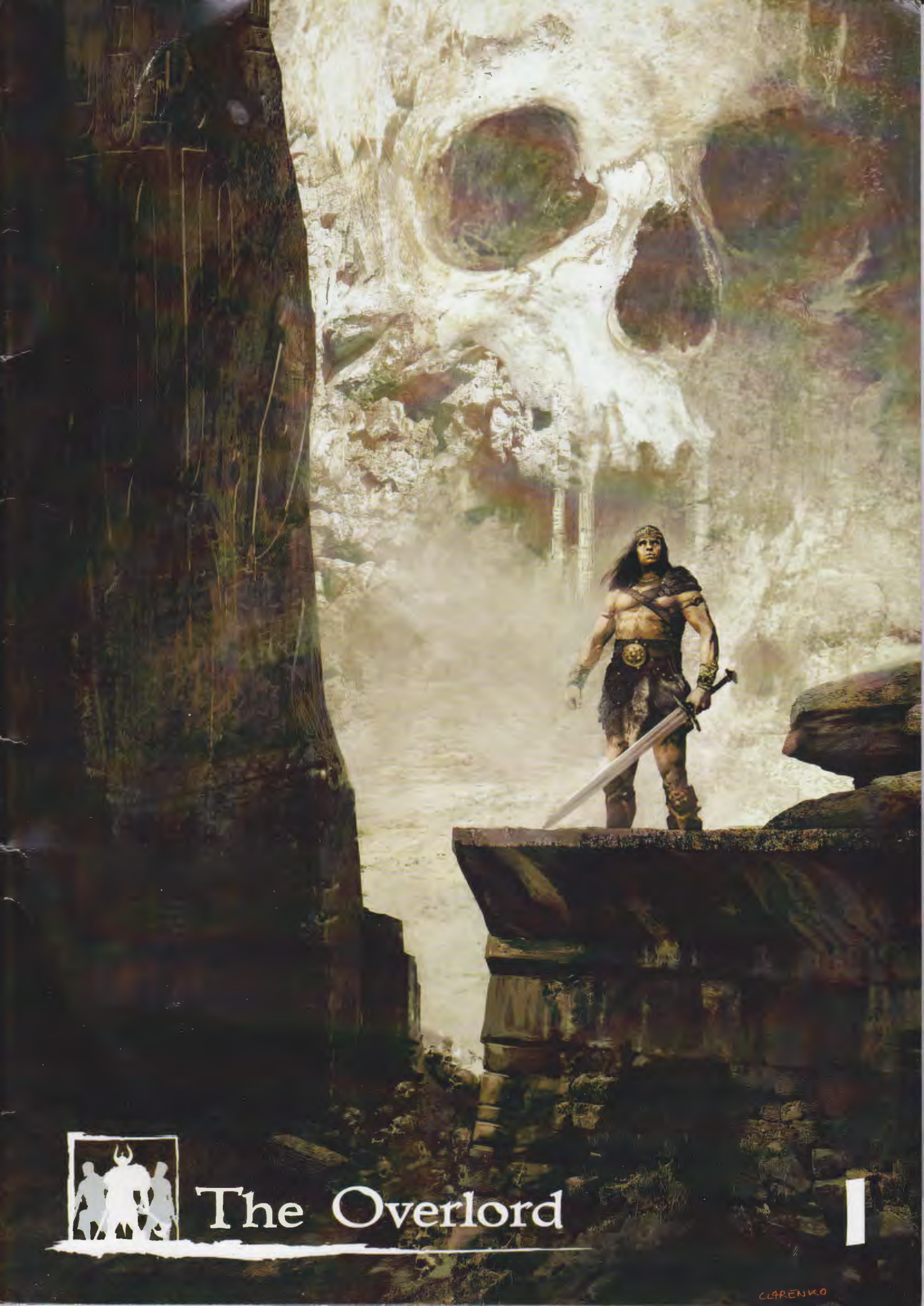


The Overlord

1

We would like to thank Fred Henry for his generosity,
and the whole Monolith team for having encouraged and supported this project.

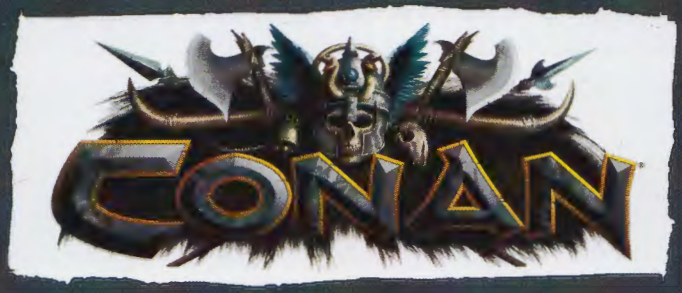
Thank you SentMa for the formidable work done everyday on
The-Overlord forum.

But last but not least we also would like to thank
all the fans: the authors for sharing their creations,
and the translators' team for all their hard work.

We hope that the players will enjoy playing those
scenarios as much as we enjoyed creating them.

The Overlord





COMPENDIUM

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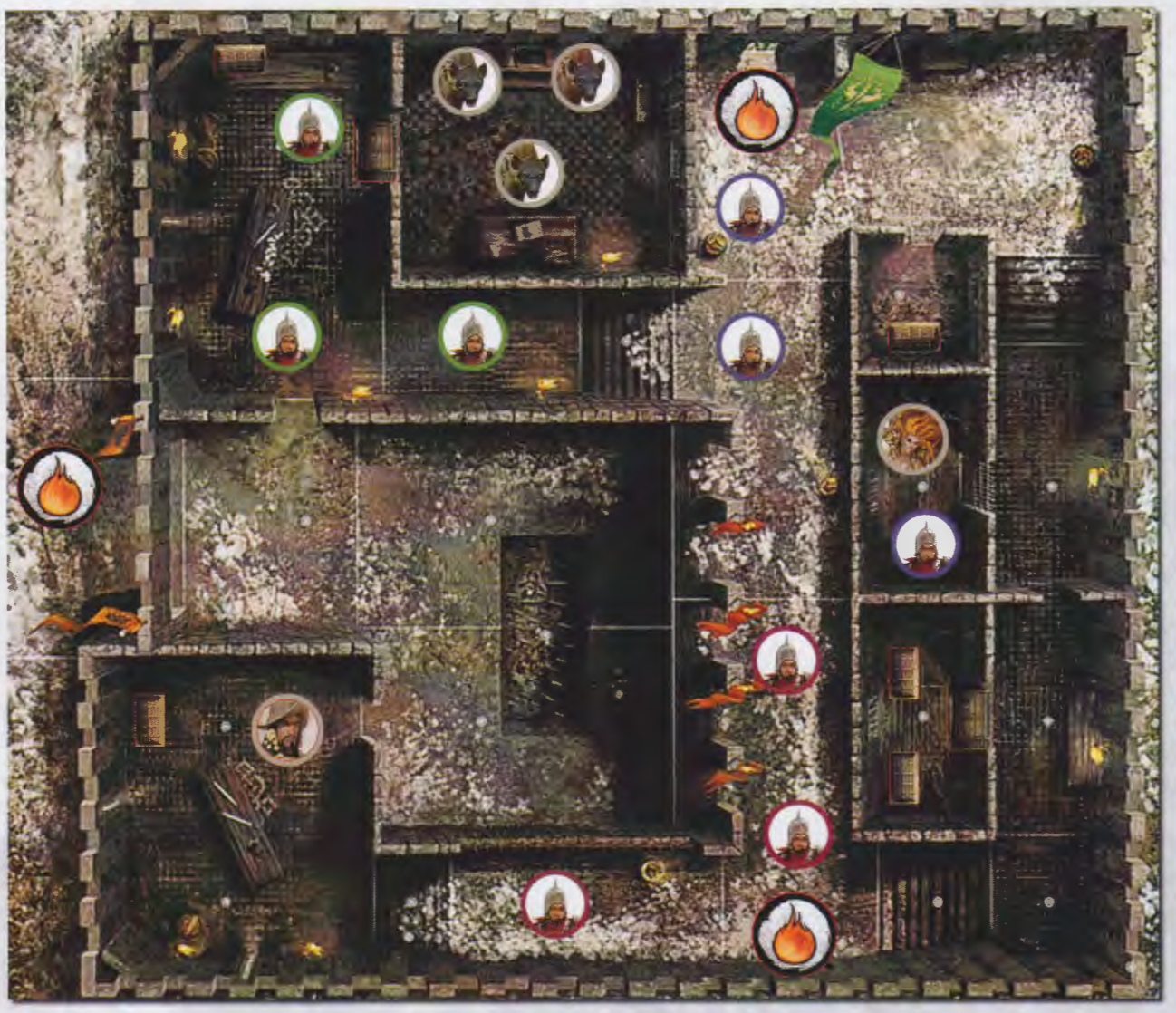
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2 VANIRIA IS IN THE FORT

Vaniria, princess and worthy representative of the redheaded Vanir people, lives in the land of Vanaheim. While hunting in the mountains, she stumbled upon a Bossonian camp. She was spotted and tried to escape. Unfortunately, at that very moment, a patrol was coming back to the camp. Surrounded, she had no choice but to surrender. Wrongly charged with espionage, she was brought for questioning to the closest stronghold under the command of Zaporavo. As soon as they arrive at the fort, the guards put her weapons away in a chest located in a nearby cell. They close the door and lock Vaniria in the next room. Waiting for her interrogation, she starts planning her escape. She spotted only a few guards, and she suspects there are not many more around. She decides to wait for a guard to pass by to neutralize him, take his weapons, and try to escape as fast as possible.

Finally, she hears footsteps. A guard enters her cell and says "Get out. Zaporavo is ready to receive you in his quarters." This is the opportunity she has been waiting for. The cell door still open, she jumps on the guard with her bare hands.

This scenario was conceived as an introductory tool for kids beginning players. It is easy for the hero and illustrates most of the rules such as movement, combat, chests and doors.



Objectives:

If Vaniria escapes through the main gate (side doors can only be used by the Overlord's reinforcements) and leaves the board, the Heroe win the game.

If the Overlord kills Vaniria before she escapes, the Overlord wins the game.

There is no time limit, but the longer Vaniria stays inside, the higher the chances of getting wounded!

The game starts with the hero's turn.
Suggestions for 1 hero:

- Valkyrie (no equipment). The chest in the cell right next to Vaniria contains her equipment: Sword, Dagger and Leather Armor.

After setup, Vaniria moves 3 gems from her Reserve zone to her Fatigue zone.

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

Reinforcements: 2 reinforcement points.

Release: Open the door locking the hyenas inside. They can now be activated.



4

Special rules:

No Combat Weapon: Vaniria will attack bare-handed until she gets her gear back, remember to apply the Unarmed Attack rule.

Line of Sight: There is a line of sight between the balcony and the courtyard.

Cell Door: The door of the cell can be opened from an adjacent area with a simple manipulation.

Chests : During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The chest in the nearby open cell contains Vaniria's equipment. The asset deck contains: 1 Explosive Orb, 1 Life Potion, 1 Crossbow, 1 Shield.

Christopher Rios



2 THAK, THE SIMIAN

During all this time locked up by Nabonidus, Thak had mimicked the wrong human! Left for dead after his fight against Conan, he decided to adopt the lifestyle of the barbarian, the only being who was able to lay him down. After having experienced numerous adventures full of fermented cocoa milk and nights spent running after female apes, Thak finally settled down with the sweet silver-furred Zira.

His break unfortunately did not last long, as humans came again to turn his life upside down. A hunter and his party snatched Zira to bring her to civilization in a cage and exhibit her as a freak of nature.

Know then, O Prince, that this is the story of his revenge...



Objectives:

If The ~~Hero~~ (Thak) rescues the beautifull ~~princess~~ (Zira) and also dismembers the hunter (the Kothian Archer) who captured her, the hero wins the game. A draw is possible if only one of these two objectives is met.

If the Overlord eliminates Thak before Zira leaves the board, the Overlord wins the game.

There is no time limit, but the faster the objectives are met, the sooner Thak and Zira will be able to go back to their activities.

The game starts with the heroes' turn. The hero starts in the area indicated by the setup diagram.
Suggestion for 1 hero:

- Thak (Dagger, Dagger, Leather Armor).

After setup, Thak moves 3 gems from his Reserve zone to his Fatigue zone.

The Overlord starts with 7 gems in their Reserve zone and 7 gems 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.



4 4

Special rules:

Beware of the gorilla: The menacing presence of Thak makes him a priority target for the Overlord's units. They must target him with their ranged attacks when they have a line of sight, and with their melee attacks when he is in their area. Thak does not hinder Zira's movement.

Implacable Revenge: It is not only about revenge but also making a statement, showing everybody what happens to those who dare to attack Thak or his friends. Thak must confront the Kothian Archer with his bare hands and break all his bones in a brutal grip. The Sacrifice skill cannot be used to deflect this attack. After the Kothian Archer's horrible death, the Overlord's units are terrified. If the Kothian archer die in such manner, the Overlord units will not be able to reroll when they target Thak.

This is not a Princess: Zira may need help to break out of her cage but apart from that she can manage on her own. She does not need to be carried and the hairless pink monkeys who would try to stop her might regret it. Zira has 3 life points and is represented by the Man-Ape figure and the corresponding tile. She can be activated for free once per hero's turn. She can only use her base movement and attack once. To leave the board, she must be in Thak's starting area and spend one movement point.

Door: A character other than a Hyena can move across a door as though it were a border by spending 1 additional movement point. After a character moves across a door, remove that door from the board.The reinforced door (the red one) of Zira's cage can only be destroyed. It has an armor of 2 and 4 life points. Zira can also try to destroy it using her normal attack.

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

Leaping/climbing walls: A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead.

Rock Slides: A character can move into a rock slide area from an adjacent area. The character must spend 2 extra movement points unless the character has Climb.

Bavon Samedi

2 MAYHEM AT SIN VALENT INN

During a stop in a port, Bêlit and Conan find themselves in a jubilant city, hosting the most sacred celebration of the temples of Ishtor: the Renewal Festival. Legend says the shepherd Dumuzi comes back from hell to love the divine Ishtar, their embrace ensuring prosperity of the lands for the coming year.

Seated at the ill-reputed Sin Valent Inn and enjoying the festive atmosphere, Conan leans toward the Queen of the Black Coast and whispers in her ear, "Tonight, you will be my goddess and I will be your shepherd..." "Oh, you don't know me, barbarian!" She yells, pushing him away with her ivory hand. "I have a better suggestion, to celebrate the renewal with dignity!" Then, lowering her voice, she explains: "I overheard Zaporavo's freebooters. He is meeting a captain here to make a deal about sapphires as big as your fist! So, I challenge you: the first to vanquish the captain and grab the sapphires will be the other's slave until sunrise! What say you, barbarian?"
The answer could be read from Conan's grin and admiring look.

This is a 2 Heroes scenario without Overlord.



Objectives:

Conan and Belit are competing with each other.
The hero who kills the Captain wins the game.

The game starts with Conan's turn. The heroes start in the area indicated by the setup diagram.
Suggestion for 2 heroes:

- Conan (no equipment),
- Bêlit (no equipment),

After setup, Conan moves 6 gems from his Reserve zone to his Fatigue zone.
Bêlit moves 4 gems from her Reserve zone to her Fatigue zone.

There is no Overlord, river or events in this scenario.

The following tiles are placed on the side of the gameboard: the Captain, Zaporavo, Thalis (equipped with the Yuetshi knife), Pirates, and Bossonian Guards and Archers.



Special rules:

Challenge: Bêlit and Conan are competing with each other, but they cannot attack each other.

Hostile Environment: There is no Overlord in this scenario. All the units in the inn are hostile. In addition to hindering, each time a hero moves through or stops in an area where there is a unit, this unit immediately attacks (before the hero can attack).

Leadership: Bêlit can use her Leadership ability to win pirates over to her cause. Once per turn, roll 1 Orange Die (reroll possible) to determine the number of pirates (in line of sight) she will persuade. They are placed with a red or orange base and she can activate them norm These pirates under Bêlit's orders ignore the passive defense of their targets. They can hinder Conan but cannot attack him.

Support: Bêlit can use her support ability on the pirates rallied to her, but Conan cannot use it for his rerolls.

Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn nor to move between areas of different elevations.

Doors: A hero in an area adjacent to a door can perform a complex Manipulation with a difficulty of 1 to pick the lock. If the hero succeeds, remove the door from the board. A character with Wall Wrecker can use it to move across a closed door (the door is removed from the board).

Leap/Climb: A character can move across a railing from a balcony or a banister area to a ground floor area as though it were a border. The character rolls from balcony (or from banister) for falling damage. If the character has Leap, the character rolls instead from balcony (or from banister). A character with Climb can move across a railing from a ground floor area to a balcony area by moving 2 gems (1 gem to a banister) from their Reserve zone to their Fatigue zone.

Chests: During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains: 1 Sword, 1 Ornamental Spear, 1 Parrying Dagger, 1 Leather Armor, 1 Throwing Dagger.

Descafeuille

2 FIRST MISTAKE, LAST MISTAKE

Zogar Sag and his raiding party of Pict Hunters came upon a sleeping Cimmerian village. In the dim pre-dawn light the attackers managed to surprise and overcome the morning watch, killing them and bursting into several unsuspecting homes, the Picts quickly grabbed what loot they could and slunk back into the dark. Little did they realize that among the loat was a certain Cimmerian's sword. - First mistake -
As the band of savages fled into the Northern wilderness they came upon a grove of trees in a narrow rocky area. With the vengeful Conan hot on his trail Zogar Sag decides to use the terrain to his advantage and call upon some of his darker allies to deliver him from certain doom. - Last Mistake? - That remains to be seen.
If Zogar Sag can hold out until nightfall, perhaps the dark will supply the cover he needs to escape the angry Barbarian's axe. Taking cover in a dense patch of forest Zogar Sag reaches out into the Darkness for help. Conan, cresting a hill, hard on the Picts trail, knows Crom will give him no help in his quest for revenge. In fact Nature itself seems opposed to the Barbarian's efforts, as made obvious by the sudden appearance of sinister crows, the glow of feral eyes from the dense forest below him and the sudden chill on the Northern Wind. Conan spits, curses Crom, and tightens his grip on the only thing that he can count on, the axes in his hands. He wouldn't ask Crom for help anyway.
First mistake, last mistake? Cold steel and dark sorcery will soon sort it all out.



Objectives:

If The Hero Kills Zogar Sag and retrieve Conan's Sword before night fall at the end of the turn 6, the Heroe wins the game.

If the Overlord keep Zogar Sag alive until nightfall at the end of the turn 6, the Overlord wins the game.

The game starts with the heroes' turn. The hero starts in the area indicated by the setup diagram.
Suggestion for 1 hero:

- Conan the Wanderer (Axe, Axe, Leather armor) The second axe is identical to the first. Use the extra opposite language card, a blank card, or any other piece to represent it.

After setup, Conan moves 4 gems from his Reserve zone to his Fatigue zone.

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



Nature's Foul Children: Overlord gains 3 reinforcement points to use on Crows. No more than 5 Crows models may be on the board. Crows may be placed on either rocky outcrop space.

Nature's Fury: A firece, cold wind suddenly kicks up. The Overlord chooses one area and places the token . No character may enter that area until the next Overlord turn.



4 4

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.

Secret Forest Passages: Zogar Sag and the Forest Demon may move from one forest area to another for 1 movement point (hindering still applies).

Pictish Drink: A Hero may discard this item to gain 2 gems from their Fatigue Zone, but they also have to take 1 wound.

Demonic Connection: If Zogar Sag is killed remove the Forest Demon from the board as well. If the Forest Demon is killed before Zogar Sag, Zogar Sag loses 2 life points instantly. Zogar Sag cannot die from this damage. If his life points would go below 1, they remain at 1.

Blood Rage: This Pict transgression has Conan's blood boiling. In the Start Phase Conan recovers 3 gems when Aggressive and 6 gems when Cautious.

Loot: Each time a Pict Hunter is killed the the Overlord places a card from the Assest Deck, face up, into the space. A Hero may pick the card up and equip it by using a simple maniupulation. These items represent what was stolen from the Cimmerian village that the Picts raided. The Asset Deck Contains: Pictish Drink, Hyrkanian Mirror, Conan's Sword

Hyrkanian Mirror: A Hero may use the Hyrkanian Mirror once in combat, ranged or melee, to add an extra to their attack dice. Remove the item from the game after it is used.

Dan Maurie

2 THE VALENTINE'S DAY BALL

Each year in Pitibon-sur-Sauldre, it is customary on the 14th of Febrary to celebrate the traditional Valentine's day ball. This year, the theme « Conan by Robert E. Howard » has been selected. It was suggested by the son of Ms. Ploumarel after he participated in some crowdfunding, and it allowed the young people to choose their costumes amongst the variety of this fantasy universe. For once that this young, rather lonely boy (he spends hours paiting miniatures !) suggested something, everybody played along.

As the night is in full swing, the hour nears when the king and queen of Valentine's day will be chosen. This choice is made, as it is done each year, at the game of little pleasures.

This 2 players scenario is an opposition of 2 Overlords.



Objectives:

To win, one of the Overlord must be elected king of the Valentine's day ball by discovering the little pleasures of the good Queen and to inform her of them. The Overlord must go see one of the « queens » (Belit, Gitara, Akhivasha) when the sum of the relics tokens his team owns is exactly equal to the value of the relic token of this queen. Each Overlord must thus collect relic tokens until they reach the total value of the specific token of a queen, then go see her with one of his characters, in order to win.

The game starts with the turn of the OL who was the most recently at a ball (or determined by the method of your choice)

The Overlords start with 10 gems in their Reserve zone and 0 gem in their Fatigue zone, and place the recovery token showing a recovery value of « 5 » in the Book of Skelos.



Both Overlords have access to the same events

Little secret : the Overlord can secretly check the value of any relic token.

Pssst : the Overlord can move a neutral (not belonging to any of the two teams) miniature with which one of his team's members has a line of sight, up to two cases.

Overlord 1



Overlord 2



Special rules :

Set up : At the beginning, place randomly the tokens 10, 11 and 12 near the queens (Belit, Gitara, Akhivasha). These are the values of their little pleasures. Then place randomly the tokens 1 to 7 as shown on the map. The following tiles are placed near the board : Taurus, N'Gora, Constantinus, Shevatas, Balthus, Kerim Shah and Amboola.

Recruitment : Each Overlord can try and convince a guest to help him in his quest by performing a complex manipulation of difficulty 2 (can be hindered) instead of its attack action. When a miniature has been recruited, its tile is placed at the right of the Overlord's river. If the miniature belonged to antoher player, the tile is transferred from one book of Skelos to the other. Manipulations are carried out with orange dice for everyone. Each die must be paid with a gem placed in Fatigue zone.

Relics : When a tile is activated, its miniature may pick up a relic (little pleasure) as part of their activation rather than making their attack action. The relic is then placed face down on the miniature's tile. Each miniature can only own one relic. If a miniature changes side (see recruitment event above), it keeps its relic. The relics can also be dropped for free instead of the attack action.

Fighting : We are at a ball and people know how to behave, so there is no violence. Nevertheless, the attack action can be used to steal relics from other miniatures. When the attack action is used and successful, the relic is dropped. If the attacker is in the same area, he can pick it up for free. The Overlord cannot use more than in defense, however rerolls are permitted.

Hindering : Every miniature that does not belong to your team hinders your miniatures regarding movement and manipulation. Do not forget Olgerd has the blocking skill.

Joce

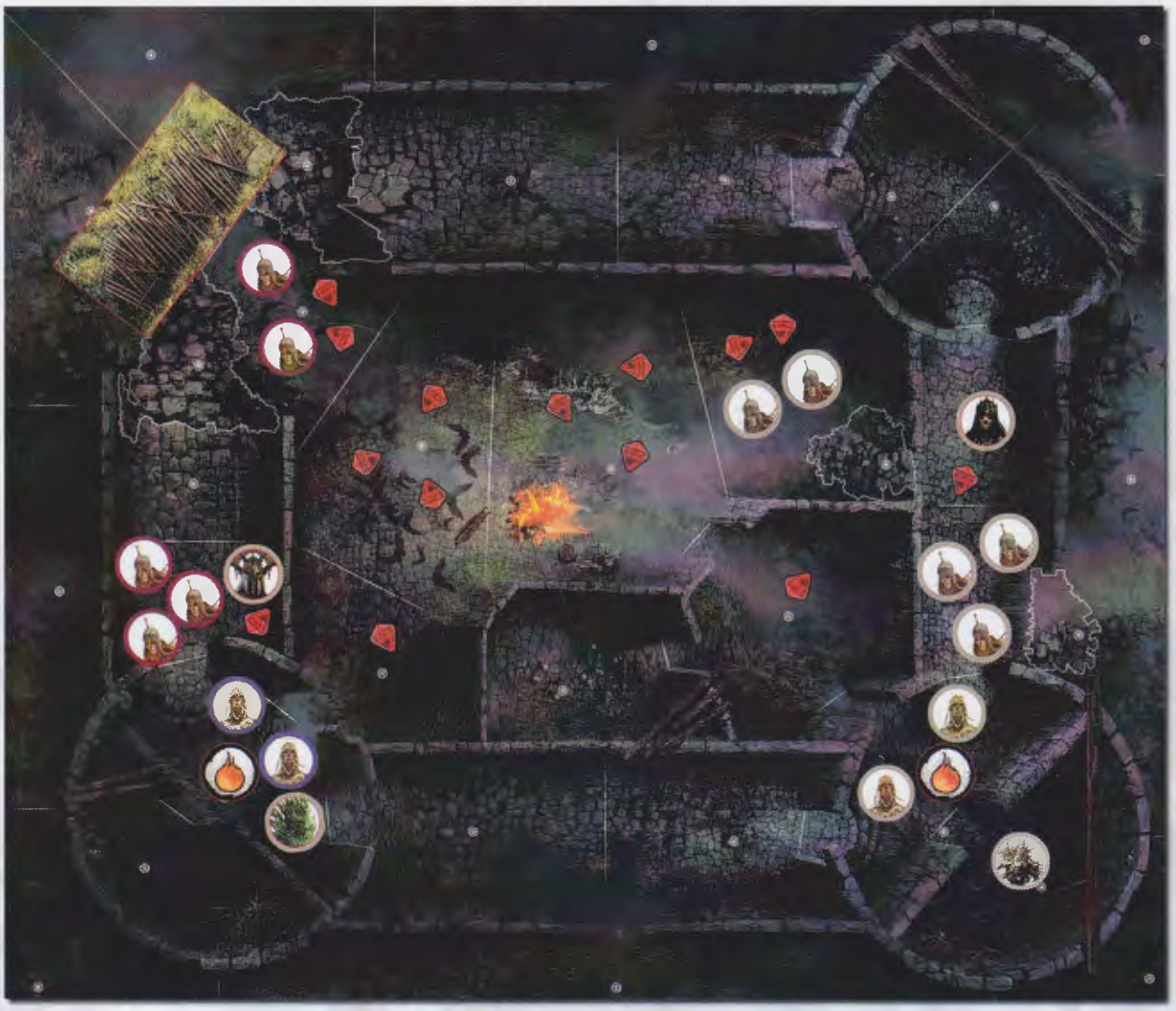
2 A HEART TO BE TAKEN

Orastes, a former priest of Mitra who was banned from his order because of his appeal for Black Magic, greedily covets the Heart of Ahriman. It will allow him to bring back to life Xaltotun of Acheron, a formidable wizard who died more than three thousand years ago, aspiring to learn from this new powerful mentor.

The Heart is concealed in an abandoned place, protected by a magic he is familiar with. It is then a simple task: absorb the might that emanates from the place to be powerful enough to obtain the favors of Xaltotun.

But there was an unforeseen rival. A Hyperborean primitive was already there, craving to conquer the Heart of Ahriman for himself. The two pretenders will have to fight for this unique Heart to be taken.

This 2 players scenario is for 2 Overlords.



Objectives:

If his Hyperborean rival is eliminated, Orastes the Warlock wins the game.

If Orastes, the priest of Mitra, is killed, the primitive Hyperborean wins the game.

Each player rolls . The player with the higher score can either start the game, or choose his side.

Each Overlord starts with 3 gems in their Reserve zone and no gems in their Fatigue zone, and places the Recovery token showing a value of "5" in the Book of Skelos.



The 2 Overlords can both use the same following events.

Reinforcement: 3 Reinforcement points

Leader: The Warlock or Hyperborean Primitive can switch his tile with any other tile in the River.

Resurrection: The Overlord can drop one gem from his Reserve zone onto their Sorcerer's area in order to resurrect his dead monster (Demon or Golem), that will come back on a Reinforcement point.

Orastes the Warlock

He has the following spells :
- Return of the Brave,
- Set's Bite.



7 5

Hyperborean Primitive

He has the following spells :
- Yajur's awakening,
- Bori's Rage.



4 3

Special rules :

Power Incantation: Only the spell casters can perform this action (once per turn). If succeeded, a gem can be collected and placed on the Fatigue zone of the Book of Skelos. To achieve this, the spell caster whose tile was activated performs a complex manipulation with a difficulty of 1 by rolling as many as gems moved from their Reserve zone to their Fatigue zone. The Base movement has to be performed before this action (it is lost once complex manipulation is attempted).

Lethal Power: The first spell caster with 9 gems on his book of Skelos immediately and permanently wins the "Lethal Cloud" spell. The second spellcaster with 9 gems wins the "Lightning Storm" spell.

Line 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 a wall area outside that tower are within each other's line of sight only if the areas are adjacent.

Leap/Climb: It is not possible to leap from the walls, or climb the walls or the rock slides.

Fearless: Horror ability of the monsters has no effect.

Laurent Lelaups

2-3 THE CRIMSON NIGHT

The fury of Pict clans is unleashed like a storm of blood and fire on The Bossonian Marches, sweeping away everything in its path, ravaging strongholds and piercing through the lines of the defenders. At this time, Conan is the leader of a group of mercenaries, and he fights an unbalanced struggle alongside the regular army of the Marches.
When a Bossonian general and his commander fall under the Picts' axes, the soldiers naturally look to him as their new leader and name him general of what is left of the Bossonian forces. Despite audacious and bloody assaults, Conan's army is no match and his men are cut down to pieces. Surrounded and forced to retreat, the mercenary leader and a handful of brave fighters guided by the Aquilonian scout Balthus protect themselves behind the walls of the still smoking ruins of a stronghold. As they build improvised barriers, Pict drums resonate in the darkness and the savage enemy relentlessly draws near.

Soon, the walls of the fort will be stained with red...

This scenario is for 2 heroes.
However, Balthus has a very defensive and static role, so it is advised to only use 1 player to handle both heroes.



Objectives:

If Balthus and at least one of his allies are still alive at the end of Round 10 when the Aquilonian reinforcement army arrives, the heroes win the game.
Conan is not considered an ally and can die in this scenario, which is not a defeat condition for the heroes.

If either Balthus or all the allies are killed before the end of turn 10, the Overlord wins the game.

The game starts with the heroes' turn. The heroes start in the areas indicated by the setup diagram.
Suggestions for 2 heroes:

- Conan Warlord (Axe, Zingaran Armor)
- Balthus (Zingaran Bow, Leather Armor)

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

The Overlord starts with 6 gems in their Reserve zone and 4 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Here they come! : 6 reinforcement points .

Death to the White Man! : All the units from a tile chosen by the Overlord (except the Giant Wolves and the Demon) immediately gets one free attack each, with an additional orange die bonus to be used against any heroes or allies in their area. This event can be used only once per Round.

Swift as a Wolf! : All the units from up to 2 tiles chosen by the Overlord (except Giant Wolves and Demon) immediately benefits from a free move equal to their base movement points. This event can be used only once per Round.

Unholy Summoning! : Zogar Sag (if alive) summons the Forest Demon in his area. If Zogar Sag dies, the Demon is removed from the board.

8



Zogar Sag has :
- Set's Bite,
- Set's Halo.

He starts with Set's Halo cast.

6

Special rules:

By Mitra! Here they Come!: After setup, 5 Pict Hunters, 5 Pict Archers, 5 Pict Warriors and 5 Giant Wolves are placed by the Overlord in any area with a Reinforcement token. Zogar Sag appears in any Reinforcement area at the beginning of Round 1, after the Overlord has moved the Turn Marker.

By Crom! Let's Welcome these Dogs!: At the beginning of Round 0, Balthus can move one or more allies on any area within the fort (including walls) by spending one gem for each ally moved. Balthus can also move itself in this way. Conan cannot be moved.

Improvised Barricades: The 3 barricade tokens cannot be crossed and block line of sight. Pile them up in order, starting with number 1. To remove the first token, it must receive a total of 3 damage points. To remove the second and third tokens, they must receive 2 and 1 point of damage respectively. Only one token can be removed per turn. Giant Wolves, Pict Archers and Set's Bite cannot damage the barricades.

Glory of the Clans!: After the Overlord's activation phase and before the heroes' turn, the Overlord can use a number of Reinforcemen points equal to the value of the Turn Marker.

Line of Sight: A character in a wall area has line of sight to each ground area within the fortress walls (elevation bonus applies). An area in a tower and an area outside that tower are within each other's line of sight only if the wall areas are adjacent to or in the tower. Characters outside the fort walls have a line of sight with adjacent wall areas.

Leaping from the 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.

Climbing: Picts, Zogar Sag and the Forest Demon can climb the walls when activated, but no other actions can be performed during this turn. Conan (if active) can also climb the walls by spending 2 gems, but no other actions can be performed during this turn. Climbing walls does not require a dice roll.

Rock Slides: A character can move into a rock slide area from an adjacent area. The character must spend 2 extra movement points unless the character has Climb.

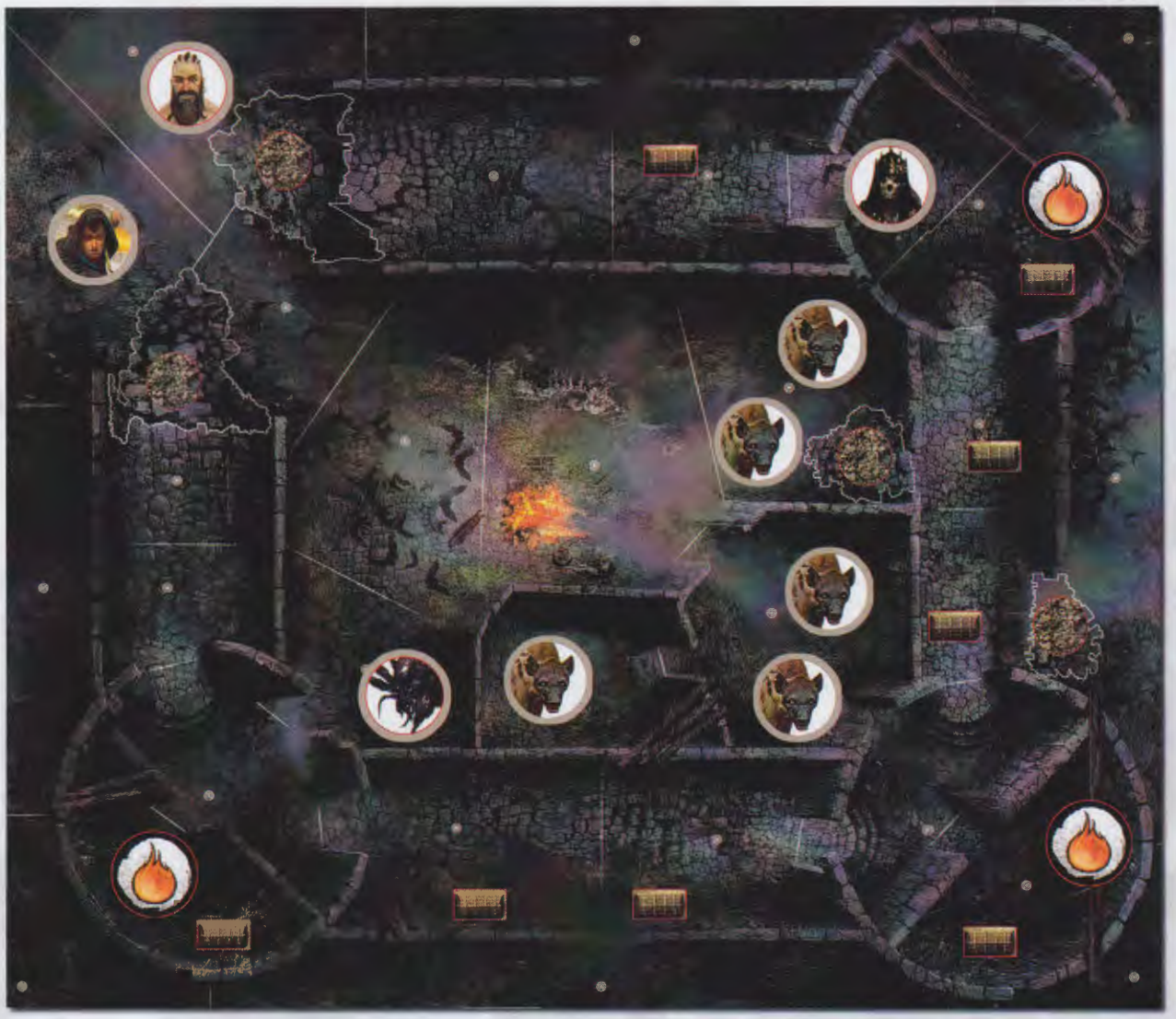
Chests: During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potions, 1 Buckler, 1 Battle Axe and 1 Halberd.

Charly Mathias alias Saboteur errant

3 THE SEPULCHER

While raising the parchment towards the light, Hadrathus almost creased it. The text sounded clear but he could not believe what he saw. And yet, it clearly was the astrological instructions that allegedly led to the long forgotten city of Arko-Zîl, in the woodland depths of the border kingdom! After reading the script many times, checking his calculations, and opening the bowels of a bird to appraise the omen, Hadrathus found himself dreaming of the wealth that might fill the deserted corridors of the lost city. The next day, he hired a brigand and the week after, they rode North following a coravan from Ophir. At the third moon of Ishtar, they finally arrived at the entrance of the ruins that cast a gloomy shadow in the twilight.

The scouts fled. Wild beasts roamed around. Hadrathus remembered the warnings he had read about the perils that would befall those adventurers foolish enough to brave the curse of the Ancient Kings of Hyboria. But after a shrug, he exchanged an amused look with his mercenary friend
and they both moved forward, greedy to plunder the treasures buried for thousands of years.



Objectives:

If one or more heroes have fled the fort with 4 Treasure points or more before the end of Round 9, the heroes win the game.

The Overlord wins the game if there are still 4 Treasure points in the fort at dawn, at the end of round 9.

The game starts with the heroes' turn. The heroes start in the areas indicated by the setup diagram.
Suggestion for 2 heroes:

- Taurus (Turanian sword, Buckler).
- Hadratus (Mitra's Mace, Mitra's Halo, Eel Skin, Bel's Caress, Gift of Life).
  Hadrathus does not start with Mitra's Halo cast.

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

The Overlord starts with 4 gems in their Reserve zone and 5 gems in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.





Rise of the Dead: Add a tile unit from : Red Skeletons (5 units with red base), Mummies (3 units), Green Skeletons (5 units with green base). The corresponding group starts on a Reinforcement token which is then immediately removed from the board. The group is immediately activated (see special characteristics below). The tile is added to the end of the River. When the last reinforcement token is removed from the board, the Overlord adds a new reinforcement token at the fort entrance (on one of the 2 areas where the heroes started).Moreover (when Rise of the Dead has been used thrice), the 3 following additional events are then available:

Reinforcement: 4 reinforcement points

Might from Limbo: increase by 2 gems the total number of gems of the Overlord, placed in the Reserve zone. (this event can only be used once)

Dreaded Darkness: the Overlord chooses a hero that will move 2 gems from his Reserve zone into his Fatigue zone.



6 7

Hyperborean primitive has:
-Mind Control,
-Lethal Cloud (*),
-Energy Drain,
-Yajur's Awakening.(*)
Lethal Cloud can be Guarded but no defense bonuses can be brought by equipment (shields, armor, and weapons cannot be used) et armure n'apportent donc aucun dé de bonus).

Special rules :

The Lost Treasures: The asset deck for the 8 chests contains the following cards (each item being allocated a Treasure Point as described below): Sacred Treasure: 2 points - Idol of Yag-Kosha: 2 points - Xuthal's Crown : 1 point - Ring: 1 point - Stygian artifact: 1 point - 1 Empty chest: 0 point - 1 Sacrificial Dagger: 0 point - 1 life potion : 0 point
Note: neither heroes nor overlord know the content of the chests. Each item carried outside of the board scores the corresponding amount of Treasure points for the heroes. The chests being ancient granite sarcophagus, they cannot be carried away.

Rock Slides: A character moving into a rock slide area must spend 2 extra movement points (then 3 movement points in total) unless the character has Climb in which case the character must spend 1 extra movement point (2 movement points in total).

Line of Sight: A character in a wall area has line of sight to each ground area within the fort walls (buildings included) and benefit from elevation bonus , as well as a line of sight to other walls areas. A character in the courtyard has line of sights to wall areas only if they are adjacent to the area he is in.

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 (no possible defense) for falling damage. If the character has Leap, the character rolls instead (no possible defense).

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

Nicolas Texier alias Popoff

3 TORRID NIGHT

Exhausted after a long ride, Conan and Valeria stop at the Shattered Shield Inn. Much good food and many mugs of beer are consumed, firing up the passions of the two heroes, who go up to their room, not hiding their intentions of what they're going to do next. After several hours of listening to the moans and cries of pleasure from our heroes, the other guests seek out the innkeeper to stop their erotic enjoyment. The two lovers ignore the innkeeper so he sets off to find the city watch.

The Captain of the Watch sends two of his men to the room of the Cimmerian and his mistress, to stop the disturbance. Getting no response except groans and sighs, the two guards report to their Captain, who returns with backup, to break down the door. The two lovers, surprised in their lovemaking, have just enough time to grab their weapons and throw themselves at the intruders, with the firm intention of making them understand that they had intended to do better things this evening than fight!



The Overlord place 4 markers (facedown) on the board -as shown on the map- to represent the unhappy guests.

Objectives:

If the heroes force the unsatisfied guests to flee as well as kill the Captain and all his men, the heroes win the game.

If the life points of a hero drop to zero, the hero is only unconscious, not dead and the Overlord wins the game.

There is no round limit in this scenario, but the quicker the heroes win, the sooner they can get back to their nightlife

The game starts with the Overlord's turn. The heroes start in the areas indicated by the setup diagram.
Suggestions for 2 heroes:

- Conan (Battle Axe)
- Valeria (Sword)

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

The Overlord starts with 7 gems in their Reserve zone and 5 gems in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.



Reinforcements : 4 Reinforcement points at the first activation of the tile.
The second activation cannot be made before Round 11 and only if there are at least 2 customers left. In such a case, the Overlord can call for Reinforcement of a new Unit of 4 Guards and add the green Guard tile at the end of the River. After 2 activations, the tile cannot be used anymore (but the dead tile remains in the River).



5

Special rules:

Scattered Clothing: In his ardor Conan tore off Valeria's clothes and threw hisown armor into the room. Put 1 Leather Armor card in the two lovers' room. Conan can retrieve his armor with a Simple Manipulation that costs 2 gems.

Adrenaline: Conan and Valeria, caught in the act, are still under the effect of excitation and can only use an aggressive stance during the first two rounds.

Stunning Beauty: Valeria's stunning body distracts and troubles the guards. As long as she is undressed and does not wear the Leather Armor, the Guards fight her with one less yellow die and cannot use more than 1 Orange die to Guard Valeria's attacks (their stoic Captain is not affected).

Cry of Intimidation: To drive away the unhappy guests, Conan and Valeria scream their war cry, threatening and insulting them. Once per Round and per customer, when a hero is in the same area as a customer, he can freely roll . One success (two if there is one guard or more in the area) is required to scare away the customer (his marker is removed).

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.

Doors: A hero in an area adjacent to a door can perform a complex Manipulation with a difficulty of 1 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 3 or more damage from an attack, remove it from the board. If Conan succeeds in his cry of intimidation in a closed room, the guest opens the door (remove it from the board) and runs away.

Leap/Climb: A character can move across a railing from a balcony or a banister area to a ground floor area as though it were a border. The character rolls from balcony or from banister for falling damage. If the character has Leap, the character rolls instead from balcony or from banister. A character with Climb can move across a railing from a ground floor area to a balcony or to a banister area by moving 2 gems from their Reserve zone to their Fatigue zone.

Chests: During setup, the Overlord places 3 chests on the board as indicated by thesetup diagram. The asset deck contains: 1 Life Potion, 1 Parrying Dagger, 1 Buckler.

Pierre Rousseil - Pipiza

3 THE MOST BARBAROUS GAME

Tightly gripping his sword handle until his knuckles turn white, Conan cautiously comes closer to the ruins of a fishermen's village that looks as if it's been abandoned for ages. Like a panther lying in wait, the Cimmerian warrior seems ready to pounce on his prey. Yet, today he is not the hunter but rather the game.
Along with Olgerd Vladislav, the ex-leader of the Kozaki from the Zaporoska river, he is ready for a ruthless fight for his survival.

A week before, the group of Zuagir looters led by Olgerd was defeated by Turanians who grew tired of their abuses throughout the land. He and Conan are the only ones who survived the massacre in the desert sands. Forced to flee towards the Vilayet sea, they were captured by Count Zariff, a Turanian noble desperate for thrills.
Instead of executing them straight away, the Count led them to an island where he practices his favorite sport: the manhunt. For the two Zuagir men, the rules enacted by the Count are simple: they will have to vanquish the horde of creatures unleashed on their heels if they want to recover their freedom.



Objectives:

If the heroes kill at least 4 of the clay monsters, the Count will spare their life ... if they manage to escape. If they leave the board from one of the marked areas (1) after killing 4 monsters, the heroes win the game.

If both heroes are killed to satisfy the Count's bloodlust, the Overlord wins the game.

The game starts with the heroes' turn. The heroes start in the areas indicated by the setup diagram.
Suggestion for 2 Heroes :

- Conan Mercenary (Conan's Sword, Yuetshi Knife, Chainmail)
- Olgerd Vladislav (Halberd, Javelin, Zingaran Armor)

After setup, each hero moves 2 gems from their Reserve zone to their Fatigue zone.

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



Warning:

The Tokens for activation cost of the Book of Skelos are not in their usual order. A tile under the (X) symbol cannot be activated.

Special rules:

Clay Monsters: The Blocking skill of the monsters is not active if the monster has not been activated during the Overlord's previous round. As a reminder, place a marker on the activated tiles during the Overlord's turn. Only the monsters with a marker can use their Blocking skill. All markers are removed at the beginning of the Overlord's turn.

Yuetshi Knife: When a hero attacks Khosatral Khel with the Yuetshi Knife, Khosatral Khel's armor value becomes 2 for that attack.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 1 Crossbow, 1 Bossonian Bow.

4 BALTHUS' GRIEF

The three heroes were cautiously walking along the banks of the dark river. They were progressing with great difficulty on the slippery and muddy ground. The path was becoming even more unstable due to the vegetation and to the large knotted roots that seemed to be jumping in the gloomy waters. Following an ambush conducted by a Pict tribe, Balthus had been separated from Slasher, his faithful companion. Deeply affected by his loss, Balthus then received help from Conan and Taurus, both immune to the fear of Picts, and seeking for Glory. After hours of chase along the Black River, the Heroes found themselves at the entrance of a Pictish village, hidden in the dark forest. In the absence of any visible sentinelle, Conan discreetly ventured closer to the wooden fence, always carefully avoiding to step on small branches or dried leaves.

In the village's centre, they could see Zogar Sag commanding a massive and terrible hound. Invoking the name of Jhebbal Sag, the forgotten God, the Pict Shaman was dominating Slasher's Will. As his Willpower was fading under the strain of the Shaman's efforts, his eyes were getting more ferocious, making way for the Beast within him to awaken.



Objectives:

The heroes win by exiting Slasher and Blathus through the heroes' entry point (1) before the end of turn 8.

The Overlord wins by preventing Slasher and Balthus from exiting the village until the end of turn 8.

The game starts with the heroes' turn.
Suggestion for 3 Heroes :

- Conan the wanderer (Sword)
- Taurus (Yuetshi knife)
- Balthus (Bossonian bow, chainmail)

After setup Heroes move 5 gems in their Fatigue zone.

The Overlord starts with 5 gems in their Reserve zone and 6 gems in their Fatigue zone, and places the Recovery token showing a value of "5" in the Book of Skelos.



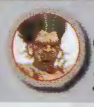
Reinforcements: 4 reinforcement points

Jhebbal Sag's favor: The giant scorpion or the giant spider is sent to help Zogar Sag. Place either the scorpion or the spider in a reinforcement area. Immediately resolve the ranged attack (poisan for the scorpion, web projection for the spider).
The corresponding tile is placed in the river at the position of the event tile when it was activated. When both the giant scorpion and the giant spider have been put in play, remove the event tile from the river.









Zogar Sag has no spell on this scenario.

Special rules :

Each one in his home: In addition to the figures shown on the map, the Overlord has 12 picts to place in the huts as he wishes during set up. He must make 4 groups of 3 picts using the following: 5 hunters, 5 archers and 2 warriors.

Nice dog: Slasher has been charmed by the shamanistic magic of Zogar Zag. He is controlled by the Overlord until the heroes free him. As long as the Overlord controll Slasher, he cannot leave the village nor use his sacrifice skill and the minions cannot inflict damage to him. Nevertheless, the special attacks by the giant scorpion or the giant spider can be used on Slasher.

Freedog! : The heroes can free Slasher from the spell by killing Zogar Sag or if Balthus gives him a life potion (1 gem, simple manipulation). Slasher's tile is immediately removed from the river and given to Balthus. Slasher cannot be activated until the heroes' next turn.

Call to Jhebbal Sag: Play the Zogar Sag's tile and apply the same effects as the event "Jhebbal Sag's favor".
The corresponding tile is placed in the river at the position of the Zogar Sag tile when it was activated. When both the giant scorpion and the giant spider have been put in play, remove the event tile from the river.

Incapacitating poison (giant scorpion): With its poison skill, the giant scorpion can replace its normal attack by poison projection, which is considered a range attack with . If the attack is superior to the defense, no wound is inflicted but the target is slowed down: his base movement is reduced to 2 until the end of the game.

Hut flaps: Entering or exiting a hut requires an additional movement point.

Climbing: Moving through the rock require the climbing skill and 2 additional movement points.

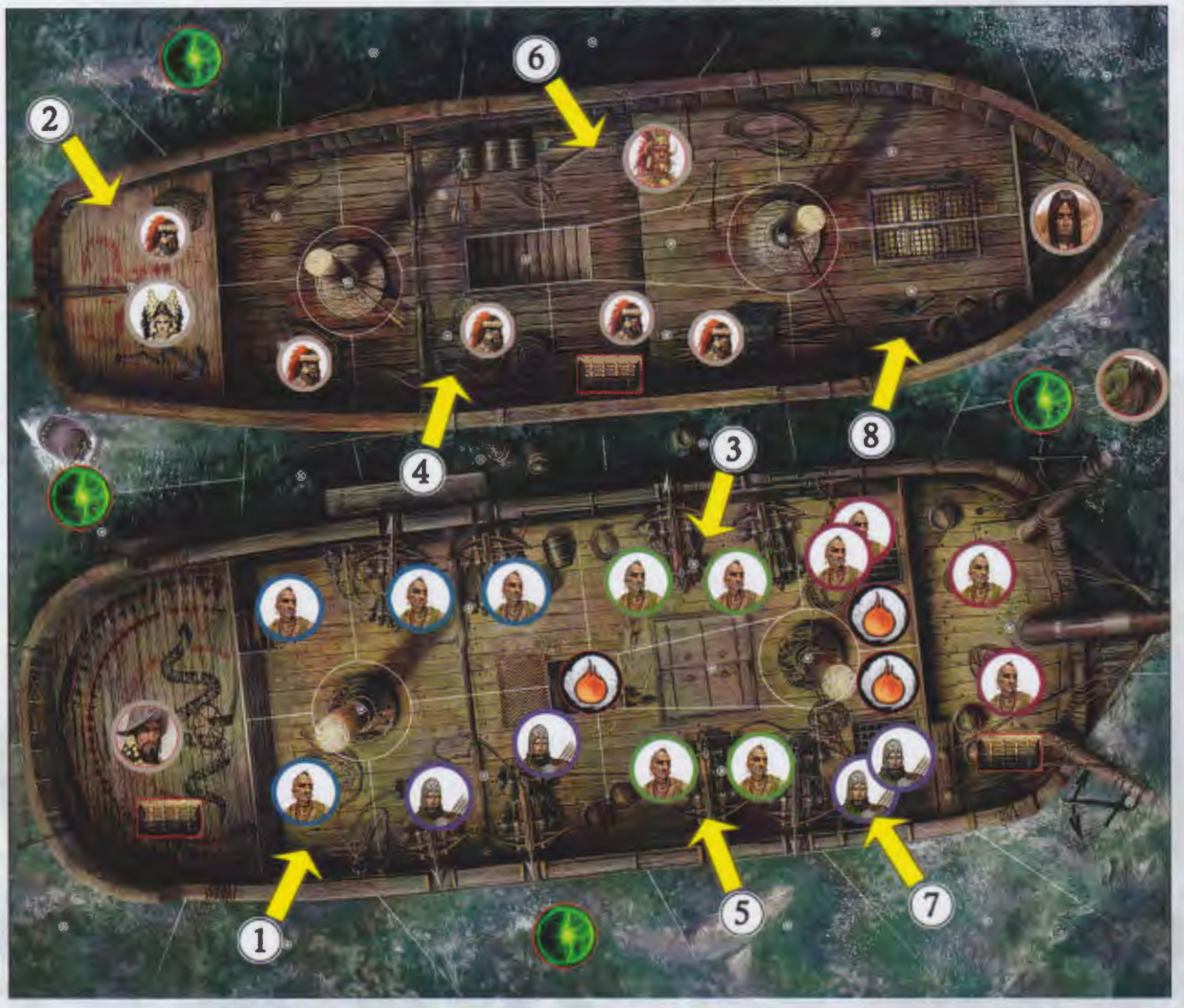
Pict liquor: A hero can drink it to move up to 4 gems from his fatigue area to his available energy, by suffering one wound. The liquor can also cancel the effects of the giant scorpion poison. However Slasher will never drink such a foul drink.

Chests and crates: 4 chests and 4 crates are placed by the Overlord in the huts (one in each hut). The 4 chests contain 2 empty chests, 2 life potions. The 4 crates contain 1 pict liquor, 1 javelin, 1 battle axe, 1 shield

4 THE SAILS OF WRATH

Stealing a fabulous treasure on a dark island off the Black Coast, Zaporavo and his crew sparked the wrath of Thaug, a monstrous entity now chasing them relentlessly.
This treasure included a Stygian artifact whose evil stench turned the crew into a fanatic and insane gang.

Not far from there, aboard the Tigress, Conan, Belit ond their formidable crew were preparing for the boarding of the troubled ship with the aim of taking possession of their plunder. But they know that the price to pay for gold will require them to send back the cursed artifact to Thaug, its monstrous guardian.



Objectives:

If the artifact is thrown in Thaug's maw, the heroes take possession of the treasure; the heroes win the game.

If one of the heroes is killed, or at the end of Round 10, the Overlord wins the game.

The game starts with the Heroe's turn. The heroes and Belit's Guards start in the area indicated by the setup diagram.
Suggestion for 4 heroes :

- Conan (Conan's Sword, Leather Armor)
- Belit (Ornamental Lance, Bossonian Bow)
- N'gora (Tribal Shield, Tribal Mace, Javelin)

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

The Overlord starts with 6 gems in their Reserve zone and 6 gems in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Boak of Skelos.



Reinforcement: 6 reinforcement points

Artifact Power: if one unit of the Overlord owns the artifact, he can instantly change the area targeted by the tentacle (among the 8 areas indicated by the diagram).



10

Special rules:

Artifact: The Stygian Artifact equipment card is owned by Zaporavo at the beginning of the game. If the owner is wounded, the artifact is dropped on the ground in his area. For the Overlord, only a character from an activated tile can pick up the artifact (as a free action). For the heroes, picking up the artifact is a complex manipulation with a difficulty of 1.If the artifact is on the ground when the area is destroyed, it is thrown to an adjacent area chosen by the Overlord. If the artifact is on the ground when the ship sinks, both sides lose the game.

Thaug: It is not controlled by any player. It has a head and one tentacle. The tentacle will be introduced during the game and will attack both ships. Players can fight its head (ranged attack) to prevent its tentacle from attacking.

Tentacle's movement: at the beginning of his turn, the Overlord rolls . The result shows where the tentacle will move (one of the 8 numbered areas). If the designated area is already destroyed, it will move to the next area (7 if it was 6, 1 if it was 8).

Tentacle's attack: After the heroes' turn, the tentacle will hit the area designated by its position (red arrow). Each character present in this area will roll for hit damage (defense allowed) and is thrust to an adjacent area of his choice (Overlord chooses first, then heroes). The targeted area is then destroyed and becomes inaccessible (place a Water token).

Ship damages: When 3 areas from a same ship are destroyed by Thaug, the ship instantly sinks. All the characters still on the ships suffer from a painful death. All ship objects are destroyed. All the areas of the ships (2,4,6,8 for the Tigress, 1,3,5,7 for Zaporavo's boat) are not taken into account anymore.

Attack Thaug: If Thaug's head is wounded, its attack is cancelled for this round and his tentacle is removed from the board for the whole round and its head will instantly move clockwise from X areas (designated by the green Energy token), X being the number of inflicted wounds.

Leap: If a hero or Zaporavo fails to leap, the character remains in its area. If a minion fails to leap, that character falls in the water and dies devoured by Thaug, crying out in fear. It is not possible to jump over the tentacle.

Line of Sight: There is a line of sight towards sea areas only from the adjacent ship areas (Thaug can then be seen only from an adjacent ship area). Thaug's head area between the ships bow (and between the ships stern), marked by a green Energy Marker, is to be considered as one single area. A line of sight is not valid if it crosses the tentacle's area.

Chests: during setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potions, 1 Javelin. Opening a chest if a complex manipulation with a difficulty of 1.

Pyramidou

4 CAMEL MADNESS

It is in the port of Asgalun that the bold pirate captain Conan and his Red Brotherhood companions have decided to stop by, to spend the treasures filling the holds of their vessel. After weeks of plundering along Stygian coasts, they are enjoying a deserved rest in the Pelishtimcity, squandering their loot.

However,all good things must come to an end, and it's time for the freebooters to weigh anchor. While Shevatas oversees the loading of clear water and provisions, Conan and the formidable swashbuckler named Valeria complete the hiring of local sailors. After returning to the vessel, Conan lends a hand loading the supplies,and he grabs the reins of a camel carrying amphoras full of fine wine.

But the beast of burden is suddenly struck with horror realizing that the man coming at him is the very man who violently knockedhim to the ground with a raging fist after a drunken night. Savagely snorting, the camel runs away, grunting its dread through the crowded streets of the small town, desperate to flee from this man-beast known as Conan.



Objectives:

If one hero flees the board with the Camel before the end of Round 9, the heroes win the game.

If Conan has 8 or more wounds, the Overlord immediately win the game.
At the end of round 9, reinforcements show up to overwhelm the heroes and 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 (Conan Sword, Leather armor)
- Valeria (Sword, Dagger, Leather armor)
- Shevatas (Kris, Throwing knives)

Exhausted after partying all night long, after set up, each hero moves 7 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 3 gems in his Reserve zone and 5 in his Fatigue zone, and places the Recovery token showing a recovery value of "4" in the Book of Skelos ("X" with X=4).



Reinforcement: 3 reinforcement points .

Crowd control: The Overlord can place two additional Crowd Tokens (see 'Crowded Streets') in the streets and the harbor deck. There cannot be more than 3 Crowd Tokens on the board.



6

Special rules:

Crowded Streets: At the beginning of his turn, the Overlord can move each Crowd Token (use the web tokens as indicated in the map)to an adjacent area. Crowds can only move alongthe streets and the harbor deck and there can only be one Crowd token per area. Leaving an area with a Crowd Token costs 2 additional movement points for each hero (except if they have theEvasive skill), and for the Camel as well. However, the crowd steps aside to let the guards and their captain passwithout penalty. Only the blast from an explosive orb can scatter a crowd (the Crowd token is then removed from the board). Throwing an orb on the camel could kill it, or worse, shatter the amphoras.

Camel Movement: At the end of his turn, the Overlord can move the Camel using 5 movement points (extra movements with movement benefit are not allowed). It can enter the buildings but cannot enter an area witha hero in it (it can however leave an area with heroes in it). The Camel movement is hindered by the crowd and by heroes, but not by the Overlord characters. It does not hinder any other characters.

Talk to the Hand: To subjugate the Camel, a character must perform a single unarmed attack (no possible defense) causing 5 points of damage (after applying the unarmed attack penalty as described in page 9 of the revised Hero rulebook). It is not possible to stun the Camel if an Overlord character is present in the area.If the unarmed attack succeeds, the Overlord cannot move the camel anymore during the game. A hero can grab the reins with a simple manipulation. Pulling the reins to move the staggering camel is like carrying an object with an encumbrance value of 9.

Jump from the Roof/Climb: A character can jump from the bottom left building to an adjacent street area. He rolls for falling damage (no possible defense). If the character has Leap, the character rolls instead. The camel cannot jump. A character with Climb can reach the roof from an adjacent area by spending 2 extra movement points.

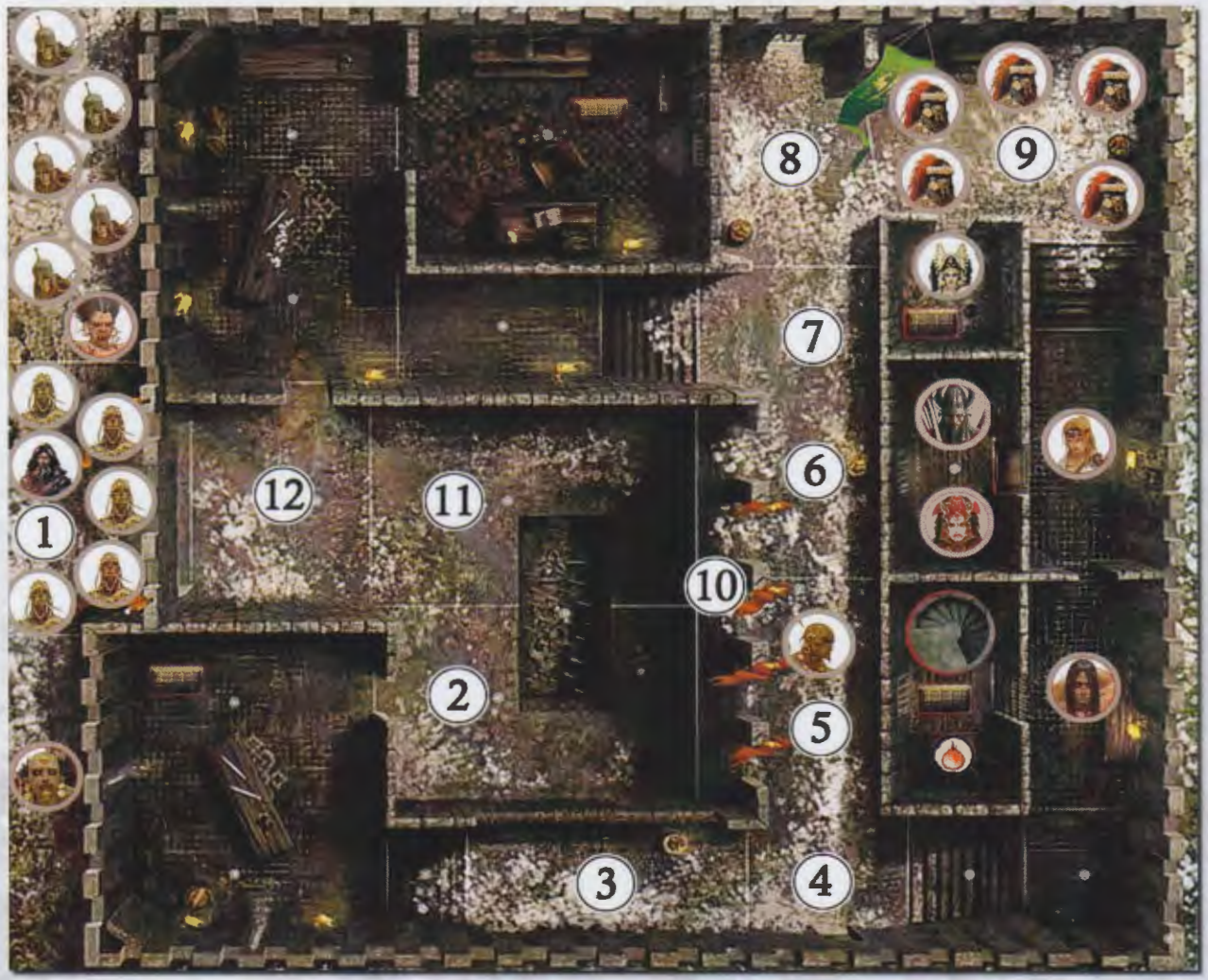
Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potions, 2 Explosive Orbs.

Laurent Lefoups

4 REASON OF STATE

Mercenaries sent by Kush have kidnapped the chief adviser of the armies of Argos, Kerim Shah. Their mission is to extract all the details of the invasion plan that will allow Argos to regain control of Kush. But the operation has gone badly. Pursued by the 6th army of Argos, the kidnappers accompanied by their hostage must take refuge in the fortress of Aygalum. The impressive edifice is surrounded by a halo of protection, which repels any human unless initiated in the magical arts. Siege engines have been set, surrounding the fort and waiting only for the signal to bury it under a barrage of stones.

Time is running out andKerim Shah' sister, influential personality at the Argos Magistrates' Council is mounting a rescue operation to extract his brother before it is too late. She knows that the Great Counsel will not take the risk of having secret information disclosed to the enemy, her brother's life is far too little compared to the Reason of State. The Wizard's Guild has gathered three of his best mages for her. Night has fallen, our 3 heroes are aware than they might not see another day because shortly before the chief captain of the catapults has been quite clear: "You have until the rising of the Moon. Once the sky is illuminated by moonlight, my machines will come into action. We cannot take the risk of seeing them escape; I hope you will come out in time. Farewell! ".



Objectives:

If Kerim Shah has fled the fortress by its entrance and exit the board before the end of turn 10, the heroes win the game

At the end of Round 10, crushed under a barrage of stone, the heroes are buried under the rubble and nobody will find mercenaries corpses. From now on, in the kingdom of Argos, a sister mourns her brother ... The Overlord wins the game.

The game begins with the heroes' turn.
Suggestion for 3 heroes:

- Skuthus (Ornamental Spear, Bori's Rage)
- Pelias (Dagger, Awakening of Yagur) and his Mummies.
- Zogar Sag (Tribal Mace, Pestilential Cloud, Return of the Braves) and his Skeletons.





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 gems in their Fatigue Zone, and places the Recovery token showing a value of "5" in the Book of Skelos. He can carry out up to 3 activations instead of the usual 2.



Reinforcement: 5 reinforcement points Other Bêlit's guards, who are looking for an exit through the underground networks under the fortress, arrive by a secret staircase discovered in one of the cells.

Hellfire: Applicable from turn 3. Use the special rule of Moonlight to trigger a catapult shot. This shot is in addition to the shot at the start of the round.

Akivasha has Hand of Death, Putrescence, Set's Bite.



6 6 6 6 6

Special rules:

Moonlight: Every turn from turn 3, catapults throw stones on the area which number correspond to the result of . This is an area attack inflicting damage.

Cell Doors: opening this door is a complex manipulation of difficulty 3. Heroes can destroy it with a melee attack with an attack power of 2 or greater. An open or destroyed door is removed from the board. The Overlord figures can open and close the door for free.

Mind control over Kerim Shah: Under time pressure, Akivasha uses mental control to extract as much information as possible from Kerim Shah. Under the influence of the enchantress, he is no longer master of himself. The heroes can carry him out of the fortress. Its weight is 6. If Akivasha's life drops to 1, she no longer has the psychic strength to control Kerim Shah. He recovers his means despite a great tiredness and grab his Bossonian bow which had been imprudently left in the cell.Take the hero card of Kerim Shah with 7 gems in Fatigue zone and 3 gems in Active zone, equipped with a Bossonian bow. He joins the hero's camp with the 3 wizards. The mental control is still active if Akivasha comes out of the cell.

Control of mummies and skeletons: Zogar Zag can only control and use his spell of "return of the braves" with skeletons. They are removed from the board if Zogar Zag is killed.
Pelias can only control and use his Awakening Clock spell with mummies. They are removed from the board if Pelias is killed.
When a mummy or skeleton is eliminated, the miniature is put back in thearea number 1 at the fortress entrance, regenerated by the power of the sorcerers. There are therefore 5 mummies and 5 skeletons on the board, as long as the wizard controlling them is alive.

Jump / Climb from the balcony: Only mummies and skeletons can climb the balcony at the price of 1 additional movement point (note: the balcony is located on area 10).Jumping from the balcony inflicts of damage with no possible defense, regardless of the character and skills.

Chests: 4 chests are placed as shown on the map. The Equip card pack consists of 2 life potions, 2 explosive orbs, 1 crossbow, 1 leather armor, 2 empty chests.

Michael et Alexandre Laylanche

4 RESCUE AT THE TOP

Traveling through the region of Khitai, Conan and Shevatas share for a time the daily adventures of Shentu, a mercenary whose fame has already crossed the great wall. At his side, they are recruited by a wealthy local lord, whose daughter Li-Chen has been abducted by a powerful sorcerer with dark intentions. Reaching the tower he uses as a lair, the heroes are worried.

They have learned that Shuang Mian did indeed snatch the young lady to sacrifice her during a ritual aimed at conjuring a maleficent god that is unknown to them, and they are hardly overjoyed about it. They know they will have to act fast if they want to reach the top of the tower in time to stop it. A firm grip on their weapons, the three men move cautiously on the stone path...



Objectives:

If Shuang Mian is killed before the end of round 6, the heroes win the game.

To win the game, the Overlord must keep Shuang Mian alive until the end of round 6.

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

- Conan (Battle Axe, Leather Armor),
- Shevatas (Crossbow, Kris),
- Shentu (Sword, Parrying Dagger),

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

The Overlord starts with 11 gems in their Reserve zone and no gems in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

Reinforcements: 4 reinforcement points .

Exhaustion: The sorcerer targets an area (no line of sight is required). Each hero in this area must move 1 gem from their Reserve zone to their Fatigue Zone.



5 3

Shuang Mian has the following spells for this scenario:

Psychic Control (cost: 2 gems; saturation: 2): forces a Hero in line of sight to attack another hero in his area with 1 and without weapon bonus. For defense, no Guard action is possible, only Armor is taken into account.

Lotus Powder (cost: 2 gems; saturation: 2): during next phase, 1 hero in the line of sight of the Sorcerer will have to declare a cautious stance.

Special rules:

Climbing the Tower: At the beginning of the game, Conan must place either 1 or 2 gems in Move action. With he reaches the first floor and with the second floor. In both cases, his base movement points are not available after climbing. Conan always climbs the building, he cannot use his first move outside or on the ground floor.

Windows: Windows on the second and third levels provide a line of sight on the outside areas of level 1 that are directly below the windows.

Stone Walls: Stone walls or outside walls cannot be broken with the Wall wrecker ability.

Doorsteps: Crossing a doorstep requires one additional movement point.

Eric Bouret et Eric Galiad



5 THE KING'S WOLVES

Looking for the legendary Treasure of Tranicos the bloodthristy, the expedition conducted by Savage Bêlit and her formidable Cimmerian lover has ended in disaster. Their ship has washed up on the pictish shores and most of the survivors have been slaughtered by the savage painted warriors. Conan, whose resilience and stamina have been nurtured by his rude and wild life, manages to lead Bêlit and N'Gora into a sacred sanctuary. Or so he thinks, for the pictish warriors have ceased to chase them...

Conan and his companions are now enjoying a moment of rest, and they are deliberating on which path to follow. They are amazed by the surrounding silence. Not a single noise. Not a birdsong... Suddenly, a snap coming from the neighbouring bushes makes them jump with surprise. A strange woman comes out of the wild, bare feet, dishevelled. She stares at them with a deep and mysterious gaze. Without a word, she comes closer to Conan, puts her gnarled hand on his muscular forearm, and whispers a few words into his ears. Conan quivers.

His eyes lit up with excitement after hearing those words, Conan feels that there are superior forces at stake. He thus decides to accompany the mysterious woman. However, his savage companion and her faithful lieutenant refuse to blindly follow an unknown woman who appeared from nowhere. With half-a-smile, Zelata gives the price for her help. She can take the party through the last territory standing between them and civilisation. As a payment, she asks for an unusual favour: Conan and his companions have to free a path for a few members of her wolf-pack, who have been trapped in the middle of Pict Lands. Enclaved and trapped by the tribe of the Shaman of the Eagles Clan, they are due to meet their fate. Our Heroes are now dragged into a peculiar quest: following a stranger and risking their lives for a group of wolves... The mysterious words of the strange woman still echo in Conan's mind "Follow me Cimmerian, what you will achieve todoy will be returned to you... King Conan".



Objectives:

The Heroes win if they help the wolves to cross the village before the end of turn 10.
At least one member of the pack should be able to exit the map from area (2).

If the Overlord prevent all wolves to exit the map by the end of turn 10, the Overlord wins.

The game starts with the heroes' turn. The heroes start in the areas indicated by the setup diagram.
Suggestions for 4 Heroes :

- Conan the Wanderer (Axe).
- Savage Belit (Dagger).
- N'Gora (Sacrificial Dagger).
- Zelata (Mitra's staff). Zelata starts with the following spells: Tears of Dagon, Magic Block, Teleportation, and Inversion.

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 6 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 8 Reinforcement points .





Zogar Sag starts with the following spells: Return of the Brave, Set's Possession, Mind Control.
Zogar Sag cannot move, cannot be attacked nor killed. His hut cannot be set on fire and nobody can enter his hut. Only Picts called by "Return of the Brave" can exit the hut. Zogar Sag's spells do not require a line of sight (as per spells' descriptions).

Special rules:

Wolf pack: Each wolf has 1 life points and 0 in defence. They cannot attack nor defend. Place 5 wolves in area (1) if after the heroes' turn there are no Picts left on the areas marked with arrows. However, if this condition could not be fulfilled before turn 7, place the wolf-pack in area (1) at the beginning of turn 7. The wolves move along the arrowed path towards area (2). Before the heroes' turn, the wolves take a 2 points movement action. They do not move if an Overlord unit is in their area. Likewise, they stop their movement if an Overlord unit is in the next area that they should enter .

The Fire's war: The heroes can pick up a torch on (3). This requires a simple Manipulation 1 . They can move with the torch and keep it for several turns. At the end of the heroes' turn, each hero who is next to one of the wooden huts can set it on fire. This is a free action. Roll (no reroll possible) and place a fire marker of the corresponding amount in the hut. Any unit or character already in the hut takes an equivalent amount of fire damage. The torch carried by the hero goes out.

Alchemy: Alchemy : Thanks to her Alchemy skill, Zelata can reroll her while she attempts to set a hut on fire.

Firepicts: For each fire marker resulting from , the Overlord should immediately place a Pict from an adjacent area (or already inside) into the hut. This/these pict(s) will not be able to act in the next Overlord turn. If there are fewerPict models than fire markers in any flaming hut the Overlord can move some additional units during his turn into adjacent areas. The Overlord then allocates the number of models they wish to use into the hut without any additional cost.

Consequences of fire: at the end of the Overlord turn, remove immediately 1 from the Book of Skelos per fire marker ignored by the Picts. This represents Zogar Sag's loss of magical power when his village gets burned. Then, remove all fire markers from the flaming huts. Fire fighter Picts will be available to act in the next turn.

Bloodlust: When Picts shed blood, the magical power of Zogar Sag is restored. The Overlord re-gains 1 for each hero or each wolf slain. They place the re-gained gem in their Fatigue zone. The Overlord cannot have more than 11 gems.

Barrels: The asset deck contains: 2 Leather Armours, 1 Javelin, 1 Parrying Dagger, 1 Pirate Saber, 1 Zingaran Breastplate, and 1 Shield . Opening and searching barrels require a complex Manipulation and a difficulty of 1. If a hut has 3 fire markers or more at any point, the barrel is removed.

The fool: There is a rather fresh corpse lying on the ground in area (4). He was equipped with a Buckler and a Javelin when he was slain by the Picts. Heroes can pick up both items using a simple Manipulation.

Hut Flaps : A character must spend 1 extra movement point to move across a border into or out of a hut.

Wooden huts: Wooden walls can be destroyed by a character or unit with the "Wall Wrecker" skill. It costs them 2 extra movement points.

Climb: A character with "Climb" can move across boulders (boulder token icon) by spending 2 extra movement points.

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