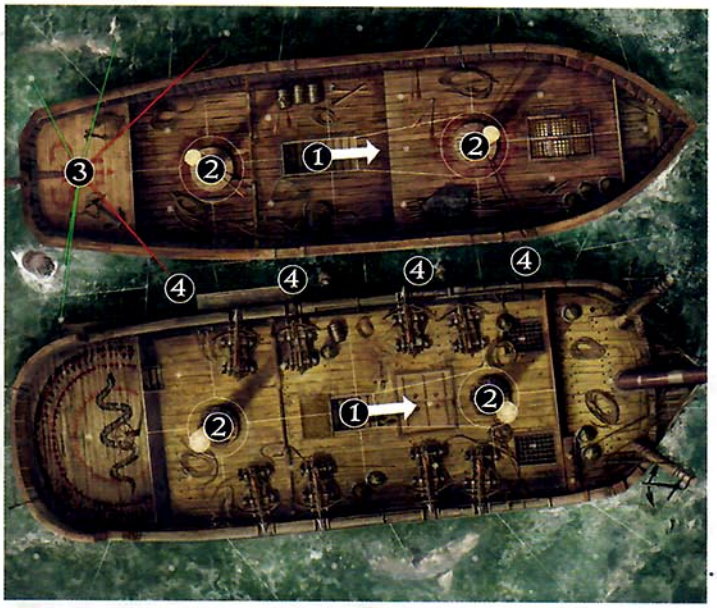
GAME BOARD RULES

The Inn:



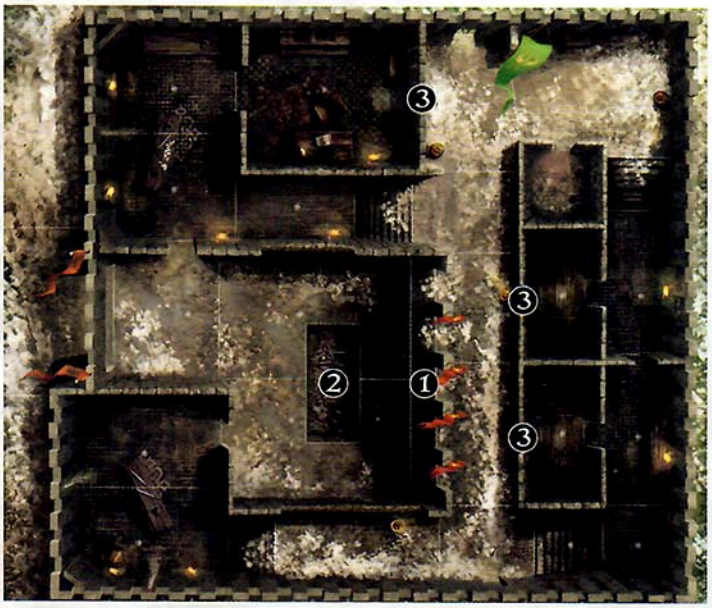
1. A character with or without Leap or Climb may move onto the bar areas or a table area by spending 1 extra movement point. These areas provide an Elevation bonus of . A character in the bar's area or in a table's area, with or without Reach, may attack a character in an adjacent area with a Melee Attack. These areas do not block line of sight. A character may exit these areas with no movement penalty.
2. 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).
3. 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.
4. 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.
5. 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:



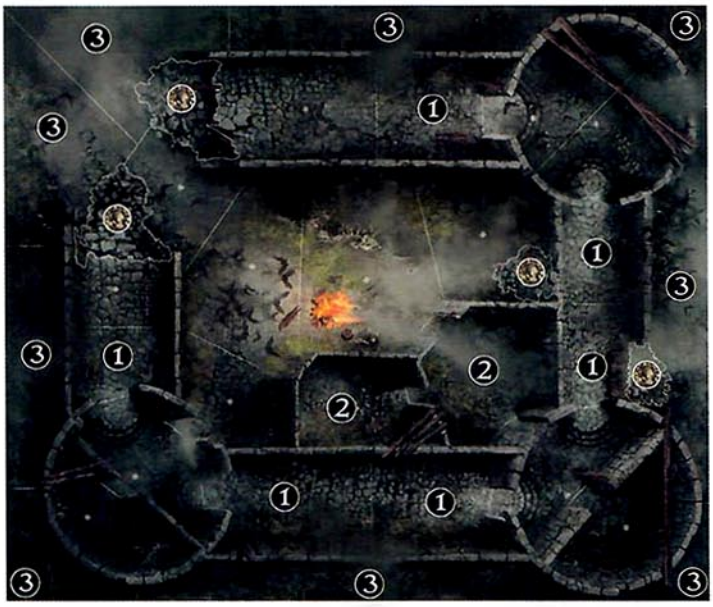
1. A character coming out of the hold must move in the area in front of its exit.
2. All the areas of the game board have line of sight on the masts' areas.
3. There is a line of sight from a ship area to a water area if the line of sight does not cross more than one ship area, including the line of sight starting area. The ship areas provide an Elevation bonus of on the water areas. There is a line of sight from a water area to a ship area if the line of sight does not cross more than one ship area, including the line of sight finishing area.
4. Leap: If a character fails to leap, the character falls in the water area.

The Citadel:



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

The Abandoned Fort:



1. 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. 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.
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:



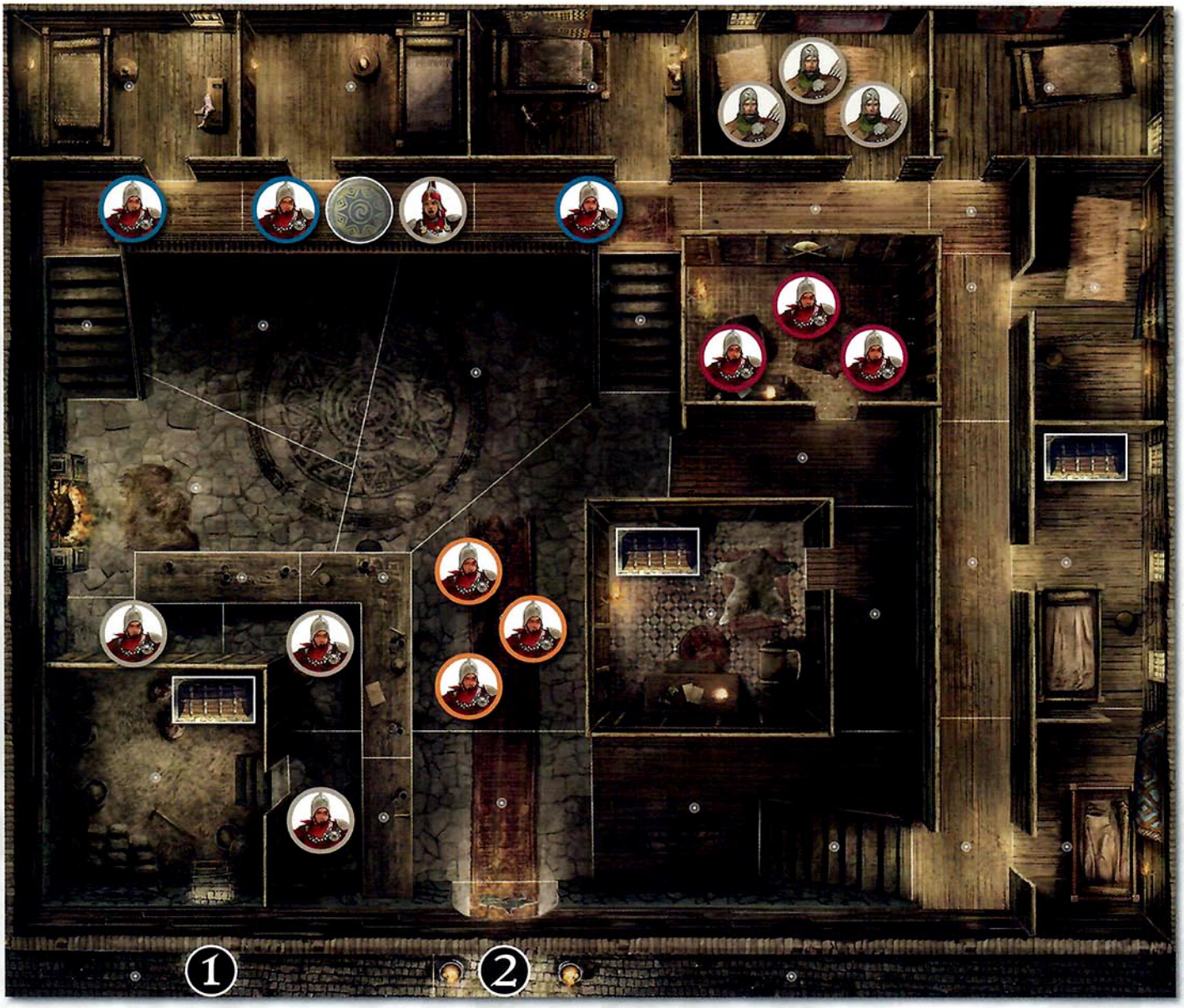
1. The hut flaps at the entrance of each hut block line of sight.
2. The huts with stone walls cannot be wrecked using Wall Wrecker.
3. The outer walls cannot be climbed over, or wrecked using Wall Wrecker.
4. The bushes do not block line of sight.
5. Wooden Huts: A character with Wall Wrecker can use 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.

1 - UPROAR IN MESSANTIA

Night has fallen on Messantia when Conan sets foot in the streets overlooking the seafront of Argos' opulent capital. This commercial and cosmopolitan maritime city will be a good starting point for gleaning information. Ships from every nation moor in its harbor, and the laws there are lenient. The city owes its wealth to licit and illicit activities, many buccaneers and smugglers come to deal discreetly with local merchants.

Conan knows the city well; he has been here many times when he was a pirate from the Barachan Isles. Leading his group on the quays, the Cimmerian is looking for the merchant Publio. This Argosian, with whom Conan has often dealt in the past, is always aware of everything that happens in Messantia and he has no problem in dealing with, even the most detestable, bandits.

Publio can usually be found at the Silver Swordfish tavern, a cheap eating-house that also serves as his office. When the Cimmerian and his companions cross the front door, they come across an unexpected sight. The establishment is full of watch soldiers. Publio is there as expected, but on his knees before a captain who shouts at the newcomers, waving the weapons in his hands, "This tavern is closed! Leave right now you scum, it is time for Publio to answer to his trafficking with the enemies of Argos."



Winning the Game:

If the information is retrieved by freeing the informer before he is executed at the end of turn 6; the heroes win the game.

If the heroes are prevented from freeing the informer before the end of turn 6; the Overlord wins.

The game starts with the heroes' turn.
The heroes may deploy as they choose in the areas ❶ and ❷.

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



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

Forced march: The Overlord choses a unit tile. All the models of this unit tile may move according to their base movement value. The Overlord can use the Movement benefit.



7

Special rules:

Release the informant: The informant is represented by the token . If at the end of a hero's turn there is at least one hero in the same area as the informant and there is no Overlord model in that area, then the heroes release the informant and get the information they require. Neither side can kill the informant and he cannot move.

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains 1 Life Potion, 1 Sword and 1 Leather Armor.

Heroes' Victory: *While Conan and Publio quickly leave the premises to escape to a safer place, the merchant says he had heard of the kidnapping story through two of his contacts. A Shemite smuggler named Arvad, who was reportedly detained in Kordava, and Noliades, a Zamorian tomb robber, who is off in search of a forgotten tomb in the vicinity of Khemi.*
The heroes' side earns 1 victory point.
The next scenario is chosen by the heroes' side, either scenario 2, "The Unmasked Pirate" to follow the trail of Arvad, or scenario 4, "When the Dead Walk" to follow the trail of Noliades.

Overlord's Victory : *Conan and his mercenaries get rid of the last soldiers that bar their way, but unfortunately Publio lies in a pool of blood, coldly executed by the Argosians. While Conan goes through the documents contained in the merchant's bag, he discovers a letter containing valuable information.*
The Overlord's side earns 1 victory point.
The next scenario to be played is scenario 3, "An Improbable Alliance".



2 - THE UNMASKED PIRATE

After a short sea voyage aboard a merchant ship, Conan and his companions finally land in Kordava, the capital of the kingdom of Zingara and listed among the most sumptuous ports of the western nations.

After paying a rather hefty sum, the Cimmerian has obtained permission from the city's Provost Marshal to visit Arvad, who is being held in prison for theft and smuggling. Once behind the massive wall that separates the prison from the rest of the city, the mercenaries must leave their weapons at the disposal of the guards. They then reach the filthy cell of the Shemite who is surviving on stale bread and stagnant water.

In exchange for some fresh food, Arvad soon reveals that the princess was kidnapped by a Kothian mercenary called Constantius. This mercenary has organized a convoy traveling along the Road of Kings towards the east.

As they prepare to leave, satisfied with this information, uproar suddenly seizes the garrison of the citadel. The intrigued Cimmerian glimpses the graceful silhouette and the dark hair of an old acquaintance through an arrow slit in the wall. The young woman, called Gitara, has already betrayed him in the past after being bluntly rejected.

A cry soon rings out, "Conan, give yourself up! No harm will come to you and you will appear before the justice of our monarch for your acts of piracy; there is a hussy here who claims that you are indeed the Barachan pirate who has a price on his head."



Winning the Game:

If Gitara is killed and all the surviving heroes at this moment flee the citadel before the end of turn 7; the heroes win the game.

Either if one of the heroes is killed after Gitara's death, or if Gitara is still alive at the end of turn 7; the Overlord wins.

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

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

The Overlord starts with 11 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 resolves any one of the following events:
Reinforcement: 4 reinforcement points.
Fire at will: Each unit may perform a Ranged Attack if able.



6 3

Special rules:

Gitara: For this scenario, the Overlord cannot get Gitara out of the citadel. Gitara has Protected for this scenario. Do not forget the Sacrifice skill of the Bossonian Guards and the Captain.

Disarmed: The heroes start the game without their equipment of an encumbrance greater than or equal to 1. The Overlord gathers the heroes' equipment cards with an encumbrance greater than or equal to 1 and places them faceup in the area marked. A hero in an equipment area can pick it up by performing a simple Manipulation. Do not forget that any equipment card still on the board at the end of a scenario is lost.

Death of Gitara: When Gitara dies, if the Captain is still alive, he shouts in rage and immediately recovers 3 life points (maximum of 6 life points for the Captain) and is immediately activated for free during the heroes' turn. His tile stays in its current position and does not count towards the activation limit of the Overlord. If the Captain is dead when Gitara is killed, then the Overlord may immediately use 4 reinforcement points during the heroes' turn.

Fleeing the citadel: A hero can flee the citadel from one of the outer areas to the west of the board or from one of the entrance areas situated to the north and south of the board by spending movement points as though the hero was moving across a border. The hero's model is then removed from the board. Once a hero has fled, the hero's model cannot be returned to the board.

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains 1 Life Potion, 1 Zingaran Bow and 1 Chain Mail.

Heroes' Victory: *Conan has succeeded in punishing the traitor and escaping from the trap that was closing in on him. With his companions, they are now out of reach of the Zingaran soldiers and ride towards the east in order to join the Road of Kings.*
The heroes' side earns 1 victory point.
The next scenario to be played is scenario 5, "The Inn of All Dangers".

Overlord's Victory: *New troops have arrived as reinforcements after being alerted by the fighting, and it is time to leave the citadel before falling under their sheer number. Relentlessly being tracked, Conan and his acolytes have been forced to flee towards the Pictish Wilderness in an attempt to lure the Zingarans into the plentiful marshes there.*
The Overlord's side earns 1 victory point.
The next scenario to be played is scenario 6, "The Mad Shaman".

3 - AN IMPROBABLE ALLIANCE

After reading the letter found in Publio's belongings, Conan understands that Flavia's abductor used the services of an accomplice who is not identified in the letter, but that the latter should go to the coastal territory of the Picts in order to successfully proceed in the exchange of arms, jewels, and wine for skins, copper ore, and gold dust.

Without further delay, the mercenaries embark on the first ship leaving for Zingara, deciding to then rejoin the Pictish territory by way of the mainland. Conan knows that this is a dangerous journey; the wild and desolate west coast stretches for a thousand miles and is only populated by coastal villages of ferocious tribes.

After having disembarked at Kordava, the sumptuous capital of Zingara, and having made an exhausting journey of several days through the Pictish Wilderness; Conan and his men finally arrive at the edge of the village indicated in the letter. A few hours of careful surveillance enable them to see that several foreigners are lodging there with the painted devils: a Kushite sorcerer, a Kothian warrior and a Turanian prince.

It is now necessary to enter the village in order to unmask the accomplice and interrogate him.



Winning the Game:

If a hero with the information flees the village before the end of turn 8; the heroes win the game.

From turn 6 the Overlord can help the Lieutenant with the information to flee. If they succeed, the Overlord immediately wins the game. If the Lieutenant with the information does not flee and if the heroes haven't managed to find the information or if the hero with the information hasn't managed to flee at the end of turn 8; the Overlord wins the game.

The game starts with the heroes' turn.
The heroes start in the area marked ❶.

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

The Overlord starts with 12 gems in their Reserve zone and 2 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the book of Skelos.



Reinforcement: 3 reinforcement points.

Tactical move: The Overlord gains 4 movement points to be used immediately. They can only be shared however the Overlord wishes between all his Lieutenants (Captain, Kerim Shah and Ageera).



Ageera has Energy Drain.



If the Giant Spider is still alive at the end of the scenario, check its name on the Overlord's Campaign Log.

Special rules:

Information: Kerim Shah and Ageera are the potential information carriers. During setup, the Overlord mixes two tokens numbered "1" and "2". Each token corresponds to a lieutenant:

- ❶: Ageera
- ❷: Kerim Shah

The Overlord randomly choses one of these tokens, looks at it without showing it to the heroes, and then places it facedown in front of them. This token indicates which Lieutenant is the information carrier.

Interrogation: To extract the information from a Lieutenant, the heroes must kill the Lieutenant. The Overlord then reveals if they were the information carrier. If it was the information carrier, the Overlord replaces the information carrier's model with the Information card in the same area. A hero in the Information card's area can pick it up by performing a simple Manipulation.

Fleeing the village: A model can flee the village from one of the three village entrance areas (northwest, southwest and east) by spending movement points as though the model was moving across a border. The model is then removed from the board. Once a model has fled, the model cannot be returned to the board. The Overlord models cannot flee before the beginning of turn 6.

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains 1 Life Potion, 1 Zingaran Bow and 1 Chain Mail.

Heroes' Victory: *Before exhaling his last breath, the accomplice confesses his participation in the kidnapping of Flavia on behalf of a Kothian mercenary named Constantius. He is now travelling along the Road of Kings at the head of a convoy heading to the east.*
The heroes' side earns 1 victory point.
The next scenario to be played is scenario 5, "The Inn of All Dangers".

Overlord's Victory: *The accomplice has escaped with his valuable information and the Picts gather together to track down Conan and his men. The mercenaries sink deep into the forest to escape their pursuers. After several hours of flat-out running, they emerge into a dreary putrid swamp.*
The Overlord's side earns 1 victory point.
The next scenario to be played is scenario 6, "The Mad Shaman".

4 - WHEN THE DEAD WALK

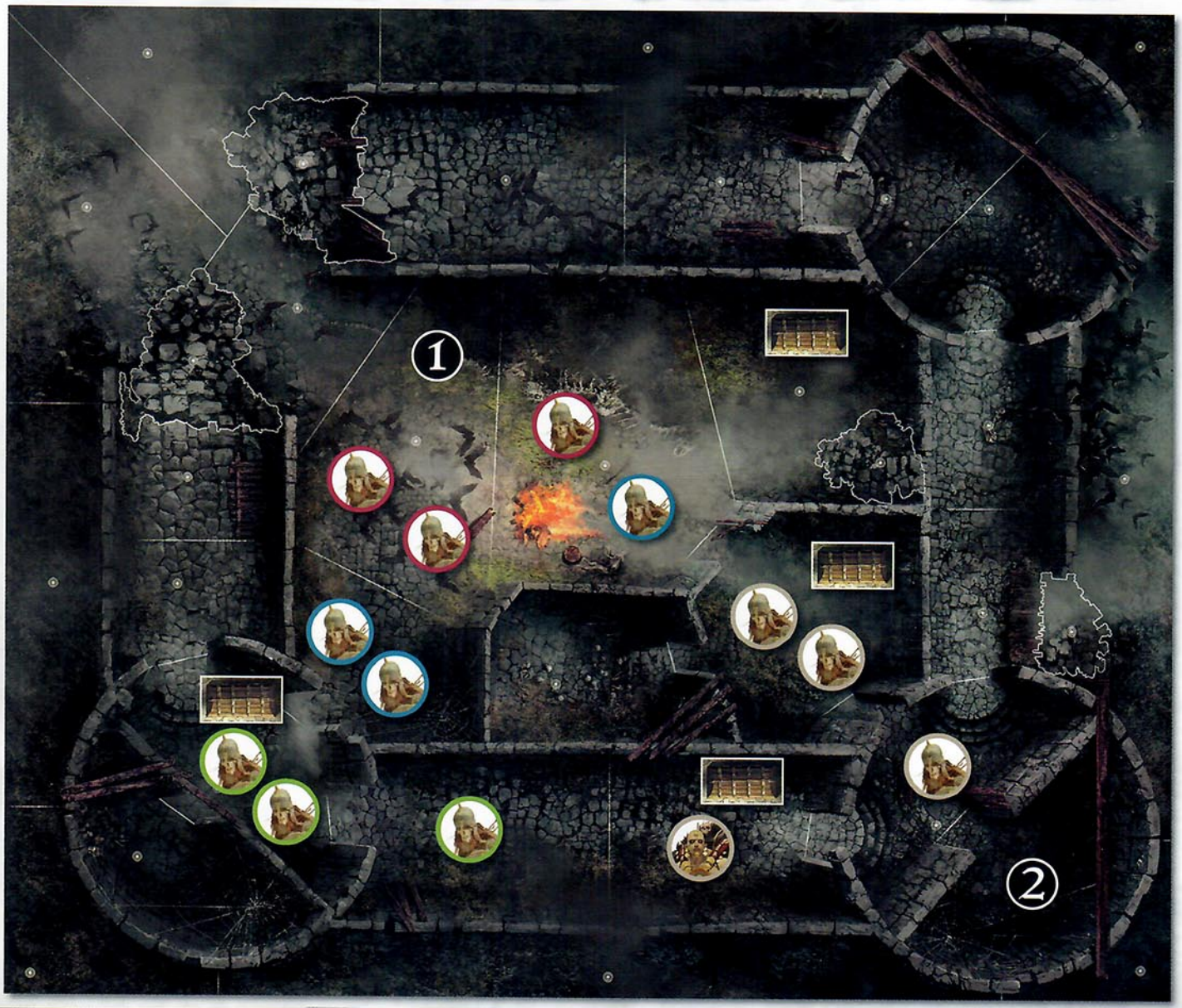
Making the most of the advance paid by Count Alberico, Conan soon charters a ship and sets up a crew to rejoin Khemi, the largest port of Stygia, to order to find Noliades.

Having plundered the coast when he was a pirate, he knows it well and the Cimmerian chooses to anchor the ship in a small bay downstream of the mouth of the Styx and the black walls of the city. According to Publio's information, the plunderer must go to the lost tomb of Skuthus, a former high priest of the snake-god Set.

After several hours of extremely demanding progress in infernal heat through a marshy area overgrown with mangroves and lianas, and infested with snakes and crocodiles, the mercenaries come across the ruin of an ancient mausoleum concealed beneath the luxuriant vegetation. Scarcely have they crossed the entrance of the edifice when a feverish-looking Stygian comes out to meet them, "What are you doing here? No one knows the existence of this place!"

An icy flash passes through the azure eyes of the Cimmerian, "Your appearance is certainly deceptive Noliades, but your accent remains that of a Zamorian. We are not here for the treasures that you seek, but on the traces of the crook who took the daughter of Count Alberico. Speak and we will leave the premises here and now! "

As the Zamorian prepares to speak, the ground suddenly starts to vibrate and a demonic laugh coming from the depths of the earth invades the devastated mausoleum. The soul of Skuthus is still linked to his tomb, ready to punish violators. A skeletal hand emerges from the ground to grab Conan's ankle...



Winning the Game:

If the heroes kill Skuthus before the end of turn 8, they stop the evil curse; the heroes win the game.

If Skuthus is still alive at the end of turn 8; the Overlord wins.

The game starts with the heroes' turn.
The heroes start in the area marked ❶.

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

The Overlord starts with 11 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.

When an event tile is activated the Overlord resolves any one of the following events:

Reinforcement: 4 reinforcement points (see Special Rules Reinforcement).

Appearance of the Dark Demon: see Special Rules.

Skuthus has Set's Bite.



3

If the Dark Demon has been summoned and is still alive at the end of the scenario, check its name on the Overlord's Campaign Log.

Special rules:

Skeletons reserve: The Overlord forms a reserve of 8 additional skeletons with 2 skeletons of each group that they set aside next to the board.

Reinforcement: Reinforcements must be placed in Skuthus' area or in an adjacent area. The Overlord cannot place more than 2 skeletons per area during a Reinforcement event, regardless of the number of skeletons already present in that area. However, the occupied area rule must be respected.

Skuthus' Life Force: When Skuthus is attacked, his Armor Value is equal to the number of skeleton models on the board.

Appearance of the Dark Demon: Skuthus summons an evil creature that has been lurking around since well before the Atlantis civilization and the erection of this fort. The Overlord replaces the Event tile furthest on the left in the river with the Dark Demon tile. The Dark Demon's model is placed in the area marked ② and the Overlord places the Dark Demon's Life Point marker on the position "8" of the turn track.

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.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains 1 Bossonian Bow, 1 Chain Mail, 1 Pictish Drink and 1 Explosive Orb.

Heroes' Victory: *Skuthus defeated, Noliades emerges from the alcove where he has been hiding. The thief, indebted to the mercenaries, explains that they are looking for the vile Kothian mercenary named Constantius and that his hideout is located southwest of Aghrapur in the heart of the Eastern Desert.*
The heroes' side earns 1 victory point.
The next scenario to be played is scenario 7, "The Crook's Hideout".

Overlord's Victory: *Submerged by a veritable army of undead warriors, the mercenaries are forced to withdraw. Noliades is killed in the confrontation, but he has time to murmur to Conan that the Flavia's captor is now in Pictish territory. Unfortunately for Conan and his allies, after turning towards the west and disembarking in Kordava to join the Pictish Wilderness; they are quickly spotted and hunted by the terrible painted warriors.*
The Overlord's side earns 1 victory point.
The next scenario to be played is scenario 6, "The Mad Shaman".

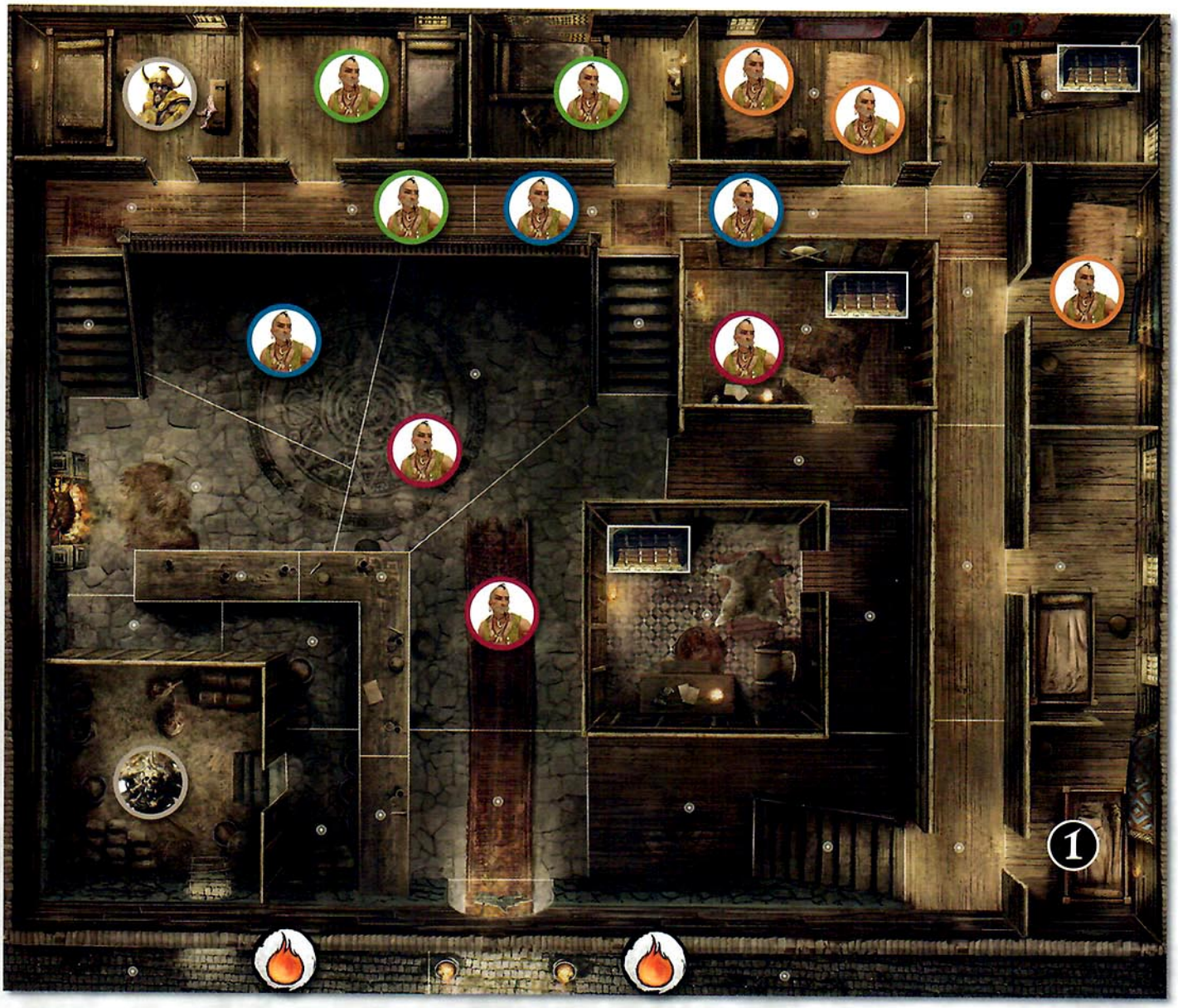
5 - THE INN OF ALL DANGERS

Riding flat out on the Road of Kings, Conan asks questions about Constantius and his convoy to the men laboring in the fields, to talkative boozers in the inns and to the merchants he meets on the way.

The mercenaries finally catch up with the Kothian bandit shortly after the mountainous foothills of the kingdom of Corinth, which naturally delimit the border with Zamora. Constantius and his men are staying in an inn and so it is quite natural that Conan and his companions decide to stay there as mere travelers.

After an investigation as rapid as it is discreet, the Cimmerian finds no trace of Flavia; but it would seem that the Kothian does not only enrich himself with kidnapping princesses. A dark and terrifying aberration of nature, smelling of sulfur and smoke, is chained in the cellar of the establishment. It is obviously drugged with Black Lotus to keep it quiet before being sold to some evil sorcerer.

Conan can take it no longer, persuaded that the Kothian has taken Flavia to the slave market of Shadizar the Perverse, it is with steel in his hand that he leaves in search of an answer.



Winning the Game:

If Constantius is killed, either by the Bone Golem or the heroes, before the end of turn 8; the heroes win the game.

If Constantius is still alive at the end of turn 8; the Overlord wins.

The game starts with the heroes' turn.
The heroes start on the area marked 1.

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

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



Reinforcement: 3 reinforcement points.

At your command: The Overlord can invert two tiles in the river.



8

If the Bone Golem is still alive at the end of the scenario, DO NOT check its name on the Overlord's Campaign Log.

Special Rules:

Constantius: The Overlord cannot remove Constantius from the inn.

The Golem is unleashed: After the heroes' start phase and after the Overlord's Recovery phase, roll that cannot be re-rolled.

- On a result of 0: The Bone Golem catches its breath and is not active for this turn.
- On a result of 1: The Bone Golem is active, controlled by the Overlord, and attacks the heroes. The Bone Golem moves in the direction of the nearest hero and performs an attack if it can. If it is already in an area with a hero model it attacks that hero. If several heroes are nearest or in the same area and can be attacked, the Overlord chooses the target of the Bone Golem.
- On a result of 2: The Bone Golem is active, controlled by the heroes and attacks the Overlord's units. The Bone Golem moves in the direction of the nearest Overlord model and attacks if it can. If it is already in an area with an Overlord model it attacks that model. If several models are nearest or in the same area and can be attacked, the heroes choose the target of the Bone Golem.
- On a result of 3: The Bone Golem becomes enraged and is active twice. It is controlled on the first activation by the heroes, and on the second activation by the Overlord as described above.

Bone Golem: The Bone Golem is not allied to any camp. The attacks of the Bone Golem cannot be improved in any way and no Benefit can be used for it. Killing the Bone Golem does not give any experience points to the heroes' side or the Overlord's side. If the Bone Golem is still alive at the end of the scenario, DO NOT check its name on the Overlord's Campaign Log. During setup, the Overlord places the Bone Golem's Life Point marker on the position "8" of the turn track.

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains 1 Life Potion, 1 Explosive Orb and 1 Leather Armor.

Heroes' Victory: *The Kothian lies on the ground, defeated, bathed in blood. Scarlet froth spills from his mouth when he explains to the Cimmerian that Flavia is going to serve a greater purpose than that of showing the guests of a Zamorian brothel or the inner circles of a Turanian governor a good time. He reveals that the princess was sold to Khosatral Khel and breathes his last breath telling the heroes that the answers to Conan's questions can be found in a chest traded to the Picts by an accomplice.*
The heroes' side earns 1 victory point.
The next scenario to be played is scenario 8 "The Treasure Chest".

Overlord's Victory: *As Constantius is escaping, he reveals with a sardonic laugh that the princess was sold to a man named Khosatral Khel, but it is too late to help her. Devastated, the mercenaries decide to return westwards in search of new clues.*
The Overlord's side earns 1 victory point.
The next scenario to be played is scenario 9 "The Woman Who Never Dies".

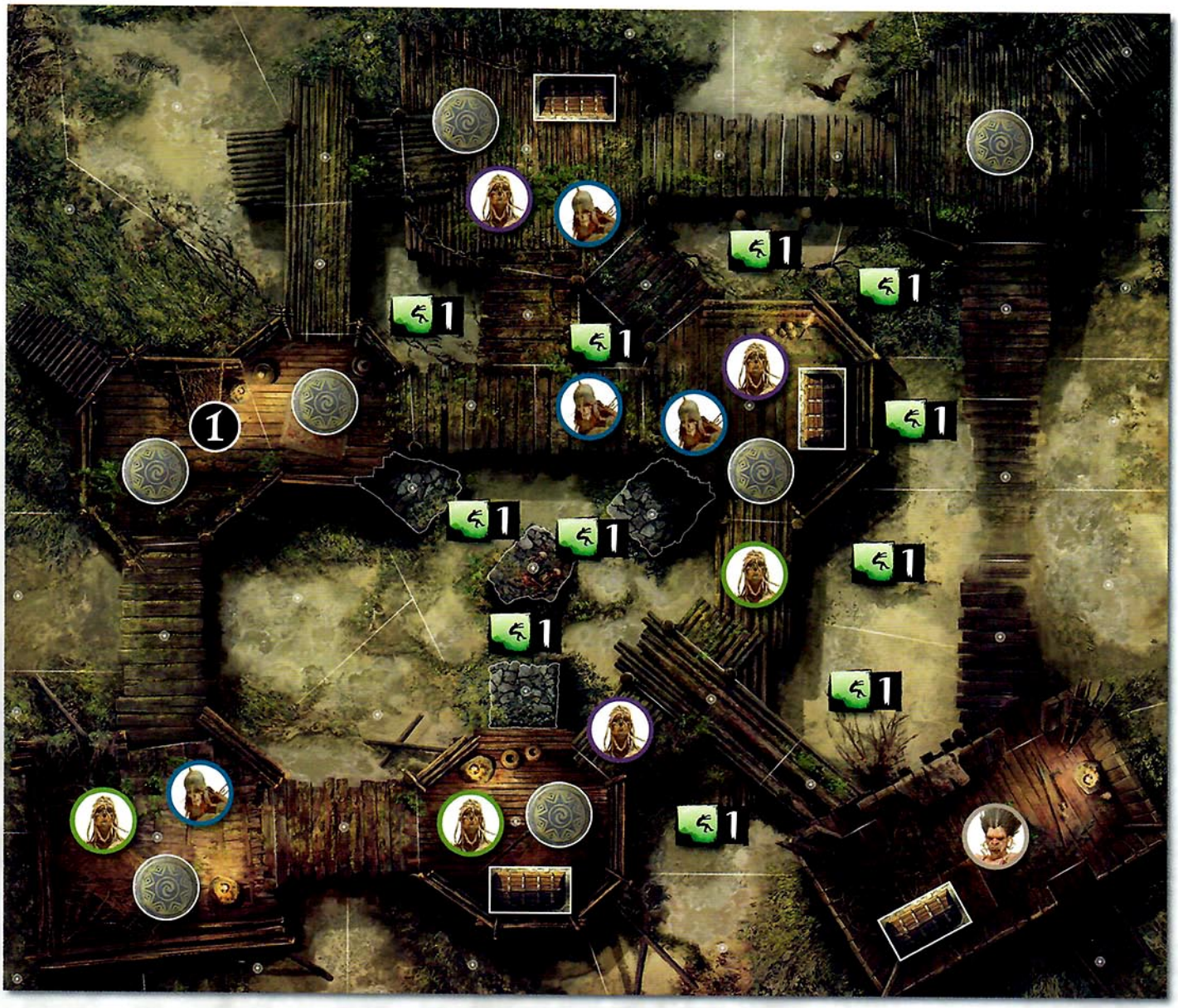
6 - THE MAD SHAMAN

Exhausted, the mercenaries have finished by shaking off their pursuers, but they have sunk deep into Pictish territory, into the wild virgin lands far removed from civilization.

Conan's instinct and his unrivalled tracking skills have saved the group of fighters, but all need to find a refuge to heal their wounds and rest. In front of them, the vegetation suddenly becomes scarcer and Conan sees the outlines of wooden constructions. On the alert and in a tense silence, the barbarian approaches to discover a dilapidated and abandoned lakeside village on stilts.

The warriors choose to settle in a still-intact hut, and as Conan inspects the rest of the village, he comes face to face with a terrifying ghostly apparition. Throwing his weapon in a prodigious reflex, he touches the phantom that screams and turns out to be a gaunt paint-covered Pict. Not sure that he is alone, the Cimmerian does not chase after him and hurries back to his men in order to prepare for the worst.

And the worst is to come; this shaman, living the life of a recluse, is completely mad and highly skilled in the darkest of magical arts.



Winning the Game:

If before the end of turn 7, Zogar Sag has not succeeded in destroying the village, or he has been killed by the heroes; the heroes win the game.

If Zogar Sag has succeeded in destroying the village before the end of turn 7; the Overlord wins.

The game starts with the heroes' turn.

The heroes start in the area marked ❶.

After setup, each hero moves 4 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 "7" in the Book of Skelos.

When an event tile is activated the Overlord resolves the following event:

Reinforcement: 4 reinforcement points (see Special Rules Reinforcement).

Zogar Sag has Deceleration.



5

Special Rules:

Destroy the village: During setup, the Overlord places 7 tokens on the board as indicated by the setup diagram. Each token represents a pillar supporting the village. When Zogar Sag is in a token's area, he can use his attack to destroy that pillar. The Overlord does not roll the dice (the attack is an automatic success) and removes that token from the board. When the Overlord destroys the fifth pillar, the village collapses and it is engulfed by the swamp.

Reinforcement: The reinforced models can come into play in any area of the board. The Overlord cannot bring more than one model into play in the same area during a Reinforcement event regardless of the number of Overlord models already present in that area. However, the occupied area rule must be respected.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains 2 Life potions, 1 Two-handed Sword and 1 Explosive Orb.

Heroes' Victory: *After killing the shaman and making sure that there was no one else after them Conan decides to return to the coast. To wander any longer in this immense hostile forest seems suicidal. The Cimmerian would prefer to die by trying his luck against the coastal tribes rather than between the teeth of a horror hidden in the shadows.*

The heroes' side earns 1 victory point.

The next scenario to be played is scenario 10, "An Explosive Enigma".

Overlord's Victory: *The mercenaries manage to narrowly escape from the cursed village and Conan decides to quickly return to the coast. To wander about any longer in this immense hostile forest would suicidal. The Cimmerian would prefer to die by trying his luck against the coastal tribes rather than between the teeth of a horror hidden in the shadows.*

The Overlord's side earns 1 victory point.

The next scenario to be played is scenario 9, "The Woman Who Never Died".

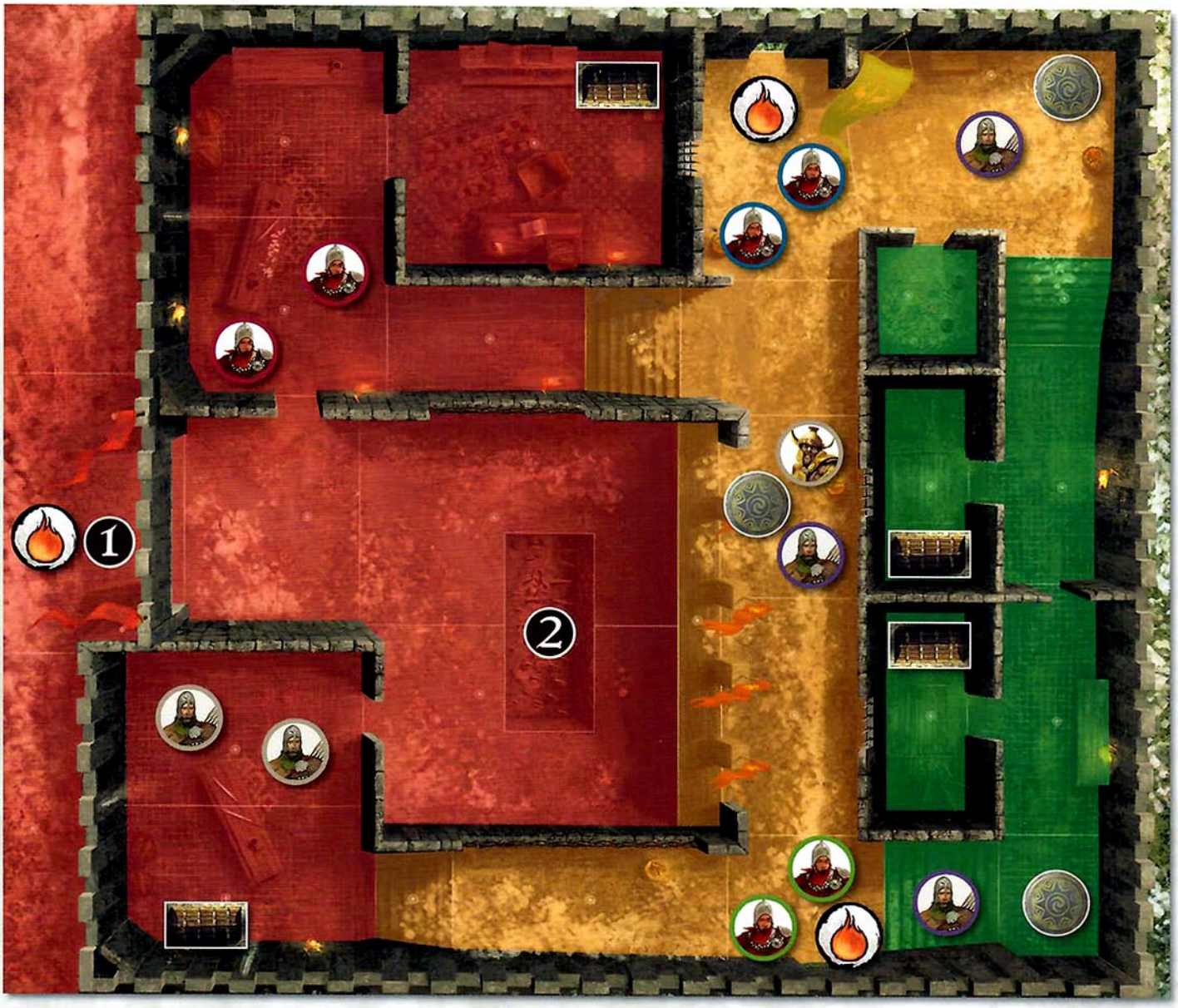
7 - The Crook's Hideout

The perilous journey from Stygia to the Eastern Desert has put the nerves of Conan and his fellow soldiers to the test. By trying to elude the Zuagir plunderers who infest the region and the regular troops from Turan, the Cimmerian has had to avoid the most frequently used routes.

The comrades in arms present themselves as swords for hire in front of the citadel occupied by Constantius. However the Falcon is naturally suspicious, and although he willingly accepts the new recruits, they do not have the possibility to approach him personally.

After a few days spent in the citadel demonstrating their fighting skills, Conan and his companions begin to earn the trust of the warriors who make up the Falcon's small army. During an evening of drinking, the Cimmerian manages to extract vital information from one of Constantius' lieutenants: the citadel is completely covered in booby traps so as to collapse on any possible assailants who succeed in getting over the walls. A system of levers to be activated makes it possible to block the different levels of the building.

Conan seizes his chance. As the men of Constantius are too many in number, causing the building to collapse could offer the Cimmerian a possibility to approach the Falcon more easily in order to question him about Flavia.



Winning the Game:

If the self-destruction is activated before the end of turn 5 and the surviving heroes flee the citadel; the heroes win the game.

If the heroes have not activated the self-destruction before the end of turn 5, or the Overlord kills a hero after they have activated the self-destruction; the Overlord wins.

The game starts with the heroes' turn.
The heroes start in the area marked ❶.

After setup, each hero moves 4 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 "7" in the Book of Skelos.



Reinforcement: 3 reinforcement points .



8

If the Giant Scorpion appears and is still alive at the end of the scenario, check its name on the Overlord's Campaign Log.

Special Rules:

Self-destruction: The levers are represented by the tokens on the board. To activate self-destruction the heroes must push down the three levers. Two heroes in a token's area may each perform a simple Manipulation to activate it. The token is then removed from the board. When the last token is removed from the board, the citadel begins to collapse. From this moment, at the start of each turn of the heroes, before the heroes' Stance phase, a level of the citadel collapses. They collapse in the following order:
- Turn 1 of the self-destruction: the level of the dungeons (all the areas marked in green);
- Turn 2 of the self-destruction: the upper level (all the areas marked in orange);
- Turn 3 of the self-destruction: the rest of the citadel (all the areas marked in red).

When an area collapses all the models present are killed and the area becomes inaccessible.

Giant Scorpion: The Giant Scorpion appears in the area marked ② from the moment when the first lever is activated. The Giant Scorpion Unit tile takes the last position in the river. The Overlord places the Giant Scorpion's Life Point marker on the position "6" of the turn track. The scorpion can freely get out of the pit.

Poison: When the Giant Scorpion wounds a hero, it injects its venom. After allocating the wounds, the hero becomes poisoned and places a Poisoned card next to their character sheet. A poisoned hero is the target of an attack of , with no possible defense, at the beginning of each of their turn between the hero's Stance and Action phases. The hero can use the Reroll action to modify the result of the roll.

Fleeing the citadel: A hero can flee the citadel from the area marked ① by spending movement points as though the hero was moving across a border. The hero's model is then removed from the board. Once a hero has fled, the hero's model cannot be returned to the board.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains 2 Life Potions, 1 Leather Armor and 1 Explosive Orb.

Heroes' Victory: *Conan finally has Constantius at the end of his blade. The Kothian reveals that the princess was sold to a man named Khosatral Khel, but he breathes his last saying that the answers to all his questions are in a chest that is now with the Picts.*
The heroes' side earns 1 victory point.
The next scenario to be played is scenario 10, "An Explosive Enigma".

Overlord's Victory: *As Constantius escapes, he reveals with a sardonic laugh that the princess was sold to a man named Khosatral Khel, but it is too late to help her. Disappointed, the mercenaries decided to return west in search of new clues.*
The Overlord's side earns 1 victory point.
The next scenario to be played is scenario 9, "The Woman Who Never Died".

8 - THE TREASURE CHEST

Back in the wilderness occupied by the Picts, Conan and his group reach the coastal village mentioned by Constantius. They note, not without bitterness, that the Picts have moved on, presumably in a hurry to share the fruits of their exchanges with allied tribes.

The mercenaries throw themselves into a frantic chase upon the trail of these small dark-skinned men with muscular chests and arms, clad only in suede loincloths with feathers stuck in their black mane of hair. Fortunately for Conan, the progress of the Picts is greatly slowed by the weight of the objects they carry, overloaded with trunks and chests to be carried without carts through the dense and untamed forest.

The convoy is quickly caught up as it passes through a small ancient village perched on stilts. One of the chests immediately attracts the attention of the Cimmerian giant, because it is particularly voluminous and manipulated very careful by the painted warriors. It can only be the chest that Constantius described.

Just as the mercenaries rush in to attack, a tall stranger with a thin, pale body arrives at the village. He seems expected, but to the surprise of Conan, his appearance brings to mind a Hyperborian sorcerer. It is now too late to think about why he might have left his distant snow-covered lands to meet the Picts, for it is necessary to seize the chest.



Winning the Game:

If at least one hero flees the swamp with the sarcophagus before the end of turn 8; the heroes win the game.

If the heroes have not succeeded in escaping from the swamp with the sarcophagus at the end of turn 8; the Overlord wins.

The game starts with the heroes' turn.

The heroes start in the area ❷. The heroes start carrying the sarcophagus (see Special Rules "Carrying the sarcophagus").

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

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

Reinforcement: 3 reinforcement points.

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

The Hyperborian Primitive has Deceleration.



8

Special Rules:

Carrying the sarcophagus: During setup, the Overlord places the sarcophagus miniature in the area ② of the board as indicated by the setup diagram. A hero in the sarcophagus' area can carry it by performing a simple Manipulation. Several heroes can carry the sarcophagus simultaneously; in this case the encumbrance value is divided equally between the heroes.
A hero can drop the sarcophagus as a free action (without assigning gems). The heroes carrying the sarcophagus can ONLY: Move, Defend with their Armor and Reroll. If several heroes carry the sarcophagus, they must move together towards the same area. They must all spend their movement points and move their model at the same time. The Overlord cannot move the sarcophagus. When a hero carries the sarcophagus, they are not included in calculating hindering but are nevertheless affected by hindering.
The heroes start carrying the sarcophagus.
The sarcophagus has an encumbrance of 12.

Fleeing the swamp: A hero can flee the swamp from one of the two areas marked ① by spending movement points as though the hero was moving across a border. The hero's model is then removed from the board. Once a hero has fled, the hero's model cannot be returned to the board. For the models carrying the sarcophagus the restrictions linked to the sarcophagus apply.

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.

Chests: During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains 1 Javelin, 2 Life potions and 2 Pictish drinks.

Heroes' Victory: *Besides the loot, the weapons and the equipment contained in the chest, Conan discovers an ancient parchment revealing the true nature of the being known as Khosatral Khel.*
Read the card "The Legend of the Devil in Iron".
The heroes draw 5 cards from the Special Equipment deck (see page xx).
The heroes' side earns 1 victory point.
The next scenario to be played is scenario 11, "Approached by the Vandal".

Overlord's Victory: *The mercenaries did not manage to take the chest, but Conan nevertheless managed to seize documents that could only have come from civilized countries. As the men walk through the Pictish Wilderness to reach Zingara, the Cimmerian warrior discovers an ancient parchment revealing the true nature of Khosatral Khel.*
Read the card "The Legend of the Devil in Iron".
The Overlord's side earns 1 victory point.
The next scenario to be played is scenario 12, "The horror from the abyss".

9 - THE WOMAN WHO NEVER DIED

With his hand firmly gripping the hilt of his sword, Conan wanders through the long dark tunnel that twists before him. He does not know how he got here. He vaguely remembers that he and his men, completely exhausted, had set up a rough camp in order to rest a little, and he had taken the first watch. He remembers a strange haze falling without warning on the encampment, then nothing, oblivion.

The Cimmerian emerges into a vast room with walls made of polished black marble arches and furnished in the style of Ancient Stygians. The place is lit by a candelabrum with black candles; the atmosphere oozes evil and perversion. There, an imposing monolith as black as the room stands with a text engraved at its center.

(See page x The Legend of the Devil in Iron)

A young girl with a voluptuous body and ivory-like skin stands at the foot of the enormous stone, her black hair cascading over her bare shoulders. When she speaks, her curled lips reveal her white, pointed teeth, "I am Akivasha. I am the woman who never died, never aged. Come closer Barbarian, come and join the horde of darkness, for soon the Master of the Abyss will allow us to stride across this earth such as gods!"

While a mocking laugh as sweet and poisonous as the vials of hell bursts out of this foul creature, the veil of reality that surrounds the Cimmerian tears away leaving the decrepit building in which he finds his men.

It is time to fight to prevent this waking nightmare from becoming their tomb.



Winning the Game:

If Akivasha is killed before the end of turn 7; the heroes win the game.

If Akivasha is still alive by the end of turn 7; the Overlord wins.

The game starts with the heroes' turn.

The heroes deploy freely in the areas marked ❸.

After setup, each hero moves 6 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 "7" in the Book of Skelos.



Reinforcement: 4 reinforcement points.

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

Invocating the creature: See Special Rules.



Akivasha has Energy Drain and Set's Halo. She starts with Set's Halo cast.



5

If the Gray Man-Ape is invocated and is still alive at the end of the scenario, check its name on the Overlord's Campaign Log.

Special Rules:

Akivasha: In this scenario Akivasha does not have Attack from Beyond but she does have Protected.

Invocating the creature: The Overlord chooses a Bossonian Guards or Archers Unit tile from their river. All the models of that tile are sacrificed and removed from the game, this is the blood price demanded by Set. The Overlord removes the Event tile from the game. The first tile of the Gray Man-Ape replaces the sacrificed Unit tile and the second one is placed at the end of the river. The Gray Man-Ape's model is placed in one of the sacrificed models' area. Each sacrificed model adds 3 life points to the Gray Man-Ape (for instance, if the Overlord sacrifices 3 models, the Gray Man-Ape has 9 life points). The Overlord places the Gray Man-Ape's Life Point marker on the according position of the turn track.

Destruction of the Chest: At the start of each turn of the Overlord, after the Recovery phase, the Overlord rolls . The number of successes indicates which chest the Overlord will destroy (0, 1 or 2). If the result designates two chests the Overlord chooses which chest will be destroyed. The Overlord may use the Reroll benefit. The Overlord then removes the chest token from the board and secretly draws a card from the Special Equipment deck. That Special Equipment card is removed from the game.

Chests: During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The Overlord randomly removes 3 out of the 9 cards in the Special Equipment deck to form a deck for the chests.

Heroes' Victory: *Conan and his men painfully emerge from the strange sleep that took over them during the night. To their amazement, they not only bear the marks of the battle they fought during this hellish nightmare, but they also still have the equipment they were able to pick up.*

Read the card "The Legend of the Devil in Iron".

The heroes' side earns 1 victory point.

The next scenario to be played is scenario 11, "Approached by the Vandal".

Overlord's Victory: *Conan and his men painfully emerge from the strange sleep that took them over during the night. To their amazement, they bear the marks of the battle they fought during this hellish nightmare.*

Read the card "The Legend of the Devil in Iron".

The Overlord's side earns 1 victory point.

The next scenario to be played is scenario 12, "The Horror from the Abyss".

10 - AN EXPLOSIVE ENIGMA

Few people can boast of having crossed the path of the fierce Pict warriors and of still being alive. However, the savage tribes along the coast are not averse to bartering with the representatives of civilized nations who dare venture so far.

Conan, concealed beneath the thick vegetation on top of a cliff, observes the tribal village below. There, the Picts are busy sorting out and storing many objects and equipment from all over the continent; Steel weapons, finery and embroidered fabrics as well as the wine of which they are particularly fond.

The presence of a stranger attracts the attention of the Cimmerian. A man with a thin body and strong bone structure, his pale complexion and reserved air as well as his getup leave little room for doubt: he is a sorcerer from Hyperborea. One of the chests seems to be the center of his attention while he performs a strange ritual.

The contents of the chest must be of inestimable value to be subjected to what Conan interprets as a powerful magical protection spell. The formidable warrior, determined to find out, establishes a quick plan of attack to get his hands on its contents.

However, while an average person could never have detected the presence of Conan's group, a life spent in one of the wildest territories of this world has sharpened the eyes and the senses of these men covered with hideous paintings. The Picts a



Winning the Game:

If the heroes manage to place the colored orbs in the correct position on their receptacles before the end of turn 8 to prevent the destruction of the mysterious chest; the heroes win the game.

If the heroes have not prevented the destruction of the mysterious chest by the end of turn 8; the Overlord wins.

The game starts with the heroes' turn.
The heroes deploy freely in the areas ❶.

After setup, each hero moves 4 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 "7" in the Book of Skelos.



Reinforcement: 3 reinforcement points .



The Hyperborian Primitive has Energy Drain and Kiss of Death.



6 8

If the Gray Man-Ape is still alive at the end of the scenario, check its name on the Overlord's Campaign Log.

Special Rules:

Orbs and receptacles: During setup, the Overlord places the three unnumbered Orb cards on the central area, and places the ❶, ❷ and ❸ tokens representing the receptacles in the huts as indicated by the setup diagram.
The Overlord then takes the numbered Orb cards and secretly selects one card of each color with a different number on each card. The Overlord ends up with 3 Orb cards with different colors and numbers. These 3 cards indicate the receptacle on which the Heroes must place the corresponding orbs to prevent the destruction of the mysterious chest. The selected cards are placed facedown near the Overlord. The remaining six Orb cards are shuffled and form an Orb card deck.

Special Equipment deck: During setup the Overlord creates and shuffles the Special Equipment deck.

Opening the mysterious chest: Picking up and dropping an orb is a simple Manipulation. When an orb is dropped in the same area as a receptacle, the Overlord indicates whether the orb is correctly placed or not. An orb is correctly placed if the color of the orb and the number of the receptacle correspond to the color of the orb and the number written on one of the Orb cards set aside by the Overlord during setup.
If it is, the Overlord flips faceup the corresponding Orb card. Then the hero who placed the orb draws a card from the Special Equipment deck. When the three orbs have been correctly placed, the mysterious chest opens and the hero who placed the last orb draws an **additional** card from the Special Equipment deck. So, that hero will draw two cards from the Special Equipment deck when placing the third orb correctly.

Chests: During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. Each time a hero opens a chest, that chest token is discarded and that hero draws a card from the Orb deck. This helps the heroes to eliminate the wrong combinations of orbs and receptacles.

Heroes' Victory: *Besides the loot, the weapons and the equipment contained in the chest, Conan discovers an ancient parchment revealing the true nature of the being known as Khosatral Khel.*
Read the card "The Legend of the Devil in Iron".
The heroes' side earns 1 victory point.
The next scenario to be played is scenario 13, "Black Houses on the Vilayet".

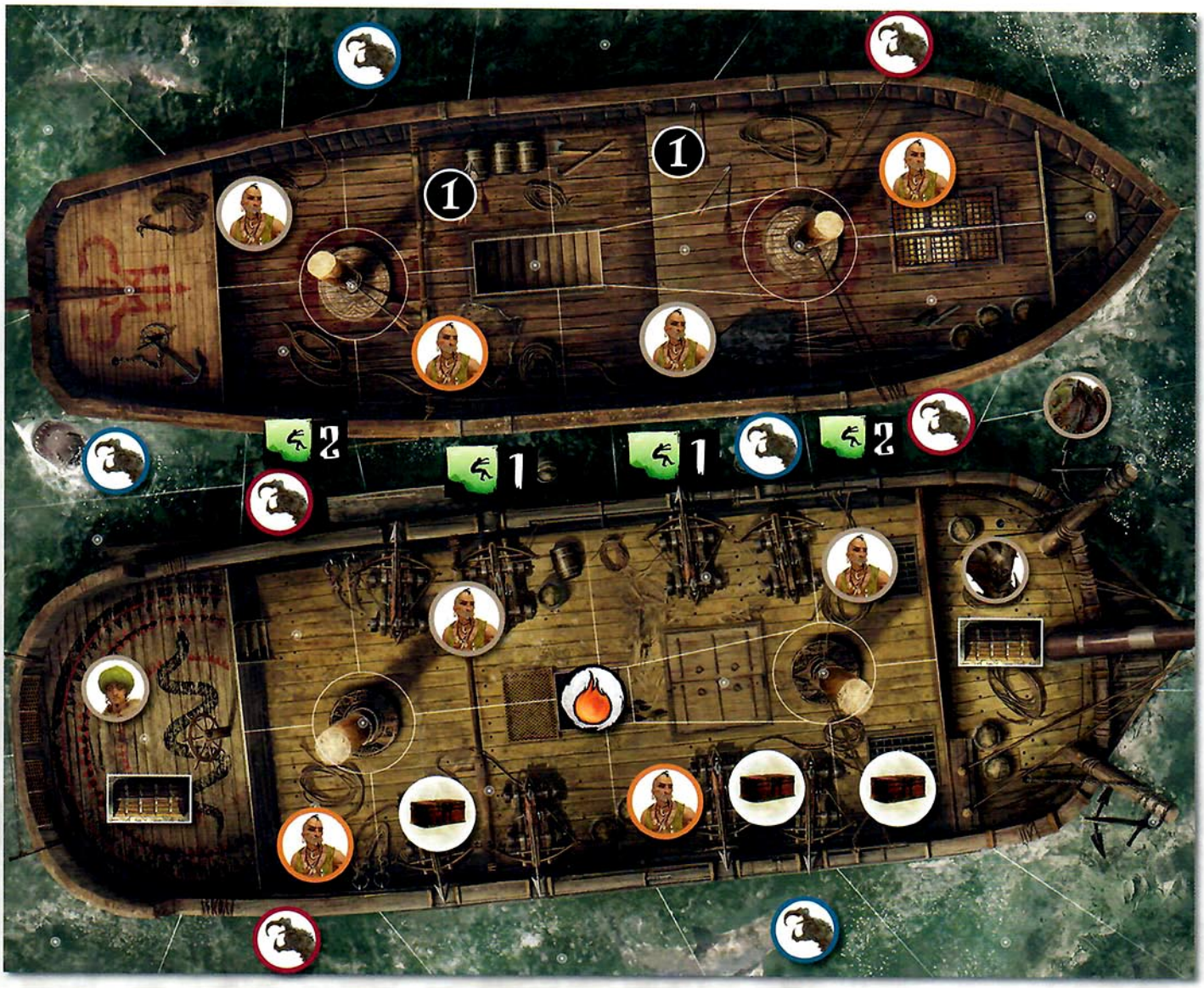
Overlord's Victory: *The mercenaries did not manage to open the enchanted chest, but Conan nevertheless managed to seize documents that could only have come from civilized countries. As the men walk through the Pictish Wilderness to reach Zingara, the Cimmerian warrior discovers an ancient parchment revealing the true nature of Khosatral Khel.*
Read the card "The Legend of the Devil in Iron".
The Overlord's side earns 1 victory point.
The next scenario to be played is scenario 12, "The horror from the abyss".

II - A TERRIFYING INCANTATION

After arriving in Kordava, the mercenaries embark once again to Stygia. Conan now knows where to look for the magic dagger because he knows the sea of Vilayet well from his years spent as a buccaneer. His idea is to travel to Stygia then sail up the River Styx, and ride across to the shores of the inland sea and the Yuetshi region. Yet the morose Cimmerian warrior wonders, for as he remembers, there was nothing else on the island of Xapur but old forgotten ruins.

On the third day of navigation, the look-out shouts a cry of alarm. A brig, flying the black flag, has taken chase. As Conan deploys full sail in a bid to escape, a whirlpool forms under the ship, and they are soon hindered by a colossal form. Horrifying tentacles emerge from the waves and whip against the deck, while a gigantic mass from the dawn of time looms from the water. Conan and his companions prepare to face the indescribable creature when the enemy brig approaches.

In the middle of the shouting pirates all waving their cutlasses stands a man who seems to have nothing in common with the rest of the crew. He is dressed in an Oriental fashion and seems to be chanting a sinister incantation. Conan quickly understands that the monster's appearance is the result of black magic. By getting rid of the sorcerer, he will surely put an end to the beast's wrath.



Winning the Game:

If the heroes have killed Khemsa and loaded the 3 trunks of supplies onto their ship before the end of turn 7; the heroes win the game.

If by the end of turn 7, Khemsa is still alive, or the Overlord prevents the heroes from loading the 3 trunks of supplies onto their ship; the Overlord wins the game.

The game starts with the heroes' turn.

The heroes deploy freely in the areas ❶.

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

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



Reinforcement: 3 reinforcement points (see Special Rules).

Tentacle Movement: The Overlord can remove up to two Tentacles models from the board and then places them on any water area on the board (provided all Tentacle restrictions for this scenario are met).



Khemsa has Ymir's Rage and Kiss of Death.



8 6

If the Outer Dark Demon is still alive at the end of the scenario, check its name on the Overlord's Campaign Log.

Special Rules:

Thaug: During setup, the Overlord places the Thaug model as indicated by the setup diagram, straddling the two areas to the East. These two areas are considered occupied. For this scenario Thaug has no life points and cannot be the target of an attack. There is no Unit tile for Thaug in this scenario.

Trunk of supplies: During setup, the Overlord places 3 trunks of supplies as indicated by the setup diagram, they are represented by the tokens. A hero in a trunk's area may pick it up by performing a simple Manipulation. The Overlord units cannot pick up trunks. If a hero carrying a trunk falls into the water (because of a failed leap, of constriction, because he chose to leap into the water etc.), the trunk remains in the last ship area it was in before the hero fell into the water. A trunk has an encumbrance of 5.

Tentacles: There can never be more than one Tentacle model per area. If a leap is performed over a Tentacle's area, the difficulty of the leap is increased by 1. Overlord units are also affected by this hindering.

Reinforcement: During reinforcement the Overlord can choose to reinforce Pirates and Tentacles. Pirates are reinforced normally. When reinforcing Tentacles, the Overlord places their models on whichever water area they choose, on the condition that there is never more than one Tentacle model per area.

Leap: If a hero's or an Overlord's model fails to leap, they fall in the water and their model is placed on the water area they leaped over. The heroes or the Overlord units can decide to fall directly into the water; this does not cost any extra movement points and does not require any particular skill.

Water Area: A model in a water area can fight with no penalties. Characters with Swimming can move from one area of water to an adjacent area of water for 1 extra movement point. A model in a water area can climb up to an adjacent ship area for 2 extra movement points with or without Climb. A character that does not have Swimming cannot move from one water area to another, but can climb up to an adjacent ship area for 2 extra movement points with or without Climb.

Chests: During setup, the Overlord places 2 chests on the board as indicated by the setup diagram. The asset deck contains 1 Leather Armor and 1 Throwing Knives.

Heroes' Victory: *Once Khemsa defeated, the loathsome creature returns to the ocean depths. With the supplies they have transferred to their ships, the mercenaries can now continue their voyage in the direction of the area occupied by the Yuetshi.*

The heroes' side earns 1 victory point.

The next scenario to be played is scenario 14, "The Mystical Dagger".

Overlord's Victory: *The Cimmerian's plan did not work out and the decks of the two ships, seriously damaged by the creature and the fighting, are strewn with sailors' bodies. The mercenaries have no other choice than to escape on board a rowboat to reach the Yuetshi region.*

The Overlord's side earns 1 victory point.

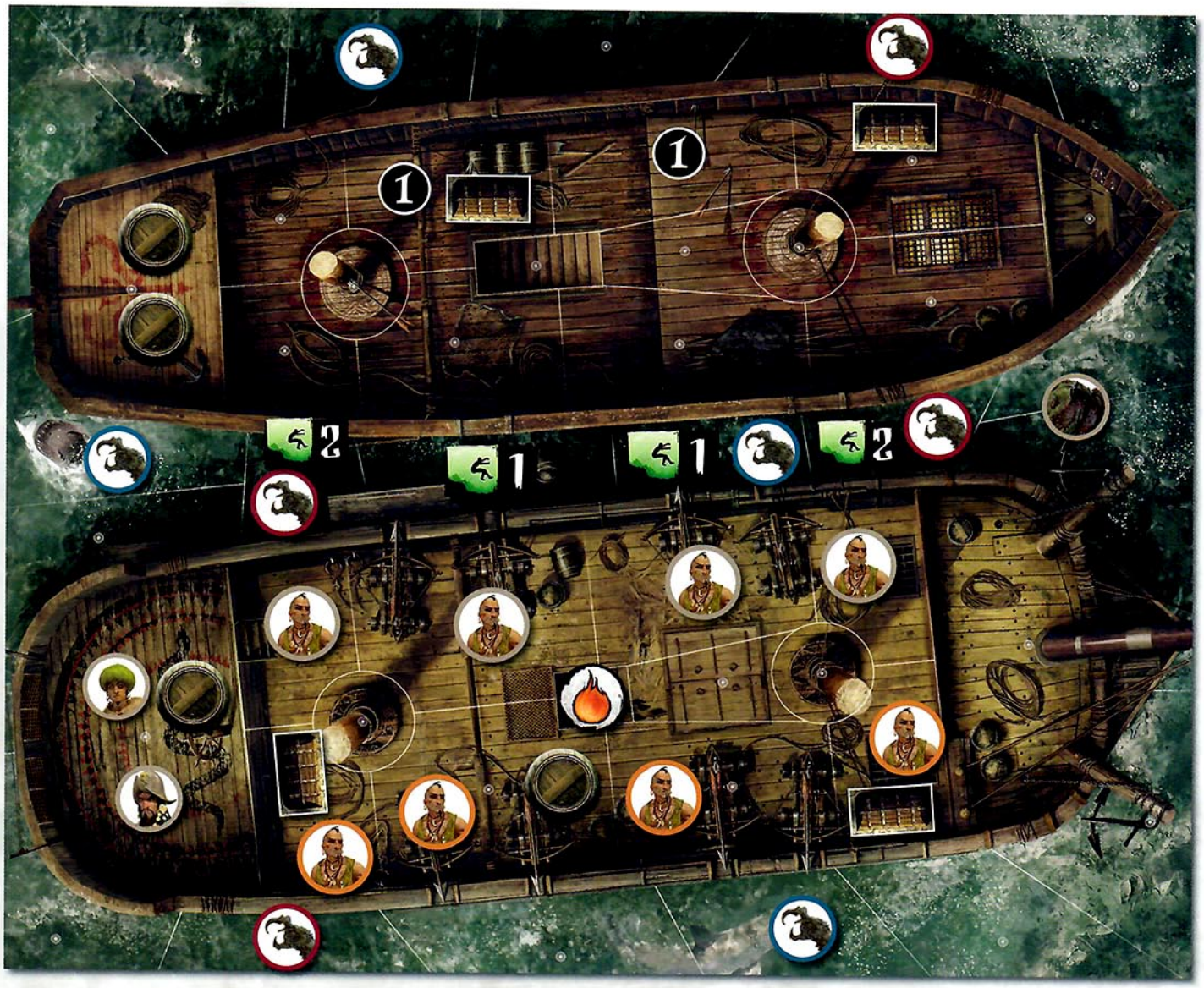
The next scenario to be played is scenario 14, "The Mystical Dagger".

12 - APPROACHED BY THE VANDAL

The mercenaries have no more time to lose. After arriving in Kordava they embark towards Stygia because Conan now knows where to look for the magic dagger. He wants to go up the River Styx, and then ride across the plains of Shem and the Eastern Desert to reach the sea of Vilayet. Even so, there is something bothering the morose Cimmerian warrior. In his memory, there was nothing else on the island of Xapur but old, forgotten ruins.

After a few days of travel, Conan is drawn out of his dark thoughts by a ship sailing towards them. The infallible instinct of the barbarian helps him predict danger even before the lookout shouts the bad news. It's The Vandal, the ship of Zaporavo, the Zingaran renegade. Collision is unavoidable. Soon, bodies fall pierced by the arrows raining down. Under the roar of Conan, the sailors seize their weapons to courageously face their enemies.

On the deck of the enemy ship, a seemingly oriental sorcerer chants sinister incantations. Immediately a whirlpool is formed under the keel of Conan's galleon, and horrifying tentacles emerge from the waves, while a gigantic mass from the dawn of time looms from the water. The situation is critical, but the barrels of pitch embarked before departure could make the difference.



Winning the Game:

If the heroes kill Thaug before the end of turn 7; the heroes win the game.

If the Thaug is still alive at the end of turn 7; the Overlord wins the game.

The heroes deploy freely in the areas ❶.

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

The game starts with the Overlord's turn.

The Overlord starts with 12 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.



Reinforcement: 3 reinforcement points (see Special Rules).

Tentacle Movement: The Overlord can remove up to two Tentacles models from the board and then places them on any water area on the board (provided all Tentacle restrictions for this scenario are met).



Khemsa has Magic Block and Kiss of Death.



6 8

Special Rules:

Thaug: During setup the Overlord places the Thaug model as indicated by the setup diagram, straddling the two areas to the East. These two areas are considered occupied. The Overlord places Thaug's Life Point marker on the position "12" of the turn track. Thaug can only be wounded with the help of kegs of pitch. There is no Unit tile for Thaug in this scenario.

Kegs of Pitch: During setup, the Overlord places the 4 kegs of pitch as indicated by the setup diagram. A hero in a keg's area can pick it up by performing a simple Manipulation. The Overlord units cannot pick up kegs of pitch. If a hero carrying a keg falls into the water (because of a failed leap, of constriction, because he chose to leap into the water etc.), the keg remains in the last ship area it was in before the hero fell into the water. A keg of pitch has an encumbrance of 4.

Wounding Thaug: The only way to wound Thaug during this scenario is to light a keg of pitch and throw it at him. A hero in one of the areas adjacent to one of the two areas occupied by Thaug can perform a simple Manipulation to light the keg and throw it at him. Once the keg is thrown, it is removed from the game and Thaug immediately suffers 3 wounds.

Tentacles: There can never be more than one Tentacle model per area. If a leap is performed over a Tentacle's area, the difficulty of the leap is increased by 1. Overlord units are also affected by this hindering.

Reinforcement: During reinforcement the Overlord can choose to reinforce Pirates and Tentacles. Pirates are reinforced normally. When reinforcing Tentacles, the Overlord places their models on whichever water area they choose, on the condition that there is never more than one Tentacle model per area.

Leap: If a hero's or an Overlord's model fails to leap, they fall in the water and their model is placed on the water area they leaped over. The heroes or the Overlord units can decide to fall directly into the water; this does not cost any extra movement points and does not require any particular skill.

Water Area: A model in a water area can fight with no penalties. Characters with Swimming can move from one area of water to an adjacent area of water for 1 extra movement point. A model in a water area can climb up to an adjacent ship area for 2 extra movement points with or without Climb. A character that does not have Swimming cannot move from one water area to another, but can climb up to an adjacent ship area for 2 extra movement points with or without Climb.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains 2 Life Potions, 1 Leather Armor and 1 Throwing Knives.

Heroes' Victory: *The mercenaries have succeeded in eliminating the foul creature using burning pitch barrels and getting rid of The Vandal. Conan can now sail to Stygia and continue his journey to the Yuetshi region.*

The heroes' side earns 1 victory point.

The next scenario to be played is scenario 14, "The Mystical Dagger".

Overlord's Victory: *Conan's ship is in the hands of Zaporavo and the fight has finished in a massacre. The last sailors sell their lives dearly to the blows of swords and the hideous sea creature feeds on the corpses. The mercenaries escape aboard a rowboat to reach the coast and get to the Yuetshi region as soon as possible.*

The Overlord's side earns 1 victory point.

The next scenario to be played is scenario 14, "The Mystical Dagger".

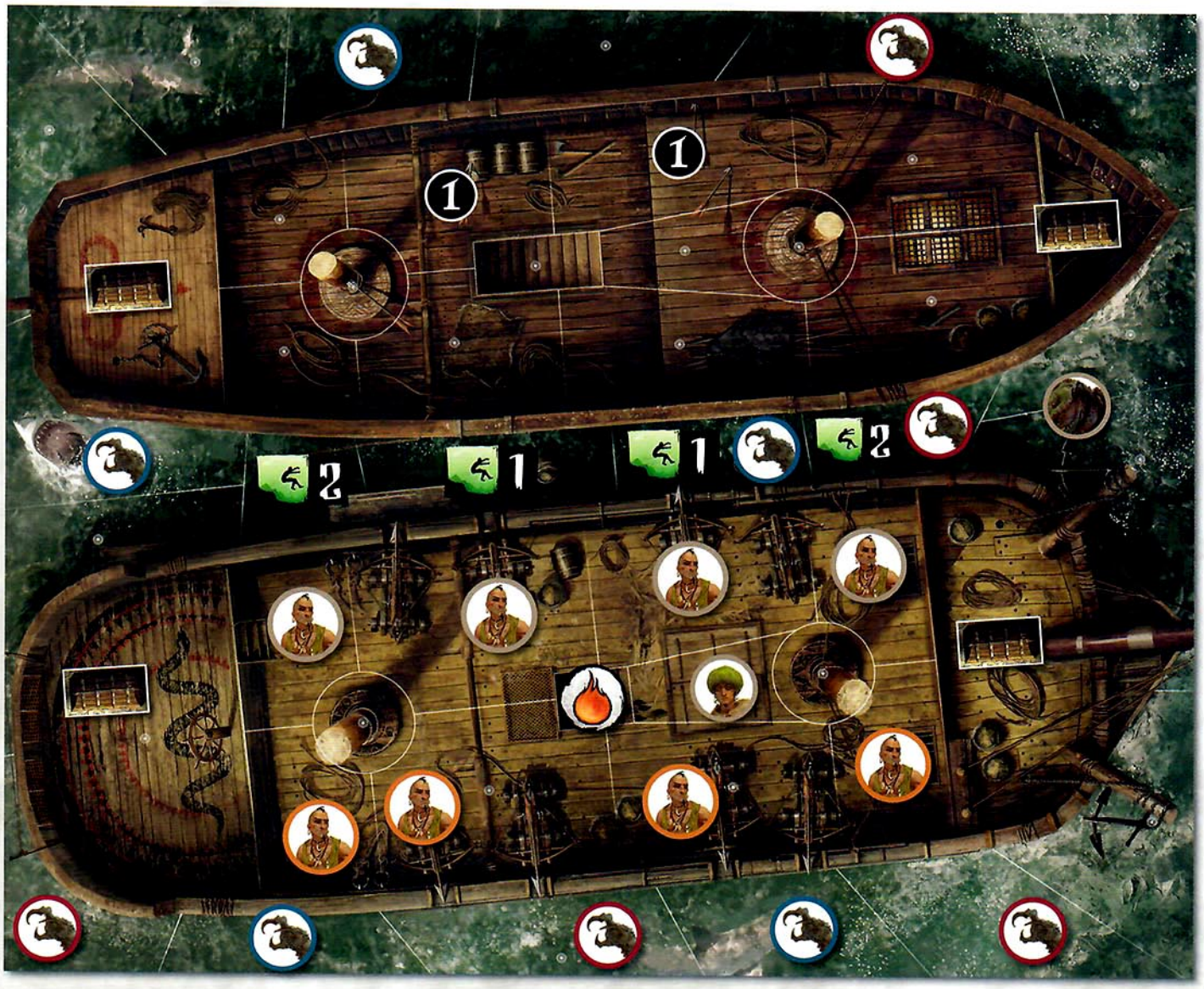
13 - THE HORROR FROM THE ABYSS

The soldiers of fortune make the long journey to the Turanian city of Sultanapur, where Conan still has contacts among the buccaneers who plunder the inland sea of the Thurian continent.

The Cimmerian finds, although not without difficulty, a ship ready to take him to the inhospitable region inhabited by the last Yuetshi. There he hopes to get his hands on the magic dagger. The captain is frank with him: he will not wait for them, because Jehungir Agha, Lord of Khawarism and the vassal of the powerful king Yezdigerd of Turan, has launched his fleet in a vast pirate hunt.

After a few days of travel, a strange whirlpool forms under the ship's keel and the galleon is hindered by a colossal form. Horrific tentacles spring forth whipping against the deck, bending and cracking the vessel as a gigantic mass from the dawn of time looms from the water. Conan and his companions prepare to face the indescribable creature when a brig appears alongside the mercenaries.

On the deck of the enemy's ship, in the midst of the screaming pirates brandishing their sabers, stands a man who looks nothing like a sailor. He is dressed in an Oriental fashion and shouts out to the Cimmerian barbarian, "Contemplate the forces of the invisible kingdoms, for you will soon become one with the Abyss and you will grovel at the feet of the Master of Xapur."



Winning the Game:

If the heroes kill Thaug before the end of turn 7; the heroes win the game.

If Thaug is still alive at the end of turn 7; the Overlord wins the game.

The heroes start in the areas marked ❶.

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

The game starts with the Overlord's turn.

The Overlord starts with 12 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.



When an event tile is activated the Overlord resolves any one of the following events:

Reinforcement: 4 reinforcement points (see Special Rules).

Tentacle Movement: The Overlord can remove up to two Tentacles models from the board and then place them on any water area on the board (provided all Tentacle restrictions for this scenario are met).



Khemsa has Withering and Kiss of Death.



6 

Special Rules:

Thaug: During setup the Overlord places the Thaug model as indicated by the setup diagram, straddling the two areas to the East. These two areas are considered occupied. The Overlord places Thaug's Life Point marker on the position "12" of the turn track. When Thaug is attacked, its Armor Value is equal to the number of tentacles models on the board at the moment of the attack. There is no Unit tile for Thaug in this scenario.

Tentacles: There can never be more than one Tentacle model per area. If a leap is performed over a Tentacle's area, the difficulty of the leap is increased by 1. Overlord units are also affected by this hindering.

Reinforcement: During reinforcement, the Overlord can choose to reinforce Pirates and Tentacles. Pirates are reinforced normally. When reinforcing Tentacles, the Overlord places their models on whichever water area they choose, on the condition that there is never more than one Tentacle model per area.

Leap: If a hero's or an Overlord's model fails to leap, they fall in the water and their model is placed on the water area they leaped over. The heroes or the Overlord units can decide to fall directly into the water; this does not cost any extra movement points and does not require any particular skill.

Water Area: A model in a water area can fight with no penalties. Characters with Swimming can move from one area of water to an adjacent area of water for 1 extra movement point. A model in a water area can climb up to an adjacent ship area for 2 extra movement points with or without Climb. A character that does not have Swimming cannot move from one water area to another, but can climb up to an adjacent ship area for 2 extra movement points with or without Climb.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains 2 Life Potions, 1 Leather Armor and 1 Throwing Knives.

Heroes' Victory: *The mercenaries have overcome the horror from the abyss and their ship, once again with the wind filling its sails, moves rapidly away from Khemsa's vessel. They can now continue their journey towards the region inhabited by the Yuetshi.*

The heroes' side earns 1 victory point.

The next scenario to be played is scenario 14, "The Mystical Dagger".

Overlord's Victory: *Although the horrible creature has literally crushed Conan's galleon and the sailors have been thrown into the sea, the mercenaries manage to escape by clinging to pieces of the wreckage. Helped by the favorable currents and nightfall they manage to reach the coast without Khemsa knowing. The goal for Conan is still to reach the Yuetshi region as soon as possible.*

The Overlord's side earns 1 victory point.

The next scenario to be played is scenario 14, "The Mystical Dagger".

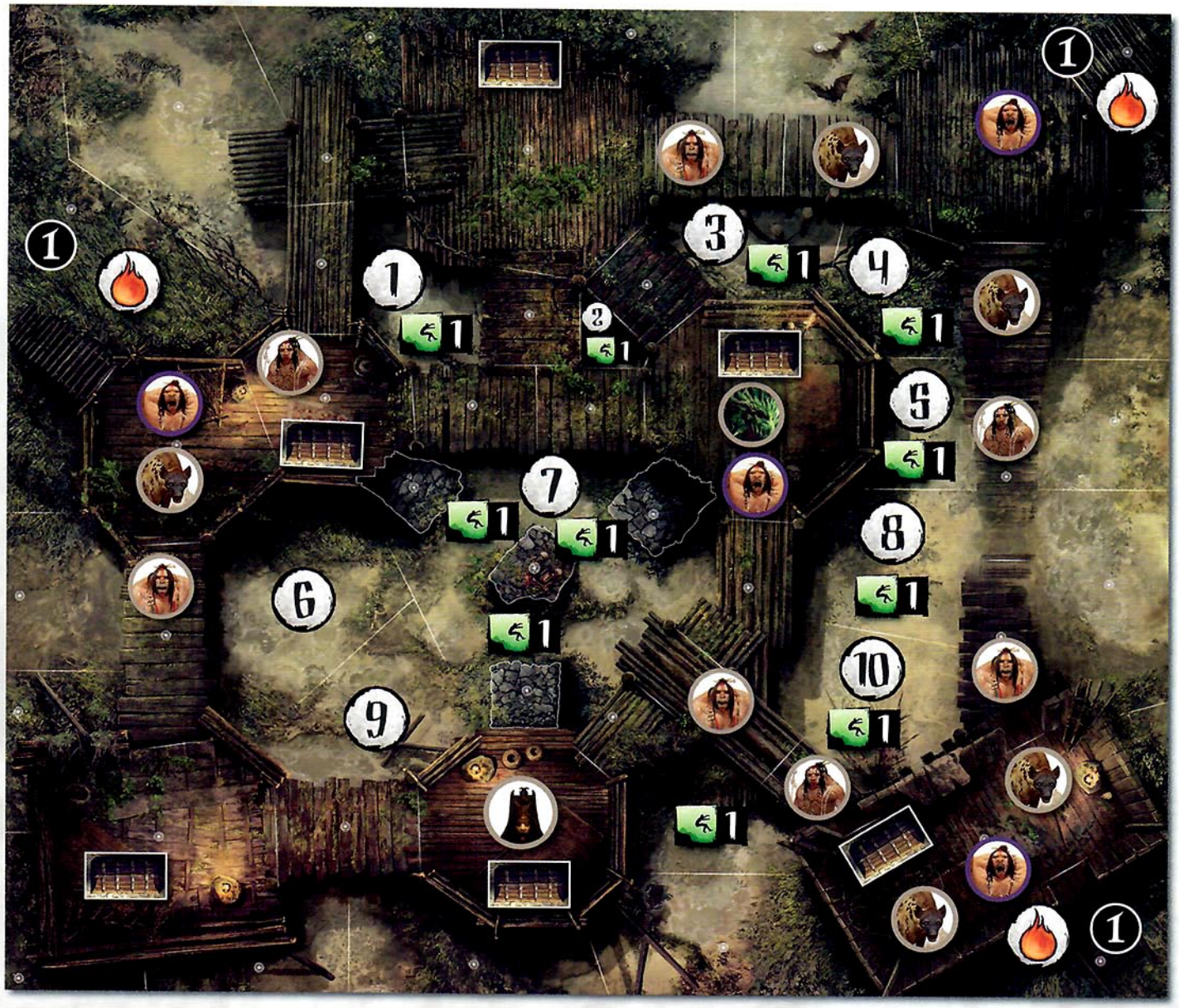
14 - THE MYSTICAL DAGGER

Conan and his companions finally arrive on the wild and inhospitable coast facing the island of Xapur. The surroundings are formed from a vast swamp covered with reeds and abandoned to ferocious beasts. Only a few Yuetshi fishing villages still exist in the region.

When the Cimmerian approaches the village that harbors the dagger, he falls upon a Yuetshi leaning back against the foot of a tree, a gaping wound in his side and eyes already glazing over. The fisherman mumbles in a trembling voice, "Take care! The devil has bewitched my brothers. He sent ... ", he then collapses, dead.

A wild clamor rises from the center of the village. Intrigued, Conan silently approaches and notes with horror that a sinister character wearing the attire of a sorcerer with his hands clasped round a large curved-blade dagger, is ranting to the inhabitants, "The Master of Xapur is back. Your Master is back, but as he rebuilds Dagonia, his enemies draw closer every day and ... ". The sentence remains suspended in the mouth of the sorcerer, who suddenly looks in the direction of the Cimmerian.

"They're there, attack, attack them! The Master will reward you." Immediately the Yuetshi throw themselves on the mercenaries, their haggard eyes shining with an aura of madness. Nothing seems to stop them. The sorcerer then takes advantage of the scuffle to throw the dagger into the swamp.



Winning the Game:

If a hero flees the swamp with the Yuetshi dagger before the end of turn 7; the heroes win the game.

If the Overlord prevents the heroes from fleeing the swamp with the Yuetshi dagger by the end of turn 7; the Overlord wins.

The game starts with the heroes' turn.
The heroes deploy freely in the areas ❶.

After setup, each hero moves 4 gems from their Reserve zone to their 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 "7" in the Book of Skelos.



Reinforcement: 5 reinforcement points .

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



Nahtok has Set's Bite and Kiss of Death.



6 8

If the Swamp Demon is still alive at the end of the scenario, check its name on the Overlord's Campaign Log.

Special Rules:

Yuetshi Dagger: During setup and before the heroes deploy, the Overlord decides where in the swamp the dagger has been thrown. The Overlord secretly notes on a piece of paper the number between 1 and 10 corresponding to the area of the board containing the dagger. The Yuetshi dagger lowers the Armor Value of Khosatral Khel to 3.

Searching the Swamp: A hero in a numbered swamp area can search it to find the Yuetshi dagger by performing a complex Manipulation with a difficulty of 1. If the hero succeeds, the Overlord indicates whether it is the area in which the dagger is located. If it is, the Overlord shows the number written a piece of paper during setup and that hero picks up the Yuetshi Dagger card.

Interrogating a Pict: When a hero kills a Pict Warrior, a Pict Archer or a Pict Hunter in a Melee attack, they can perform a simple Manipulation to interrogate him. The Pict will give them information to reduce their search for the dagger. The Overlord must then remove the numbered token of his choice that does not match the location of the dagger. Reinforcement Picts may also be interrogated. If there is only one numbered token left, it is no longer possible to interrogate a Pict.

Fleeing the swamp: A hero can flee the swamp from one of the areas marked ① by spending movement points as though the hero was moving across a border. The hero's model is then removed 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.

Chests: During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains 2 Life potions, 2 Pictish drinks, 1 Tribal Mace and 1 Sword.

Heroes' Victory: *Conan is in possession of the Yuetshi dagger. He knows he has a chance to defeat Khosatral Khel and hopes to save Flavia. He and his companions are now looking for a ship to reach the island of Xapur.*
The heroes' side DOES NOT earn any victory points for winning this scenario.

Overlord's Victory: *Despite a fierce and merciless struggle, Conan and his companions have not succeeded in retrieving the magic dagger, lost in the swamps. Without it they are incapable of defeating the iron-skinned demon, whose dark intentions require the blood of Flavia, the last descendant of the Dagonians. By killing the princess, Khosatral Khel can completely unleash his terrible power and enslave much more than Xapur.*
If able, the heroes' side loses 1 victory point and the Overlord's side earns 1 victory point.

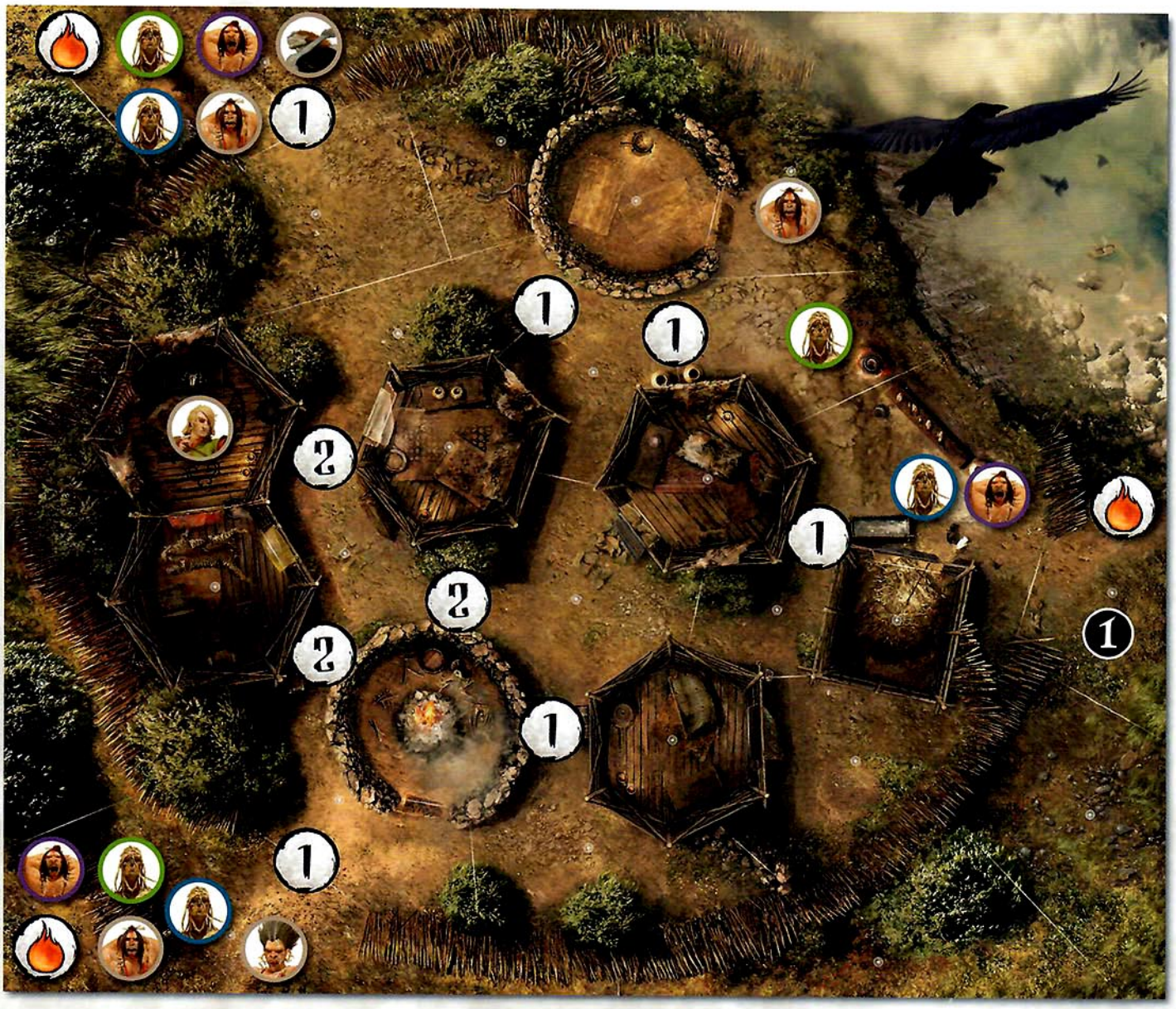
The next scenario to be played can be chosen by the heroes' side from scenario 15, "Behind the Barricades", or scenario 16, "The Spellbook of the Grey Man-Ape", or scenario 17, "The cursed treasures of Khawarizm".

15 - BEHIND THE BARRICADES

The confrontation to retrieve the dagger has been terrible and the Yuetshi recover painfully from the demonic trance that had taken possession of them. One of the fishermen offers to take Conan to his own village. He said he has a boat large enough to accommodate all the mercenaries and will guide them to the island of Xapur.

The small group arrives in front of the primitive fishing huts where a strange and unnatural calm seems to reign. No hustle or bustle in the small central square, usually busy at this time of the day. The mercenaries penetrate the village and Conan already has his steel in hand when the first Yuetshi runs screaming out. They seem possessed, just as were the fishermen in the village where the magic dagger was hidden. While the commotion and cries of rage of the warriors are heard all around the village, the Cimmerian understands that they were expected and that the same sorcery is at work here; this time put into action by a Yuetshi sorcerer in the service of Khosatral Khel.

As he pounces on him, Conan decapitates the fanatic with a blow as quick as powerful. Then the mercenaries quickly erect some makeshift barricades using what they find in the nearest streets and huts.



Winning the Game:

If the heroes manage to get the fisherman out of the village before the end of turn 7; the heroes win the game.

If the Overlord kills the fisherman or the fisherman is still in the village by the end of turn 7; the Overlord wins.

The heroes start in the area 1.

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

The game starts with the Overlord's turn.

The Overlord starts with 11 gems in their Reserve zone and 2 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 4 reinforcement points.

Wild Charge: The Overlord adds 1 to the attack power against the barricades of the next Unit tile activated this turn.



Zogar Sag has Magic Block and Return of the Brave.



6 5

If the Forest Demon is still alive at the end of the scenario, check its name on the Overlord's Campaign Log.

Special Rules:

Barricade: During setup, the Overlord places the tokens numbered 1 and 2 representing the barricades on each area border as indicated by the setup diagram. They have the same number of life points as their number and have an Armor Value of 1. A barricade prevents a character from moving across a border between two areas it separates. A barricade cannot be climbed or wrecked and does not block line of sight.

Traitor: Use Balthus' model to represent the traitor and place the life points marker on the position "4" of the turn-track. The traitor has 3 movement points and an Armor Value of 1. The heroes can move the traitor (using his 3 movement points) if, at the end of the heroes' Action Phase, there is at least one hero model and no Overlord models in the starting area of the traitor. The traitor cannot Move by himself, Attack or Guard and he is considered on the heroes' side regarding hindering. The heroes can use Bodyguard if they have it to defend the traitor. The allies cannot use Sacrifice to defend the traitor.

Fleeing the village: A model can flee the village from one of the three village entrance areas (northwest, southwest and east) by spending movement points as though the model was moving across a border. The model is then removed from the board. Once a model has fled, the model cannot be returned to the board.

If the heroes do not have the Yuetshi Dagger in their possession by the end of this scenario, they immediately lose the campaign.

Heroes' Victory: *The mercenaries have saved the Yuetshi fisherman's life. He leads them to his boat and insists on sailing them to the island. It is time to set foot on Xapur, the Fortified.*
The heroes' side earns 2 victory points.

Overlord's Victory: *Conan and his companions were unable to protect the fisherman. The Yuetshi, drunk with blood, are now in a totally uncontrollable trance and have turned on each other. The mercenaries take advantage of the confusion to leave the carnage, but will have to satisfy themselves with finding a small fishing boat to join Xapur.*
The Overlord's side earns 2 victory points.

If the heroes have more victory points than the Overlord by the end of this scenario, the next scenario to be played is scenario 19, "The Last Dagonian". If not, or in the case of a tie, next scenario is scenario 18, "The fortress of Xapur".

16 - The Spellbook of the Gray Man-Ape

Back in civilization, in the filthy lanes of the Khorusun slums, Conan thinks he can use his reputation in order to quickly find a ship and crew among the crooks who squander their booty in the sordid eating-houses bordering the waterfront.

The Cimmerian finally finds common ground with a Hyrkanian buccaneer who is ready to sail for him, but first wants Conan to carry out a small task for him. During a recent robbery, one of the rivals of the Hyrkanian laid his hands on a spellbook of inestimable value. The buccaneer would like to discreetly retrieve the book, because he already has a customer who is ready to buy it for gold.

What Conan does not know at this moment is that he will have to deal not only with the pirates who occupy the inn where the spellbook is, but also with a strange man ape who is after the book for himself; convinced that its contents could enable him to take on a human form.



Winning the Game:

If a hero flees the inn with the spellbook; the heroes win the game.

If an Overlord model flees the inn with the spellbook; the Overlord wins.

The game starts with the heroes' turn.

The heroes start in the areas marked ❶.

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

The Overlord starts with 11 gems in their Reserve zone and 2 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.

Reinforcement: 3 reinforcement points.



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If Thak is still alive at the end of the scenario, check its name on the Overlord's Campaign Log.

Special Rules:

Opening a Chest: Opening a chest is a complex Manipulation with a difficulty of 1.

Overlord and Opening a Chest: The Overlord's models can attempt to open a chest. An Overlord's model of an activated Unit tile in a chest's area can roll the dice of their Melee attack characteristic to perform a complex Manipulation. Each model of the activated Unit tile may perform this action. This action replaces the attack action of all of the models of the Unit tile for this activation. If the action is successful, the Overlord draws a card from the asset deck. The Equipment cards revealed by the Overlord other than the spellbook are discarded. If the Spellbook card is revealed, then the model which has just opened the chest takes the spellbook and carries it with them. To represent this, the Spellbook card is placed under the base of that Overlord's model. The Overlord's models are not affected by the spellbook's encumbrance.

Taking back the Spellbook: The spellbook can be stolen from the model carrying it if that model suffers at least 1 wound. The Spellbook card is then placed in that model's area. A hero in the spellbook's area may pick it up by performing a simple Manipulation. An Overlord's model of an activated Unit tile in the spellbook's area may pick it up if the Overlord moves 1 gem from their Reserve zone to their Fatigue zone.

Spellbook: A hero in another hero's area may give them the spellbook by performing a simple Manipulation. An Overlord's model of an activated Unit tile in another Overlord's model's area may give them the spellbook if the Overlord moves 1 gem from their Reserve zone to their Fatigue zone. The spellbook is fragile and so cannot be thrown.

Fleeing the inn: A hero or an Overlord character can flee the inn from one of the outside areas to the south of the board by spending movement points as though they were moving across a border. Their model is then removed from the board. Once they have fled, their 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.

Chests: During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains 1 Spellbook, 1 Empty chest, 2 Pictish drinks, 1 Dagger and 1 Leather Armor.

If the heroes do not have the Yuetshi dagger in their possession by the end of this scenario they immediately lose the campaign.

Heroes' Victory: *After a struggle as violent as it is fierce, the mercenaries manage to seize the spellbook. Their Hyrkanian sponsor is satisfied; they can finally set sail to the fortress of Xapur.*
The heroes' side wins 1 common gem.

Overlord's Victory: *The confrontation in the tavern has alerted the Turanian soldiers. While the troops invade the establishment cutting into the ranks of the buccaneers with the blows of their scimitars; Conan believes it's time to leave. It is certainly too late to recover the spellbook, but still early enough for new negotiations with the Hyrkanian. The confounded man will have to supply his ship, of his own will or by force.*
The Overlord's side wins 1 special gem.

If the heroes' side has the most victory points by the end of this scenario, the next scenario to be played is scenario 19, "The Last Dagonian". If not, or in the case of a tie, the next scenario to be played is scenario 18, "The Fortress of Xapur".

17 - THE CURSED TREASURES OF KHAWARIZM

Back in civilization, in the colorful and fragrant streets of the Turanian city of Khawarizm, the mercenaries no longer have the means to charter a ship or find a crew. Time is short and faced with a lack of other solutions, the Cimmerian suggests to his companions that they carry out a raid on one of the palaces of Jehungir Agha, the lord of Khawarizm and guardian of the maritime borders.

Conan has known for a long time that Jehungir keeps some of his most precious treasures in a fortress on the edge of the city. When he was a Kozak, a good-for-nothing moving in the savage and bare expanses of the steppe, the Cimmerian heard of magical objects worth a King's ransom that the provincial governor jealously protects. There is no doubt that these artifacts would soon find takers if they were stolen.

If Conan has kept his reflexes as a thief, it is not the case of some of his companions. Shortly after they had discreetly infiltrated the building, one of the mercenaries sets off an alarm, releasing a monstrosity with shiny and sinuous rings at the same time. The Cimmerian and his companions are also unaware that Jehungir's artifacts are gorged with the darkest and most evil of witchcraft.



Winning the Game:

If the heroes flee the citadel with the 3 cursed artifacts before the end of turn 7; the heroes win the game.

If the heroes have not succeeded in fleeing with the 3 cursed artifacts at the end of turn 7; the Overlord wins.

The game starts with the heroes' turn.
The heroes start in the area marked ❶.

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

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



Reinforcement: 3 reinforcement points .

The Warlock has Lethal Cloud



6 8

If the Giant Snake is still alive at the end of the scenario, check its name on the Overlord's Campaign Log.

Special Rules:

Cursed artifact: The carrier of a Cursed artifact is affected by Jinx. That character cannot reroll dice.

Fleeing the citadel: A hero can flee the citadel from one of the outer areas to the west of the board or from one of the entrance areas situated to the north and south of the board by spending movement points as though the hero was moving across a border. The hero's model is then removed from the board. Once a hero has fled, the hero's model cannot be returned to the board.

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains the following three Cursed artifacts: 1 Hyrkanian Mirror, 1 Cape and 1 Sacred Treasure.

If the heroes do not have the Yuetshi dagger in their possession by the end of this scenario they immediately lose the campaign.

Heroes' Victory: *After having stolen the magical objects, Conan sells them to a dark Turanian fence to make enough to charter a ship. The small group of fighters can finally set sail towards the fortress of Xapur.*
The heroes choose an equipment from the Special Equipment deck if there is any remaining.

Overlord's Victory: *Not without difficulty, Conan and his companions escape from the palace of Jehungir Agha. Without a penny and under pursuit, they embark on the first outbound ship that is in search of cheap sailors. A few days later, the mercenaries steal a boat to reach the island of Xapur.*
The Overlord selects a piece of equipment from the heroes, with the exception of the Yuetshi dagger. This equipment is definitively removed from the game.

If the heroes' side has the most victory points by the end of this scenario, the next scenario to be played is scenario 19, "The Last Dagonian". If not, or in the case of a tie, the next scenario to be played is scenario 18, "The Fortress of Xapur".

18 - THE FORTRESS OF XAPUR

The muscles of the gnarled and tanned arms of the Cimmerian swell as he pulls on the oars to approach the small craft to the shore of the island of Xapur.

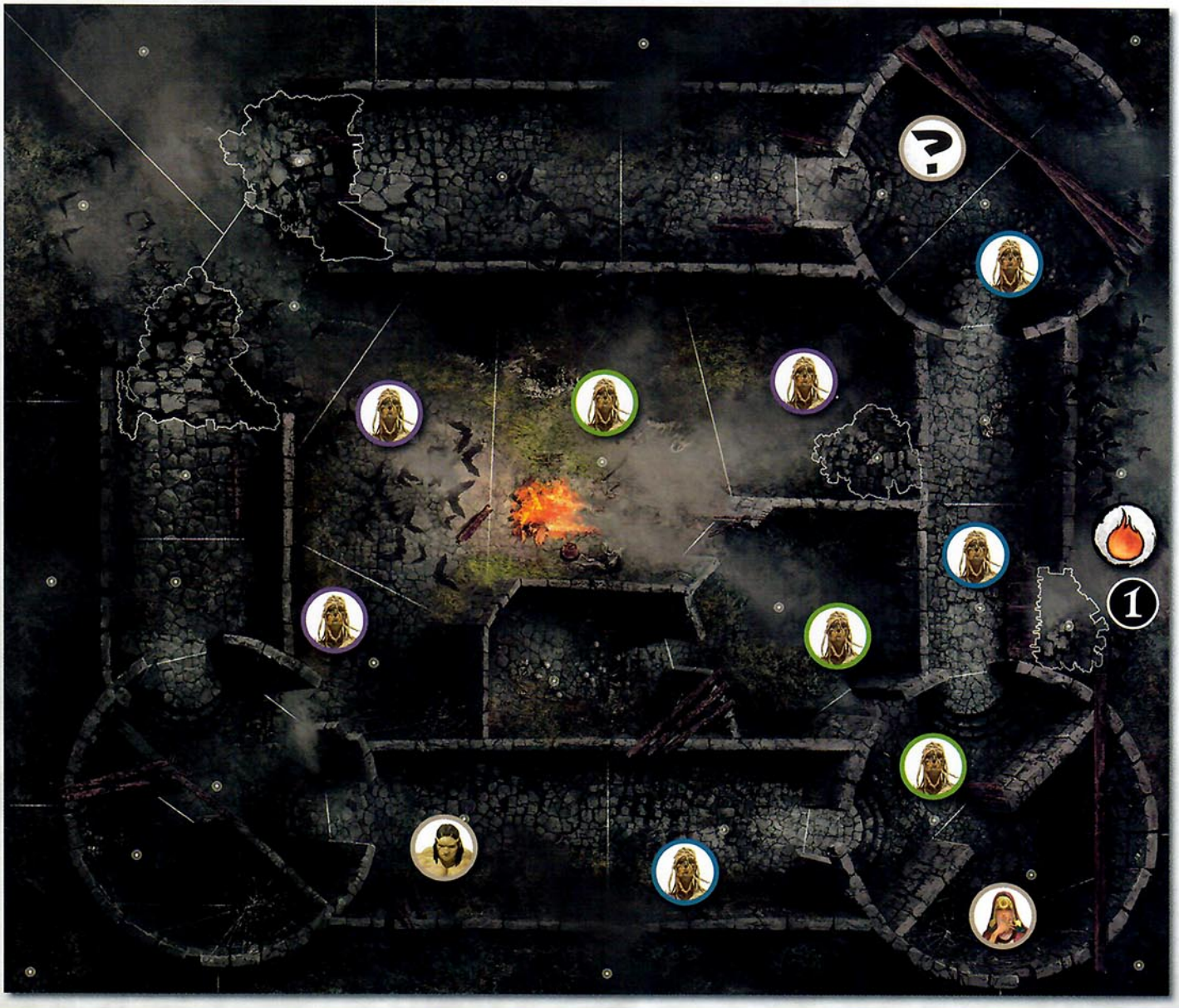
Once landed, the men take the steps carved out of the rock and quickly reach the top of the steep cliffs that dominate over the sea. Once the curtain of vegetation has been crossed, they realize that the mysterious ruins that give its name to the island have disappeared, yielding their place to a large dark green wall sheltering cyclopean buildings and towers rising vertiginously towards the sky.

Dagonia is being resurrected through a strange and incomprehensible magic. Thanks to the blood of Flavia, the distant descendant of the last Dagonians, Khosatral Khel can completely unleash his power and enslave much more than just Xapur!

The mercenaries rush to the center of the city and see a man whose shoulder span is just as monstrous as the impressive muscles of his limbs. He is dressed in sandals, a skirt and a large grainy leather belt. His square-cut hair is held back by a golden ring while a dark fire seems to consume the eyes of a face devoid of weakness and pity.

The Cimmerian understands with horror that it is too late. Flavia is dead. Khosatral Khel had shed her blood upon an evil altar during his ungodly ritual.

Conan has failed his mission, but he knows that the iron-skinned demon can still be sent back into the Abyss from which it crawled. A primitive rage now burns in the blue eyes of the warrior who aspires only to release all his impetuous and vengeful fury.



Winning the Game:

If Khosatral Khel is killed before the end of turn 7; the heroes win the game.

If Khosatral Khel is still alive at the end of turn 7; the Overlord wins.

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

After setup, each hero moves 3 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.



Reinforcement: 4 reinforcement points (see Special Rules).



8 ? 10

Special Rules:

Reinforcement: The reinforced Mummies can come into play in any area of the board. The Overlord cannot bring more than two mummies into play in the same area during a Reinforcement event regardless of the number of Overlord models already present in that area. However, the occupied area rule must be respected.

Monster: The Overlord chooses 1 monster from the list of monsters that have survived the previous scenarios played during the campaign (see the Overlord's Campaign Log). During setup the Overlord places that monster's Unit tile on the third position of the river and the monster's model in the area marked ? in the setup diagram. The Overlord places that monster's Life Point marker on the position "8" of the turn track.

Yuetshi Dagger: The Yuetshi dagger lowers the Armor Value of Khosatral Khel to 3.

Heroes' Victory: *The Devil in Iron has been returned to the Abyss and the resurrected city of Dagonia has disappeared. Only the ancient ruins that lend the name of fortress to the island of Xapur remain. For Conan and his companions, the atmosphere is gloomy. Not a word is uttered as the flames of the funeral pyre raised for the Argossian princess swirl towards the sky.*
The heroes' side wins the campaign.

Overlord's Victory: *Conan and his companions have failed completely. Khosatral Khel has awakened his infernal power and the rebirth of Dagonia is only the beginning of his cruel ambitions. The Devil in Iron reigns again as a living god and he plans to make the fortress of Xapur the capital of his future empire.*
The Overlord's side wins the campaign.



19 - The Last Dagonian

The muscles of the gnarled and tanned arms of the Cimmerian swell as he pulls on the oars to approach the small craft to the shore of the island of Xapur.

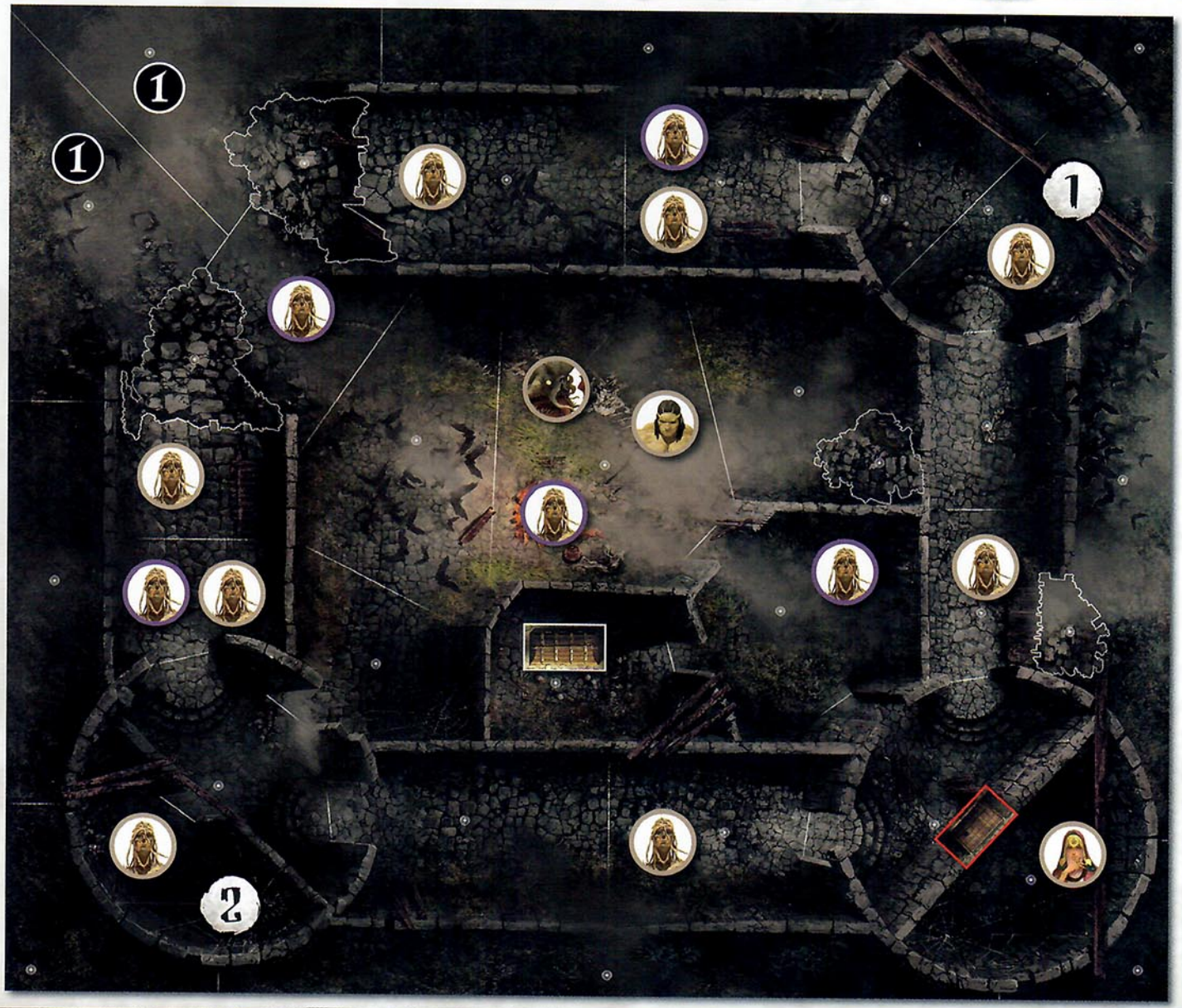
Once landed, the men take the steps carved out of the rock and quickly reach the top of the steep cliffs that dominate over the sea. Once they cross the curtain of vegetation, they realize that the mysterious ruins that give their name to the island have disappeared, yielding their place to a large dark green wall sheltering cyclopean buildings and towers rising vertiginously towards the sky.

Dagonia is being resurrected by a strange and incomprehensible magic. Thanks to the blood of Flavia, the distant descendant of the last Dagonians, Khosatral Khel can completely unleash his terrible power and enslave much more than just Xapur!

The mercenaries rush to the center of the city and see Flavia in a critical situation. She lies wounded and bleeding at the feet of the Devil in Iron, whose shoulder-span is just as monstrous as the impressive muscles of his limbs. He is dressed in sandals, a skirt and a large grainy leather belt. His square-cut hair is held back by a golden ring while a dark fire seems to consume the eyes of a face devoid of weakness and pity.

The sacrifice has begun, but there is still time to save the Argossian princess and to send the vile being back to the abyss that it should never have left. For that, the heroes will need to confront the nightmarish shadow that is growing ever bigger in front of them. A terrifying form generated from the forgotten pits of hell and whose sight could freeze with terror even the intrepid Cimmerian.

At this moment, taken over by an uncontrollable fury, Conan releases all the ferocity of the barbarian that he never ceased to be.



Winning the Game:

If Khosatral Khel is killed, or if a hero flees the fortress with the princess before the end of turn 7; the heroes win the game.

If Khosatral Khel is still alive and the heroes have not fled with the princess at the end of turn 7; the Overlord wins.

The game starts with the heroes' turn.

The heroes deploy freely in the areas 1.

After setup, each hero moves 4 gems from their Reserve zone to their 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 "7" in the book of Skelos.

Reinforcement: 4 reinforcement points (see Special Rules).



8 10

Special Rules:

Reinforcement: The reinforced Mummies can come into play in any area of the board. The Overlord cannot bring more than two mummies into play in the same area during a Reinforcement event regardless of the number of Overlord models already present in that area. However, the occupied area rule must be respected.

Door: The door holding Flavia is closed; it can neither be pick-locked open nor destroyed. To open the door the two levers represented by tokens 1 and 2 must be activated. Two heroes in a lever's area may perform a simple Manipulation simultaneously to activate a lever. That lever token is then discarded. When both lever tokens have been discarded, the door opens and the door token holding Flavia is removed from the board.

Flavia : Flavia is represented by the princess's model. Flavia is unconscious and is locked in the South East tower behind a locked door. A hero is in Flavia's area may perform a simple Manipulation to carry her. The hero then takes the token and places it near their hero sheet. Flavia's encumbrance is 7. Flavia cannot be killed.

Fleeing the fortress: A hero in one of the outer areas of the board can flee by spending movement points as though the hero was moving across a border. The hero's model is then removed from the board. Once a hero has fled, the hero's model cannot be returned to the board.

Yuetshi Dagger: The Yuetshi dagger lowers the Armor Value of Khosatral Khel to 3.

Chests: During setup, the Overlord places 1 chest on the board as indicated by the setup diagram. The asset deck contains 1 Explosive Orb.

Heroes' Victory: (Flavia saved and Khosatral Khel dead) *Conan and his companions have triumphed. The Devil in Iron has returned to the Abyss and the resurrected city of Dagonia has disappeared. Only the ancient ruins that lend the name of fortress to the island of Xapur remain. Flavia is safe; the mercenaries tend to her wounds as she emerges from the mist of terror that has poisoned her mind. As Conan helps the last Dagonian to rise in order to take her home to her family, his blue eyes blaze once again through his black mane. The Cimmerian barbarian no longer thinks of reward, for not all men seek rest and peace, some are born with the spirit of the storm in their veins, eternal messengers of violence and massacre, they know no other way...*

(Flavia saved and Khosatral Khel alive) *Flavia is safe. The mercenaries have managed to interrupt the ritual and extract the princess from the city of Dagonia by forging a path with their steel and blood. Their wild flight leads them to the beach where they embark in haste. As they sail quickly away from this infernal island, a terrible metallic cry resounds like a bronze bell from the top of the lush cliffs. The Devil in Iron is a prisoner of his island. Seeing the last Dagonian escape from him, he knows that it will be impossible for him to restore his full omnipotence, his magic is already fading. Only time now separates him from his return to the Abyss.*

The heroes' side wins the campaign.

Overlord's Victory: *Conan and his companions have not managed to get Flavia out of the clutches of Khosatral Khel. With the end of the ritual and the death of the princess, Khosatral Khel has awakened his infernal power and the rebirth of Dagonia is only the beginning of his cruel ambitions. The Devil in Iron reigns again as a living god and he plans to make the fortress of Xapur the capital of his future empire.*

The Overlord wins the campaign.

Artbook





Conan illustrated by Adrian Smith.



Conan illustrated by Naïade (left side) and Kekai Kotaki (right side).



Hadratus illustrated by Adrian Smith.



Shevatas illustrated by Adrian Smith.



Balthus and Slasher illustrated by Adrian Smith.



Zelata and her wolf illustrated by Adrian Smith.



Bêlit illustrated by Adrian Smith (left side) and Xavier Collette (right side).



Bêlit's guard illustrated by Adrian Smith.



Tamaris and Valeria illustrated by Paolo Parente.



Valeria illustrated by Adrian Smith.



Khitai Expansion cover illustrated by Guillem H. Pongiluppi.

Zogar Sag illustrated by Adrian Smith.

Pict archer and Pict hunter illustrated by Adrian Smith.



Khosatral Khel illustrated by Adrian Smith.



Khemsa illustrated by Adrian Smith.



Thak illustrated by Adrian Smith.



Thog illustrated by Adrian Smith.



Bossonian archer illustrated by Adrian Smith.



Bossonian crossbowman illustrated by Adrian Smith.



Thaug illustrated by Adrian Smith.



Dark demon illustrated by Adrian Smith.



Outer dark demon illustrated by Adrian Smith.



Stygia Expansion cover illustrated by Guillem H. Pongiluppi.

Yogah of Yag illustrated by Georges Cl4renko.

Constantius illustrated by Georges Cl4renko.



Conan and Bêlit illustrated by Brom.



Conan illustrated by Brom.



Olgerd Vladislav from the video game Age of Conan.



Shentu from the video game Age of Conan.



King Conan illustrated by Xavier Collette.



Conan illustrated by Paolo Parente.



Scorpion illustrated by Guillem H. Pongiluppi.

Greetings adventurers!

Accompany artists such as Adrian Smith, Georges Cl4renko or Guillem H. Pongiluppi through the pages of this artbook and their interpretations of the iconic characters, dark kingdoms and fantastic creatures from the works of Robert E. Howard.

This book also invites you to join Conan and his companions in an original game campaign in which they will have to fight cursed hordes and cross forgotten lands in the pursuit of an ancestral legend. Sharpen your sword and follow the Cimmerian in his adventures, at your own risk!



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