# 4 THE THING FROM THE SWAMP

*The horrific din rising above the village occupied by the fearsome Pict warriors leaves no room for doubt; Conan and his group of volunteers who came from Fort Tuscelan have failed to arrive before the sacrifice.*

*Yselda, daughter of the governor of Velitrium, howls in terror. The prisoner, tied to a black pole, is surrounded by a mass of terrifying and gibbering silhouettes; before her, Zogar Sag is determined to demonstrate his power.*

*The sinister shaman trembles while chanting guttural incantations to the rhythms of the warriors' ceaseless shouts. Strange bubbling starts on the surface of the swamp at the very moment Yselda falls unconscious, victim of a charm cast by Zogar Sag.*

*There is no time to plan, as Conan knows the powers of the priests of Jhebbal Sag and their ability to control all manner of beasts. But does he know that the most powerful of them can also call upon ancient, nightmarish creatures?*



## Objectives:

If the charm is broken and a hero has fled the village with Yselda, she is saved; the heroes win the game.

At the end of turn 12, Thaug emerges from the depths of the swamp and devours Yselda; the Overlord wins the game.

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

Suggestions for 3 heroes:

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

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

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



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

Impending Awakening: Move the turn tracker 1 space toward space 15.

Destruction: The Overlord places a water token in an area. That area becomes a water area.

Emergence: The Overlord may move or place a Tentacles tile into the Event tile's previous position in the River, then place the 3 corresponding Tentacle models (taken from the board or from the box) in water areas of their choice on the board.




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## Special Rules:

* Magical Charm: If a hero takes the Pictish Fetish or Zogar Sag dies, the charm is broken and Yselda counts as an object with an encumbrance value of 6.
* Pictish Fetish: After a hero successfully opens a chest, and takes an asset card, that hero rolls . If the number of symbols shown on the die is equal to or greater than the number of cards remaining in the asset deck, that hero also takes a Pictish Fetish card.
* Tentacle: Instead of attacking, a tentacle can destroy a wall; place on a wall adjacent to the Tentacle's area.
* Water: 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.
* 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.
* Chests: During setup, the Overlord places 8 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 1 Explosive Orb, 1 Bow, 1 Crossbow, 2 Empty Chest, 1 Javelin.

David Bertolo

# 4 FACING THE SERPENT-SPECTER

*A relentless hail of arrows flies from the forest to crash upon the palisade of Fort Tuscelan. Hordes of naked silhouettes, covered in ritual paint, surround the fort. The Black River swarms with their canoes.*

*Howling like wolves, hundreds of ferocious Picts surge from the edge of the wood and begin an assault on the gates and the ramparts, defended under torchlight by Aquilonian soldiers.*

*A group of warriors observes the scene from a distance. "Are we going to cut our way into the fort?" asks one of Conan's companions. The Cimmerian shakes his head and announces, with a serious tone: "The fort is done for, but we can still warn and save the settlers located between the fort and the Thunder River. The Picts, drunk with blood, will swarm Eastward."*

*As the warriors run along the road leading to Velitrium, they reach the Scalp, a small river beyond which the first settlements can be found. But to their great surprise, the Picts have outpaced them, probably a small detachment unwilling to wait until the fort is taken and wanting to surprise the settlers in their beds to more easily massacre them.*

*Conan and his companions at arms rush to save the villagers at the same moment Zogar Sag, leading the warriors, lets out a hideous cry. A few moments later, a legendary monster appears - a creature known to have disappeared long ago: the terrifying Serpent-Specter.*



## Objectives:

If the total number of devoured villagers and villagers on the board is less than 5, most of the village's inhabitants manage to escape to safety; the heroes win the game. They also win by killing the Serpent.

If 5 villagers have been devoured, all hope is lost; the Overlord wins the game.

The heroes start in the areas indicated by the setup diagram.

Suggestions for 3 heroes:

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

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

The game starts with the Overlord's turn.

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



Reinforcement: 6 reinforcement points.

Suffocating Gas: The Overlord chooses an area and rolls . Each character in that area suffers damage equal to the number of symbols shown on the die with no possible defense.

During setup, the Overlord places 13 tokens on the board representing the villagers as indicated by the setup diagram.



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## Special Rules:

* The Serpent-Specter: The Serpent cannot spend movement points to move. Once per turn, during the Serpent's activation, the Overlord may place the Serpent model in a water area with no enemy characters. The Serpent model is removed from the board at the start of the next Overlord turn. During the Serpent's activation, the Overlord can spend 2 gems to place an opening token on a wall adjacent to the Serpent's area. The first time the Serpent has 7 or fewer life points, flip the rightmost Serpent tile in the River facedown. The Serpent can attack and be attacked by an enemy character in an adjacent area with a Melee Attack.
* Villagers: A villager on the board can be attacked as though it were an enemy character. Each villager has 1 life point and no armour, and counts as an object with an encumbrance value of 6. When the Serpent attacks a villager, that villager is devoured. The Serpent cannot attack a villager if there is a hero in that villager's area. If a villager is killed by a hero, that villager is devoured. If a villager is in a reinforcement area with a hero, remove that villager from the board.
* Water: 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.
* 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.
* Deep Water: Areas marked with a red "X" in the setup diagram are not used in this scenario.

Jeremy Pinget

# 4 THE SERPENT'S AWAKENING

*A hurricane of steel thunders in the pass of Shamla. The army of the kingdom of Khoraja, led by Conan the Cimmerian mercenary, is standing facing a glistening ocean of bronze and gold ready to crash down into the Hyborian states.*

*Natohk, the powerful and mysterious sorcerer of the desert, whose face is always veiled, has gathered thirty nomad tribes and fifteen cities around him. A fearsome leader, he has led his murderous horde to victory from the wastes of the Shemite regions.*

*The battles have been raging since dawn. Wave after wave of enemy troops crashes on the narrow opening of the pass, and the Khorajis counter-attack impetuously, galvanized by Conan's tactics and his fearsome personality.*

*The Veiled One, seeing his dreams of bringing down the Western kingdoms fly out of his grasp, decides to use his sinister and powerful magic. He rushes into battle on his chariot, and manages to capture Conan as well as Princess Yasmela, regent of the kingdom of Khoraja.*

*Natohk flees to an ancient citadel in which he's established his headquarters. He has the firm intention of beheading the Cimmerian in honor of Set, the serpent-god of Stygia, and feasting on the princess' soul. But no cell can hold Conan for long...*



## Objectives:

If a hero flees with Yasmela, they are safe from harm; the heroes win the game.

At the end of turn 8, Natohk's is able to carry out his plans; the Overlord wins the game.

The game starts with the heroes' turn. Conan War Lord starts in the area indicated by the setup diagram.

Suggestions for 3 Heroes:

* Conan Warlord (Conan's Sword)
* Valeria (Sword, Parrying Dagger)
* Shevatas (Kris, Throwing Knives)

After setup, Conan Warlord moves 5 gems from their Reserve zone to their Fatigue zone, and Valeria and Shevatas move 3 gems from their Reserve zone to their Fatigue zone.

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



Reinforcement: 4 reinforcement points.

Curse of Set: Yasmela attacks the hero carrying her; the Overlord rolls . The hero can only dodge the attack. If the attack power is greater than the defense power, the hero suffers damage equal to the difference.

Strategist: The Overlord may move 1 gem from their Reserve zone to their Fatigue zone to activate another tile in the River, regardless of its position. That tile counts toward the 2 tiles the Overlord can activate each turn.




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## Special Rules:

* Secret Passages: During setup, the Overlord randomly places 4 secret passage tokens (2 real, 2 fake) facedown as indicated by the setup diagram. A hero in an area with a secret passage token can perform a simple Manipulation to reveal the token only to each hero in that area, then place it facedown. A hero in an area with a real secret passage can flee with Yasmela by spending movement points as though the hero were moving across a border.
* Infiltration: At the start of the first turn, place the Valeria and Shevatas models in any area with a Bossonian Guard with a blue base.
* Doors: A hero in an area adjacent to a door can perform a complex Manipulation with a difficulty of 2 to pick the lock. If the hero succeeds, remove the door from the board. A hero can attack a door as though it were an enemy character. If a door would suffer 5 or more damage from an attack, remove it from the board. Units can move across a door as though it were a border.
* 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 moving 2 gems from their Reserve zone to their Fatigue zone.
* Pit: A character must spend 1 extra movement point to move out of the pit area.
* Chests: During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 1 Explosive Orb, 1 Crossbow, 1 Shield, 1 Chain Mail.

José Chaves, Jérôme Soffietti, Thai Perez & Julian Lemonnier

# 4 THE TREASURE OF TRANICOS

*Conan and his companions have been surviving for many months under difficult conditions in the head of the bay of Korvela, along the coast which borders the Pict territory, far in the north of the kingdom of Zingara. They have followed their employer, Count Valenso Korzetta, who has exiled himself far from civilization for reasons known only to himself.*

*They are soon joined by the mercenary captain Zaporavo, an acquaintance of count Korzetta, who has come with his crew to lend a hand in exchange for glittering gold.*

*As everyone is working to improve the defenses of the colony against the Pict threat, they discover an ancient citadel which holds the mythic treasure of Tranicos the Bloodthirsty, the most famous pirate the Baracha Isles have ever known.*

*Zaporavo, little disposed to share the loot, attempts to claim it and takes advantage of the absence of the bulk of the troops to get rid of the few guards left posted on location. Only Conan, the warrior Valeria, and N'Gora can still interpose themselves, but they are quickly overwhelmed by Zaporavo's forces.*

*After sounding the alarm horn, Valeria and Taurus barely had enough time to hide themselves, but Conan is captured and tossed in a pit filled with hyenas.*



## Objectives:

At the end of turn 8, the troops of the count arrive and Zaporavo's plan fails; the heroes win the game.

If units have fled with 9 or more value worth of gold bags, Zaporavo revels in his newfound wealth; the Overlord wins the game.

The game starts with the heroes' turn. The heroes start in the area indicated by the setup diagram. Suggestions for 3 heroes:

* Conan Warlord (Dagger, Chain Mail)
* Valeria (Sword, Parrying Dagger)
* Taurus (Turanian Sword, Throwing Knives, Leather Armor).

After setup, Conan Warlord moves 5 gems from his Reserve zone to his Fatigue zone, and Valeria and Taurus move 4 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 9 gems in their Reserve zone and 2 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

Reinforcement: 6 reinforcement points.

All Hands on Deck: The Overlord may move 1 gem from their Reserve zone to their Fatigue zone to activate another tile in the River, regardless of its position. That tile does not count toward the 2 tiles the Overlord can activate each turn.

Human Chain: The Overlord chooses a gold bag in an area with a unit. Move that gold bag across a border to an adjacent area with a unit. The Overlord may repeat this process with that gold bag any number of times. Then, if the gold bag is in a reinforcement area, a unit in that area may pick it up and flee with the gold bag; remove that model from the board and set its gold bags aside facedown. The Overlord may move up to 2 gold bags this way per activation of the Event tile.

Arrival of the Dark Marauder: The Overlord places a Dark Demon model (6 life points) in a reinforcement area. This is the Dark Marauder. The Overlord replaces the event tile of their choice in the River with a Dark Demon tile.






## Special Rules:

* Gold Bags: During setup, the Overlord randomly places 13 treasure tokens with values of 1 or 2 facedown on the board as indicated by the setup diagram. The tokens represent gold bags and count as objects with an encumbrance value of 2. A unit can pick up or drop a gold bag during its movement. A unit that picks up a gold bag cannot attack in the same activation and can gain only 1 extra movement point during that activation. At the end of each unit's activation, that unit drops its gold bags in its area. A unit with a gold bag in a reinforcement area can spend 1 movement point to flee with the gold bag; remove that model from the board and set its gold bags aside facedown.
* Sound the Horn: If a hero dies, move the turn counter 1 space toward space 15.
* 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 moving 2 gems from their Reserve zone to their Fatigue zone.
* Pit: A character must spend 1 extra movement point to move out of the pit area.
* Chests: During setup, the Overlord places 8 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 1 Dagger, 1 Explosive Orb, 1 Crossbow, 1 Conan's Sword, 1 Axe, 1 Halberd.

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