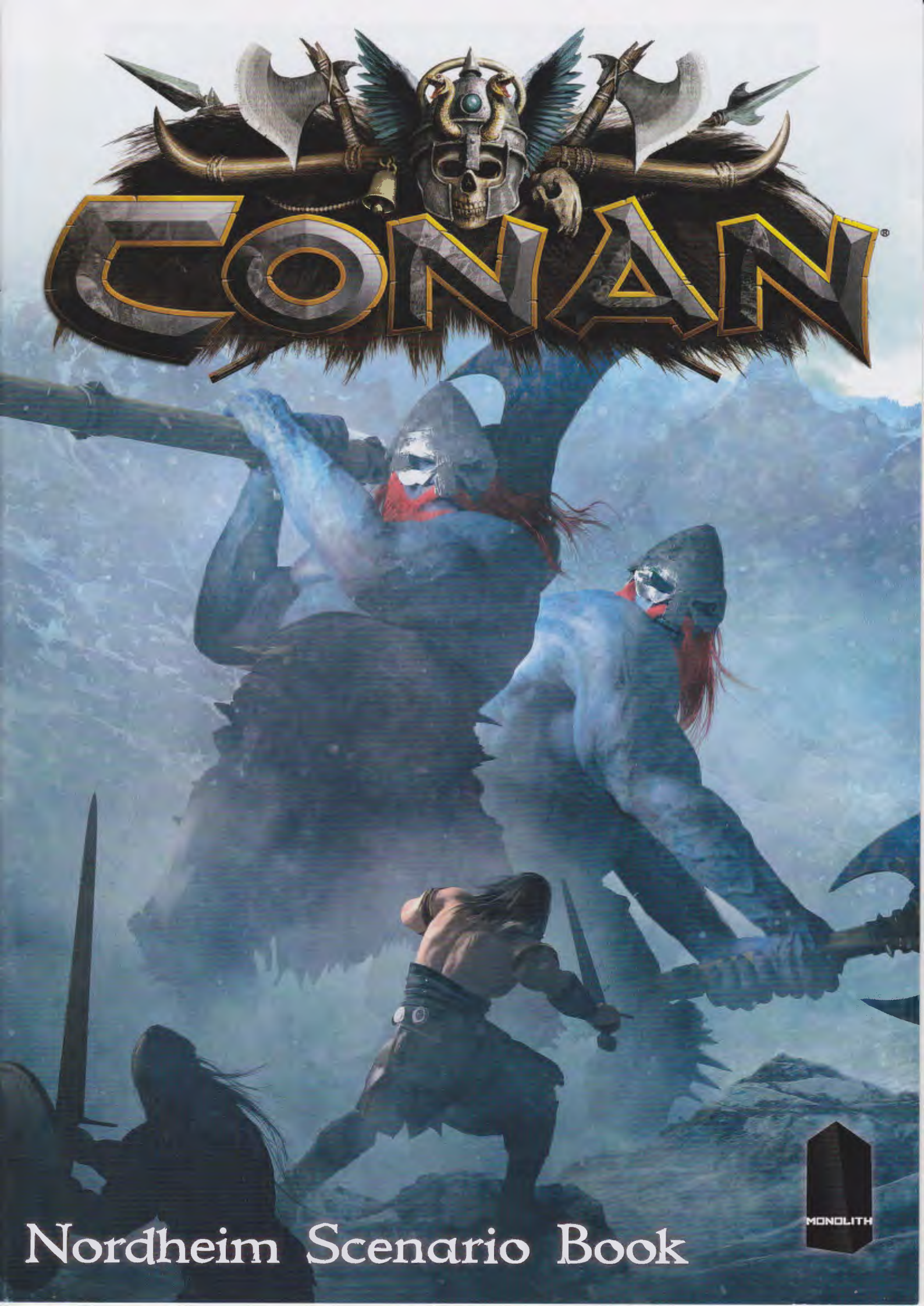
CONAN®
MONOLITH
Nordheim Scenario Book

5 A RED SUN RISES

"Across the red drifts and mail-clad forms, two figures glared at each other. In that utter desolation only they moved. The frosty sky was over them, the white illimitable plain around them, the dead men at their feet. Slowly through the corpses they came, as ghosts might come to a tryst through the shambles of a dead world. In the brooding silence they stood face to face.

Both were tall men, built like tigers. Their shields were gone, their corselets battered and dinted. Blood dried on their mail; their swords were stained red. Their horned helmets showed the marks of fierce strokes. One was beardless and black-maned. The locks and beard of the other were red as the blood on the sunlit snow."

Robert E. Howard - The Frost-Giant's Daughter.

We all remember this classic scene, where Conan and his Aesir allies battle a Vanir warband in the lands of Nordheim. But what happened before that final stand-off? How many ferocious Vanir died by Conan's axe and how many of his companions drew their last breath that day in the frozen northern lands? Relive the epic battle: Aesir raiders from Wulfhere fight in the name of Ymir against the Wolves of Bragi of Vanaheim.



Winning the Game:

The heroes try to hold their ground until reinforcements of the Aesir army arrive. If at least one hero is alive at the end of turn 8 and scores 5 victory points, the heroes win the game.

If all heroes are dead or score less than 5 victory points at the end of turn 8, the *Overlord* wins the game.

The game starts with the heroes' turn.

Suggested Heroes and Equipment:
- Conan (Battle Axe, Leather armor),
- Shevatas (Kris, Throwing Knives, Leather Armor),
- Bélit (Ornamental Spear, Leather Armor),
- Niord (2 Aesir Blades), and his 5 Aesir Warriors.



Use this tile for the 5 Aesir warriors commanded by Niord.

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

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



Reinforcement : 8 reinforcement points.



Rage : The *Overlord* chooses one area. The *Overlord* may perform a Melee Attack with all their units in this area.



If you do not have the Wolf models, please use the Hyenas from the Core box.

Special Rules:

* Blood!-Gore!-Slush!: Every time a hero spends movement points to move, they must add 1 additional gem to the Movement point total. This gem is placed in the hero's Move space, but does not add a movement point. This effect occurs once per Move action regardless of how many areas the hero moves through. Niord, Aesir Warriors and the *Overlord's* units are not affected.

* That's Not a Mountain: The hill does not affect movement. The area at the top of the hill still provides the Elevation bonus, as do the cliffs at the corners of the game board (the 3 areas where the heroes start the game).

* Scoring Victory Points: At the end of turn 8, each hero or Aesir Warrior in a level 2 or 3 area indicated on the setup diagram equals 1 victory point.

* Aesir Warriors: Only Niord can command his brethren allies. If Niord dies, Aesir Warriors no longer have a reason to fight and retreat homewards. All Aesir Warriors are immediately removed from the game.

Eroe and Sigyn

4 THE RESURRECTED HORDE

"The clangor of the swords had died away, the shouting of the slaughter was hushed; silence lay on the red-stained snow. The bleak pale sun that glittered so blindingly from the ice-fields and the snow-covered plains struck sheens of silver from rent corselet and broken blade, where the dead lay as they had fallen. The nerveless hand yet gripped the broken hilt; helmeted heads back-drawn in the death-throes, tilted red beards and golden beards grimly upward, as if in last invocation to Ymir the frost-giant, god of a warrior-race."

Robert E. Howard - The Frost-Giant's Daughter.

In the novel from Robert E. Howard, once the last of the Vanir warrior defeated, Conan rushed after the strange woman with an ivory skin who appeared before his eyes as he regained consciousness. What if after this battle, Conan had lingered there just a bit longer instead of pursuing Atali? He would have witnessed the paralyzing sight of cold dead fingers around him taking up their bloody arms again. He would have seen the proud Warriors from the North rise, freed from the grip of death and ready to fight for another master: a necromancer and his undead horde, awakened by the crash of combat and the smell of blood and ruin.



Winning the Game:

If the Yazdigerd dies before the end of turn 8, the heroes win the game.

If the Necromancer is still alive at the end of turn 8. The *Overlord* wins the game.

Suggested Heroes and Equipment:

- Conan (Battle Axe, Shield),
- Shevatas (Kris, Throwing Knives, Leather Armor),
- Niord (2 Aesir Blades).

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

The game starts with the *Overlord's* turn.

The *Overlord* starts with 3 Energy Gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a value of "5" in the Book of Skelos. During the *Overlord's* Recovery phase, an additional 2 Energy Gems are added to the *Overlord's* Reserve zone taken from the Energy gems left in the game box.



Reinforcements: 3 reinforcement points .



Yazdigerd has the spell "The Weight of Years."



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Special Rules:

* **Bad Omens:** All Crow miniatures benefit from the "Protected" Skill .
* **Concentration Required:** The Necromancer cannot move and must remain within his starting area.
* **Blood!-Gore!-Slush!:** Every time a hero spends movement points to move, they must add 1 additional gem to the Movement point total. This gem is placed in the hero's Move space, but does not add a movement point. This effect occurs once per Move action regardless of how many areas the hero moves through. Niord, Aesir Warriors and the *Overlord's* units are not affected.
* **That's Not a Mountain:** The hill does not affect movement. The area at the top of the hill still provides the Elevation bonus, as do the cliffs at the corners of the game board.
* **3-way Split:** Place the 3 "Amulet fragment" cards faceup next to the game board. The players must find and gather the 3 fragments of the "Soul of the Necromancer" amulet in order to be able to inflict damage to Yazdigerd. The heroes must search through the piles of corpses (the 3 areas where the heroes start the game) in order to find the amulet fragments. When the heroes find the third fragment, they immediately put the amulet together and Yazdigerd can suffer damage. The heroes do not need to be in the same area and putting the Amulet together is a free action.
* **Searching a Pile of Corpses:** Each pile of corpses (the 3 areas where the heroes start the game) contains a fragment of the amulet, in addition to 1 of the following equipment cards: Ornamental Spear, Chainmail, Life Potion. Searching a pile of corpses is a complex Manipulation with a Difficulty 2. When a hero successfully searches a pile of corpses, this hero takes an "Amulet Fragment" card and draws a card from the Pile of Corpses asset deck. Each pile of corpses can be successfully searched once per game.
* **Pile of Corpses:** The asset deck contains: 1 Ornamental Spear, 1 Chainmail, 1 Life Potion.

Croc and Sippsik





3 THE HAMMER AND THE ANVIL

"The snow shone weirdly, now frosty blue, now icy crimson, now cold silver. Through a shimmering icy realm of enchantment Conan plunged doggedly onward, in a crystalline maze where the only reality was the white body dancing across the glittering snow beyond his reach – ever beyond his reach.

He did not wonder at the strangeness of it all, not even when two gigantic figures rose up to bar his way. The scales of their mail were white with hoar-frost; their helmets and their axes were covered with ice. Snow sprinkled their locks; in their beards were spikes of icicles; their eyes were cold as the lights that streamed above them.

"Brothers!" cried the girl, dancing between them. "Look who follows! I have brought you a man to slay! Take his heart that we may lay it smoking on our father's board!" The giants answered with roars like the grinding of ice-bergs on a frozen shore and heaved up their shining axes as the maddened Cimmerian hurled himself upon them."

Robert E. Howard - The Frost-Giant's Daughter.

If Niord, the fiercest of the Aesir, had taken part and survived the battle against the Bragi Wolves, just like Conan, he would have been enchanted by the unnatural beauty of the young woman roaming around the battlefield.

Maddened by the bewitching beauty of the fascinating apparition, both would have chased her through the frozen northern lands only to fall into the trap set up by her brothers.



Winning the Game:

If the 2 Giants die before the end of turn 8, the heroes win the game.

If at least one Giant is still alive, valiantly defending their sister at the end of turn 8, the heroes are delayed and Atali escapes. The *Overlord* wins the game.

The game starts with the heroes' turn.

Suggested Heroes and Equipment:
- Conan (Battle Axe, Shield),
- Niord (2 Aesir Blades).

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

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

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

Rabid Wolf Pack: 3 reinforcement points for the Wolf unit, placed on one or any of the Impenetrable Forest areas. (Maximum limit of 5 Wolves on the board at any one time)

Murder of Crows: 2 reinforcement points for Crows, placed on one or any of the Rocky Outcrop areas. (Maximum limit of 5 Crows on the board at any one time)

Ice Quake: An Ice Giant drives his axe into the ground creating a surge of icy damage. The *Overlord* selects a giant, then chooses either the area the Giant is in or an adjacent area. He then rolls . Each hero in that area must move that number of gems from their Reserve zone to their Fatigue zone. This effect cannot be rerolled by the *Overlord* or defended against by the heroes.



12 12

To differentiate the giant brothers, place the corresponding Life Point token on their bases.
If you do not have the Wolf models, please use the Hyenas from the Core box.

Special rules:

* **Impenetrable Forest:** These 3 Forest areas block Line of Sight. A character can aim from but not shoot inside or through these areas. Entering the area costs an additional movement point. Leaving the area does not cost any extra movement points.

* **Rocky Outcrop:** The 2 Rocky Outcrop areas block Line of Sight and grant an Elevation Bonus. Entering the area costs an additional movement point. Leaving the area does not cost any extra movement points.

* **Stone Heart:** Conan is not affected by the "Horror" Skill .

* **As the Mighty Fall:** Giants are powerful but weaken when injured. If a Giant's Life Point total is between 8 and 5 he rolls instead of his Melee Attack characteristic. If his Life Point total is 4 or less, he rolls instead of his Melee Attack characteristic.

* **A Brother's Wrath:** Once one of the Giant is dead, the surviving Giant rolls additional when performing Melee Attacks.

Eroe and Sippsik

2 RUN TILL YOU DROP

"Conan wheeled, to see the girl standing a short distance away, staring at him in wide-eyed horror, all the mockery gone from her face. He cried out fiercely and the blood-drops flew from his sword as his hand shook in the intensity of his passion. 'Call the rest of your brothers!' he cried. 'I'll give their hearts to the wolves! You can not escape me –'

With a cry of fright she turned and ran fleetly. She did not laugh now, nor mock him over her white shoulder. She ran as for her life, and though he strained every nerve and thew, until his temples were like to burst and the snow swam red to his gaze, she drew away from him, dwindling in the witch-fire of the skies, until she was a figure no bigger than a child, then a dancing white flame on the snow, then a dim blur in the distance. But grinding his teeth until the blood started from his gums, he reeled on, and he saw the blur grow to a dancing white flame, and the flame to a figure big as a child; and then she was running less than a hundred paces ahead of him, and slowly the space narrowed, foot by foot."

Robert E. Howard - The Frost-Giant's Daughter.

Niord is dead. The Frost Giants are slain. Nothing stands between Conan and Ymir's daughter. Who will prevail? The powerful Cimmerian or the blazing Atali.



Winning the Game:

If Atali dies before she can escape, the hero wins the game.

If Atali escapes or Conan dies, the *Overlord* wins the game.

The game starts with the hero's turn.

Suggested Hero and Equipment:

- Conan (Battle Axe)

After setup, each hero moves 4 gems from their Reserve zone to their Fatigue zone. Niord has died at the hands of a frost giant. During the hero's Stance phase, Niord counts as a hero who died this game.

The *Overlord* starts with 5 gems in their Reserve zone and 15 in their Fatigue zone, and places the recovery token showing a value of "5" in the Book of Skelos.



Ice Crows: Atali sways rhythmically, uttering curses, as the ice shatters around her launching a storm of sharp icy beaks. The *Overlord* can spend up to 3 reinforcement points on the Crows unit and place them in Atali's area or any one adjacent area. (Maximum limit of 5 Crows on the board at any one time)



Revitalize: Atali may transfer 2 gems from any area on the game board and place them in the *Overlord's* Fatigue zone. These 2 gems can be taken from 1 or 2 different areas.



Atali has the spell "The Weight of Years".



Special Rules:

* **Impenetrable Forest:** These 3 Forest zones block Line of Sight. A character can aim from but not shoot inside or through these areas. Entering the area costs an additional movement point. Leaving the area does not cost any extra movement points.
* **Rocky Outcrop:** The 2 Rocky Outcrop areas block Line of Sight and grant the Elevation Bonus. Climb costs 1 additional movement point. Climbing down does not cost any extra movement point.
* **Frost Armor:** During setup, place the Frost Armor token on space 6 of the track sheet. This is used to track Atali's Armor value during the game. Each time Atali is hit by an attack, after suffering damage, move the Frost Armor token down one space towards 0.
* **Life Trail:** At the start of each *Overlord's* turn before the Recovery Phase, if Atali is in an area where at least 1 gem is placed, the *Overlord* must transfer 1 gem from their Reserve zone to that area of the game board.
* **A Weakening Magic:** Atali's Life Points are represented by the gems in the *Overlord's* Reserve and Fatigue zones. When Atali suffers damage, the *Overlord* must transfer that many gems from their Reserve zone and place them in Atali's area on the game board. When the *Overlord's* Reserve zone is empty, use gems from the *Overlord's* Fatigue zone. If the *Overlord's* Fatigue zone is also empty, Atali dies and the hero wins. Each time Atali suffers damage, the *Overlord* may move Atali to any area on the board. This Move action cannot be hindered by the hero and Atali is not affected by the movement penalty when entering Impenetrable Forest or Rocky Outcrop.
* **Mortal Exhaustion:** Each time the *Overlord* uses gems to activate a tile, or use a spell, the *Overlord* places the first gem used in Atali's area on the game board, and the rest in their Fatigue zone. Gems spent to cast "The Weight of Years" count toward the spell exertion limit. Gems used for Benefits (Defense, Movement, Rerolls) are all moved to the *Overlord's* Fatigue zone as normal.
* **Escape Is the Only Option:** During setup, place the Escape token on space 0 of the track sheet. Each turn Conan does not attack Atali, she gets away a little bit more: At the end of the hero's turn, advance the Escape token 1 place. When the token reaches 4, Atali gets away and the *Overlord* wins.
* **Chests:** During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion and 1 Throwing Knives.

Croc and Sippsik

