



The Overlord's Book



Important: The Overlord should read the Heroes' Book in its entirety before reading this book.

THE BOOK OF SKELOS

Unlike the Heroes, who each have a sheet that allows them to control their character, the Overlord uses a tablet called the Book of Skelos to control their characters.



1 The River

2 Unit Tiles

3 Activation Costs

4 Reserve Zone

5 Fatigue Zone

6 Recovery Value

7 Movement Benefit

8 Guard Benefit

9 Reroll Benefit

THE TILES

At the start of each game, the tiles are placed in the River in the order specified by the scenario.

The Overlord's tiles are divided into two categories: unit tiles and the event tile.

- All unit tiles contain the following:

- 1 Name
- 2 Artwork
- 3 Base Color
- 4 Movement Value
- 5 Armor Value
- 6 Melee or Ranged Attack Icon
- 7 Skill(s)
- 8 Reinforcement Cost



Armor Value

When a unit is attacked, the power of the defense is equal to the unit's armor value. The Overlord can use a Guard benefit to increase a unit's defense power.

A Bossonian Guard confronts Conan in the middle of the village. The Cimmerian swings his axe at the unit, resulting in an attack power of 5.



2 The unit has an armor value of 2, and so suffer $(5 - 2 =)$ 3 damage.



Since the unit has only 1 life point, and the Overlord does not want to use gems on a Guard benefit (see "Guard" on p. 8), the unit suffers the damage, dies, and the model is removed from the board.



Movement Value

When a tile is activated, each unit in the group gains a number of movement points equal to their movement value. The Overlord can spend a unit's movement point to move it across a border from one area to an adjacent area.

Hindering

Movement is affected by hindering (see p.12 of the Heroes' Book).



Melee Attack Icon

When a unit performs a Melee Attack, the Overlord chooses a character in the unit's area (or sometimes in an adjacent area; see Occupied Areas, p. 12 of the Heroes' Book) and rolls the number and type of dice shown on the unit's Melee Attack icon. The number of dice cannot be increased. After resolving any rerolls, the Overlord determines the attack power by adding up the number of symbols shown on the dice.

Hindering

Melee attacks are not affected by hindering (see p.12 of the Heroes' Book).



Ranged Attack Icon

When a unit performs a Ranged Attack, the Overlord chooses a character in the unit's line of sight and rolls the number and type of dice shown on the unit's Ranged Attack icon. The number of dice cannot be increased. After resolving any rerolls, the Overlord determines the attack power by adding up the number of symbols shown on the dice.

Hindering

Ranged combat is affected by hindering (see p.12 of the Heroes' Book).



Skills

Skills are special abilities a unit may have. They are represented by icons on the unit tile, and their effects are explained on the skill game aid.

Life Points

If a unit's life points are not specified by a scenario, the unit is a minion and has 1 life point. Lieutenants and monsters start each scenario with the number of life points indicated below their unit tile in the scenario setup or in the scenario rules for those units. Their life points are tracked by their life point marker on the track sheet.

When a unit has 0 life points, the unit is dead, and its model is removed from the board. When all units in a group are dead, their tile is flipped facedown and placed at the far-right end of the River.

Dredging the River

During their turn, the Overlord can return 2 gems from their Fatigue zone to the game box to return a facedown tile in the River to the game box. If there are not enough gems in their Fatigue zone, the Overlord can return gems from their Reserve zone instead.



Reinforcement Cost


During setup, the Overlord places reinforcement tokens on the board as indicated by reinforcement icons in the setup diagram.

Some scenarios have a “Reinforcement” event; when the Overlord activates the event tile and chooses to resolve the reinforcement event, the Overlord gains the number of reinforcement points specified by the effect. The Overlord may immediately spend these points to return models whose tiles are still in the River to the board. If units are reinforced from a facedown tile, the tile is turned faceup. Reinforced models are placed in any of the reinforcement areas, indicated by reinforcement tokens. Unspent reinforcement points are lost.



Four Pict Hunters have been killed this game, so their models are available as reinforcements.

The Overlord feels that the time is right to bring them back and decides to activate the event tile and resolve its reinforcement effect.

“Reinforcement: 4 reinforcement points . Due to the tile’s position in the River, the Overlord moves 7 gems from their Reserve zone to their Fatigue zone.



The Overlord gains 4 reinforcement points and spends 1 on each of the Pict Hunters to return them to play, placing them in the reinforcement areas of their choice.

Note: Each unit tile corresponds to a group of one or more units. Some tiles correspond to a single character, such as a lieutenant or monster, while other tiles correspond to multiple characters, such as a group of minions. The number of characters that correspond to a unit tile varies between scenarios.

- Most scenarios include at least one Event tile in the Book of Skelos.



When an event tile is activated, the Overlord resolves one of the events offered by the scenario. In some scenarios, the Overlord can resolve multiple events when the event tile is activated. The number of events, the conditions for using them, and their effects are specified by the scenario.

THE OVERLORD'S TURN

The Overlord's turn consists of two phases: the Recovery phase and the Activation phase.

1) Recovery Phase

The Overlord moves a number of gems from their Fatigue zone to their Reserve zone equal to their recovery value.

The Overlord's recovery value is 5. At the beginning of the Overlord's turn, 5 gems are moved from the Fatigue zone (in red on the right) to the Reserve zone (in green on the left). During this turn, the Overlord will have 10 gems available to use.



The Overlord moves the turn marker one space along the track sheet. If the marker moves off the sheet, discard it to the game box; the game continues and the Overlord skips this step for the remainder of the game.

After recovering gems, the Overlord moves the turn marker, indicating that turn 3 has begun.



2) Activation Phase

During the Activation phase, the Overlord can activate up to two tiles in the River. To activate a tile, the Overlord moves a number of gems from their Reserve zone to their Fatigue zone equal to the tile's activation cost (indicated by the token above the tile).



The Overlord removes the activated tile from the River, slides the remaining tiles to the left, then places the tile at the end of the River.



If the activated tile is a unit tile, the Overlord activates all units in the group, spending any number of their movement points to move them. Each unit can perform 1 attack during its activation. When a unit attacks, all units in that group lose their remaining movement points. If the Overlord activates a facedown tile, no units are activated, but the Overlord still moves the tile to the end of the River. The Overlord can activate the same tile twice during the Activation phase, but must move gems equal to the tile's new activation cost the second time.

If the activated tile is an event tile, the Overlord resolves events as indicated by the scenario (see Event Tile, page 5).

Benefits

The Overlord can use a benefit to temporarily improve a unit's effectiveness. Each use of a benefit applies only to a single unit, not to the whole group.




Movement

During a unit's activation, the Overlord can use a Movement benefit by moving one or more gems from their Reserve zone to their Fatigue zone. The unit gains a number of extra movement points equal to the number of gems moved. A unit can gain at most a number of extra movement points equal to the unit's movement value during an activation. The Overlord can use this benefit before or after an attack. This is the only way for a unit to move after attacking.



Guard



When a unit is attacked, after the attack power is determined, the unit defends against the attack. The Overlord chooses whether or not to use a Guard benefit. To use a Guard benefit, the Overlord moves one or more gems from their Reserve zone to their Fatigue zone. The Overlord rolls  for each gem moved, then determines the defense power by adding up the number of symbols shown on the dice and the unit's armor value.



Reroll

The Overlord can use a Reroll benefit any time after rolling dice and before the results of the roll are determined. To use a Reroll, the Overlord moves one or more gems from their Reserve zone to their Fatigue zone, then rerolls a die for each gem moved.

Casting Spells

For a unit to cast one of its spells, the Overlord must assign a number of gems from their Reserve zone to the spell card equal to the spell's cost. The Overlord cannot assign gems to a spell if doing so would raise the total number of gems on the spell card above its exertion limit. A unit can cast a spell without  only during the unit's activation;  indicates that a spell can be used at any time.

At the end of each turn, each player moves all gems from their spell cards to their Fatigue zones.





The Overlord is up against three heroes who have invaded a Pict village. They have just completed their turn, so now the Overlord gets a chance to strike back.

The Overlord starts by recovering five gems (as indicated by the recovery token in the Book of Skelos), which are moved from their Fatigue zone to their Reserve zone. Then the Overlord moves the turn marker one space.

Conan is standing dangerously close to Zogar Sag's hut, so the Overlord decides to halt the barbarian by sending three Pict warriors with Blocking charging at him. To accomplish this, the Overlord activates the Pict Warriors tile located in the River's third position, moving three energy gems from their Reserve zone to their Fatigue zone. Then the Overlord removes the tile from the River, slides tiles to the left to close the gap left by the Pict Warriors tile, and places it at the far-right end of the River. Now the Pict Warriors are activated and ready to move and attack.

The Overlord moves the three Pict Warriors that correspond to the activated tile. For the first two Pict Warriors, the movement points from their movement values are enough. The third Pict Warrior, who is in the same area as Hadrathus, needs one additional movement point to skirt away from the hindering priest and move to Conan's area. The Overlord moves one gem from their Reserve zone to their Fatigue zone to use the Movement benefit, gaining the unit one extra movement point.

Once each character has moved, the Pict Warriors can attack. One at a time, each of them rolls their  attack. The first rolls two symbols, which Conan decides to absorb with his  armor. With a result of one, the armor partially protects him, so Conan suffers 1 damage. The second warrior rolls three symbols. This time, Conan decides to Guard to supplement his armor. He assigns one gem, then rolls the dice. He rolls one symbol from his armor and one symbol from his Guard. In the end, he suffers only 1 damage.

Finally, the third warrior rolls two symbols, which are completely blocked by Conan's armor and another Guard action.

With the Pict Warriors' activation complete, the Overlord can now activate a second tile (or the same tile again, for its new cost). Having used five gems already this turn, the Overlord decides to spend conservatively, activating the first tile in the river for only one gem. Once again, the Overlord removes the tile from the River, slides the other tiles left, and places the removed tile at the end of the line. This tile corresponds to the Pict Hunters with red bases, who simply emerge from their hut without costing any additional gems. The Overlord passes play back to the heroes.

SCENARIOS

The following pages contain a number of recommended scenarios. You can find additional scenarios at www.monolithedition.com, and you are encouraged to create your own.

The scenarios are presented in order of difficulty, which is indicated on the right of the title banner by a number of crows:

- * 1 crow: Beginner
- * 2 crows: Intermediate
- * 3 crows: Expert

The number of players for each scenario is indicated on the left of the title banner.



With the echoing war drums of the Pict tribes settled beyond the Black River and the increased frequency of incursions up to the Thunder River, many settlers flee the Conajohara territory for the safer lands of the Kingdom of Aquilonia.

While scouting along the border to aid Valannus, the Commander of Fort Tuscelan, Conan bears witness to the massacre of a column of refugees from Velitrium.

The Picts withdraw victoriously with a female prisoner who Conan recognizes as Yselda, the daughter of the city's governor. The Cimmerian knows that Yselda's life can now be measured in mere hours, as she will shortly be sacrificed on the altar of Jhebbal Sag, the Lord of Beasts.

Back in Fort Tuscelan, Conan assembles a small group of experienced warriors to rescue the governor's daughter and, at Valannus' request, bring back the head of Zogar Sag.



Winning the Game:



If one or more heroes have fled the village with Yselda and Zogar Sag's head, Yselda is returned safely to her father; the heroes win the game.



At the end of round 8, the Picts arrive in massive numbers to witness the sacrifice and the Heroes can no longer escape; 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 3 heroes:


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


Suggestions for 4 Heroes:

- * Bêlit (Ornamental Lance). Bêlit starts in the same area as any hero.


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



 3 Heroes: The Overlord starts with 10 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

 4 Heroes: The Overlord starts with 11 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.




Reinforcement: 4 reinforcement points .



Yselda: Before the heroes' models are placed on the board, the Overlord secretly chooses one numbered token corresponding to a numbered hut in the setup diagram and sets it aside facedown. The first time a hero enters the chosen hut, the Overlord flips the token faceup and places Yselda in the hut's area. Yselda is unconscious and counts as an object with an encumbrance value of 6.



Special Rules

- * Zogar Sag: When Zogar Sag dies, place his life point marker in the area in which he died. The marker represents his head, and counts as an object with an encumbrance value of 2.
- * Fleeing the Village: A hero can move out of an area on the edge of the board to flee the village. Once a hero has fled, the hero's model cannot be returned to the board.
- * Hut Flaps: A character must spend 1 extra movement point to move across a border into or out of a hut. Moving across an opening token does not cost an extra movement point.
- * Climbing: A character with Climbing can move across boulders  as though they were a border by spending 2 extra movement points.
- * Chests: During setup, the Overlord places 1 chest in each hut area (8 total). The asset deck contains: 2 Explosive Orb, 2 Life Potion, 1 Chainmail, 1 Crossbow, 1 Buckler, 1 Bow.

Frederic Henry



For months, the pirate ship *Tigress* has been scouring the waters off the coasts of Stygia and the Black Kingdoms and preying on the profitable trade of gold and ivory, much to the displeasure of King Ctesphon. As the Stygian fleet seems unable to put an end to the piracy, the king has promised a colossal sum to whomever can bring back Bêlit's head.

With Bêlit's vessel anchored to resupply and a large portion of the crew on shore, Zaporavo, the Zingarian captain of the *Vandal*, takes the opportunity to attack in hopes of claiming the enormous reward and the glory that accompanies it.

Supported by a row of archers and the black magic of Skuthus, a Stygian necromancer sent by Ctesphon, the Zingarian mercenary and his troops quickly gain a foothold on the deck of the *Tigress*. Only Conan, Shevatas, and a handful of remaining warriors can come to Bêlit's aid.



Winning the Game:



If Zaporavo and Skuthus are dead and there is no Outer Dark Demon on the board, or at the end of round 8, Bêlit survives the attack; the heroes win the game.



If Bêlit dies, the ambush is a success; the Overlord wins the game.



The game starts with the heroes' turn. Bêlit and Bêlif's Guards start in the areas indicated by the setup diagram. The other heroes start in the **1** area.

Suggestions for 3 heroes:


- * Bêlit (required) (Ornamental Lance, Tribal Shield)
- * Conan (Sword, Leather Armor)
- * Shevatas (Kris, Throwing Knives)


Suggestions for 4 heroes:

Hadrathus (Dagger, Gift of Life, Halo of Mitra, Bori's Rage).


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



 **3 Heroes:** The Overlord starts with 9 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

 **4 Heroes:** The Overlord starts with 10 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.



Reinforcement: 6 reinforcement points .

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

Glory to Set: Skuthus sacrifices himself to summon an Outer Dark Demon; the Overlord places an Outer Dark Demon model (6 life points) in Skuthus' area, then Skuthus dies. The Overlord replaces the Skuthus and event files in the River with Outer Dark Demon files. Both tiles correspond to the same Outer Dark Demon.



Skuthus has Energy Drain and Halo of Set. He starts with Halo of Set cast.



Special Rules

* Leap: If a hero, Zaporavo, or Skuthus fails to leap, the character remains in its area. If a minion or ally fails to leap, that character falls in the water and is eaten by sharks; the character dies.

* Chests: During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains: 3 Life Potion, 1 Explosive Orb, 1 Crossbow.

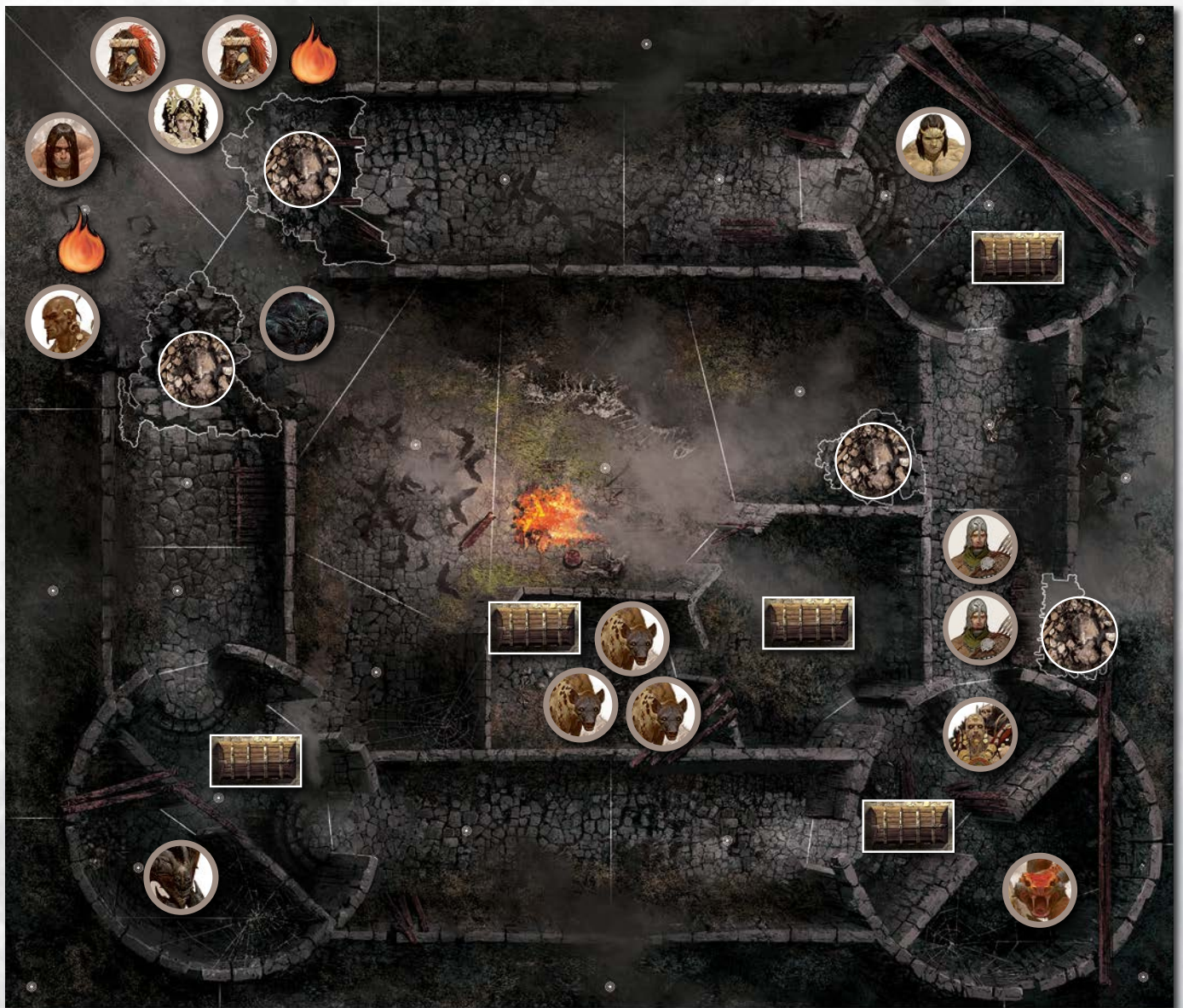


The Tigress travels the dark waters of the Zarkheba river, whose mysterious shores are covered by gloomy jungle. The Queen of the Black Coast knows that, beyond the tangled wall of vegetation, an ancient city may yet hide fabulous treasures. But legends speak of hauntings, and the local tribes carefully avoid the area.

After many hours spent sailing in a supernatural silence, Conan spots the black fangs of towers stretching above the trees. Choked by overgrowth, the ruins exude decadence and desolation.

Not heeding the superstitious warnings of her men, Bêlit disembarks with her Cimmerian lover, Shevatas, and a few reluctant crewmen. In an abandoned crypt, they discover a handful of colorful gems and a strange curved knife, spurring them to press deeper into the ruins.

In the center of the city they come upon a small fortress, its broken-down towers and crumbled walls held together by thick vegetation. Only then do they hear the echoes of a voice from beyond the grave: "Return my belongings, heathen profaners, or I shall drench the altar of Set with your blood!" Skuthus' trap has been sprung.



Winning the Game:



If Skuthus dies, the trap has failed, and the heroes escape the fortress with their treasures; the heroes win the game.



At the end of round 8, Skuthus finishes an incantation, turning into a vulture and taking to the sky; the Overlord wins the game.




The game starts with the heroes' turn. The heroes and Bêlit's Guards start in the areas indicated by the setup diagram.



Suggestions for 3 heroes:

- * Conan (Sword, Shield, Leather Armor)
- * Shevatas (Kris, Throwing Knives)
- * Bêlit (Ornamental Lance, Yuetshi Knife)

 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 5 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

 Reinforcement: 4 reinforcement points .




Freeing a Monster: The Overlord may free a petrified monster and add its tile to the end of the River. The Outer Dark Demon (6 life points), Giant Serpent (8 life points), and Khosatral Khel (7 life points) are petrified and cannot be attacked until they are freed. The Overlord cannot free a monster if there are 2 faceup monster tiles in the River (including the Black Demon).



Skuthus has Set's Bite and Halo of Set. He starts with Halo of Set cast.



Special Rules:

- * Yuetshi Knife: When a hero attacks Khosatral Khel with the Yuetshi Knife, Khosatral Khel's armor value becomes 3 for that attack.
- * Lines of Sight: A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.
- * Leaping from Walls: A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls  for falling damage. If the character has Leap, the character rolls  instead.
- * Rock 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 Climbing.
- * Chests: During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 2 Explosive Orb, 1 Javelin.



The province of Conajohara is being sacked. United clans of Picts have crossed the Black River in massive numbers, intent on slaughtering Aquilonian settlers and annihilating Fort Tuscelan. At the head of the invading forces is the shaman Zogar Sag.


Conan and his band of scouts travel the border ceaselessly, saving all who can still be saved. In the vast swamps at the southern edge of the province, they arrive at a village as panicked settlers flee before the Pict advance. Only a courageous priestess of Mitra has remained to slow the savage warriors and prevent the coming massacre.

Conan and his allies set to building barricades and the priestess begins a magical ritual using the six relics of her village. If she can complete the invocation, it should slow Zogar Sag's troops and buy the fleeing settlers the time they need to survive.



Winning the Game



If the invocation marker  reaches "0" or at the end of turn 12, the ritual is complete; the heroes win the game.



If the priestess of Mitra or all the heroes are dead, the village is overrun; the Overlord wins the game.




Suggestions for 3 heroes:


- * Conan (Battle Axe, Shield, Leather Armor)
- * Shevatas (Kris, Throwing Knives)
- * Hadrathus (Dagger, Teleportation, Halo of Mitra, Lightning Storm)

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





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

 The Overlord starts with 12 gems in their Reserve 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:
Pict Hordes: The Overlord returns dead Pict Warrior and Pict Hunter models to the board in reinforcement areas until no more models fit in those areas.

Bestial Haste: The Overlord chooses a Pict Warrior or Pict Hunter model that was returned to the board by the previous Pict Hordes event. Each unit in that unit's group that was returned to the board by that event gains up to 2 movement points, which the Overlord must immediately spend.

Incantation: A hero rolls  for each relic on the board. These dice cannot be rerolled. For each symbol shown on a die, the hero moves the invocation token  1 space toward the "0" on the track.



Special Rules

- * Barricades: Barricades block line of sight. A character cannot move across a barricade, but can attack a barricade as though it were an enemy character. Each barricade starts with 12 life points. When a barricade has 0 life points, remove it from the board. If a unit in a group attacks a barricade, units in that group can attack only that barricade during that activation. If a unit in a group attacks anything other than a barricade, units in that group cannot attack a barricade during that activation.
- * Relic: At the beginning of the Overlord's turn, if any units are in areas with relics , remove those relics from the board.
- * Priestess of Mitra: The priestess cannot move or be attacked. At the beginning of the Overlord's turn, if any unit is in an area with the priestess, she is killed.
- * Hut Flaps: A character must spend 1 extra movement point to move across a border into or out of a hut. Moving across an opening token does not cost the extra movement point.
- * Climbing: A character with Climbing can move across boulders  as though they were a border by spending 2 extra movement points.

Nicolas Marfeuil



While visiting the South of the kingdom, Princess Olivia, daughter of King Ophir, is set upon by Kothian soldiers. The detachment assigned to protect her is massacred. After reaping a bloody harvest, even Conan succumbs to the overwhelming numbers and the fury of a strange man-ape.

Now Conan and Olivia are prisoners of Captain Arbanus, right hand of King Strabonus of Koth. In his quest to control the gold mines which feed King Ophir's wealth, Strabonus has turned to kidnapping and extortion over costly military action. Conan paces in his cell like a caged lion. His incandescent blue eyes search for any means of escape, and he rages at his failure to protect the princess.

The Kothians have fallen back to an old fortification on the border of the two kingdoms. As they take defensive positions and install deadly machines of war, the Cimmerian's brothers-in-arms mount a rescue mission. King Ophir's message is clear: his daughter must not fall into Strabonus' hands alive.



Winning the Game



If a hero has fled the fort with Olivia, she is free from Strabonus' grasp; the heroes win the game.



At the end of turn 8, the Ophirians annihilate the fort using trebuchets, killing all of its occupants; 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 3 heroes:

- * Conan (Battle Axe, Shield, Leather Armor)
- * Shevatas (Kris, Throwing Knives)
- * Hadrathus (Dagger, Teleportation, Halo of Mitra, Lightning Storm)

After setup, each hero moves 5 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 .

Rocks Fall: The Overlord chooses an area and rolls . Each character in that area suffers damage equal to the number of symbols shown on the dice.



Special Rules

- * Olivia: Olivia is unconscious and counts as an object with an encumbrance value of 6.
- * Olivia's Cell: The Captain is Arbanus of Koth. When Arbanus dies, place a Key in the area in which he died. If a hero is in an area adjacent to the door to Olivia's cell and has a Key, the hero can perform a simple manipulation to remove the door from the board.
- * Conan's Cell: A hero in an area adjacent to the door to Conan's cell can perform a complex manipulation to pick the lock. The difficulty of the manipulation is 2. If the hero succeeds, remove the door from the board.
- * Doors: A character other than a Hyena can move across a door (except the door to Olivia or Conan's cell) 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.
- * Line of Sight: A character in a wall area has line of sight to each ground area within the fort walls. An area in a tower and area outside that tower are within each other's line of sight only if the areas are adjacent to or in the tower.
- * Leaping from Walls: A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead.
- * Rock 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 Climbing.
- * Chests: During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 2 Explosive Orb, 1 Chainmail, 1 crossbow.

Frédéric Henry



Two audacious thieves, a deserter from Sunderland and a Cimmerian Barbarian, have forged a reputation among the city-states of Corinth by stealing riches and plundering caravans on the Road of Kings.

A corrupted priest of Anu, playing both fence and police spy, has ratted out the pair of thieves. The Gunderman is quickly captured and hanged. Conan, in his youthful impetuosity, avenges his associate's death by looting the temple of Anu and eviscerating the priest responsible.

During his escape, Conan falls victim to "Anu's Wrath," a powerful spell that torments the Cimmerian with terrible hallucinations. He has only a short time to find the priest responsible and break the curse. During a religious procession, Conan gets his chance: the priests of Anu, their escort of soldiers, and the strange man-ape they parade along the way make a stop at an inn.



Winning the Game



If Conan leaves the inn and the curse has been broken, he is free of the terrible hallucinations; the heroes win the game.




If Conan leaves the inn and the curse has not been broken or if Conan dies, the curse has done its work; the Overlord wins the game.



The game starts with the heroes' turn. Conan starts in the area indicated by the setup diagram. Suggestions for 1 hero: Conan (required) (Sword, Leather Armor)


 After setup, Conan does not move any gems from his Reserve zone to his Fatigue zone.



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



When the event tile is activated, the Overlord resolves events based on the number of priests that have been removed from the board:








- * 0 priests - Reinforcement: 2 reinforcement points .
- * 1+ priest - The Overlord places a Bossonian Guards tile at the end of the River (max. 4) and places 2 Bossonian Guard models with bases of that color in a reinforcement area.
- * 2+ priests - The Overlord chooses a Bossonian Guards tile. Each unit in that group gains up to 2 movement points, which the Overlord must immediately spend.
- * 3+ priests - Unleashed: Once per game, the Overlord places the Thak model (10 life points) in the area indicated by the setup diagram and places the Thak tile at the end of the River.



During setup, the Overlord places 5 numbered tokens facedown on the board to represent priests. The priest with the lowest-numbered token can break the curse.



Special Rules:

- * Interrogation: A hero in an area with a priest can move 1 gem from their Reserve zone to their Fatigue zone to roll . This roll is not affected by hindering. Resolve one of the following effects based on the number of symbols shown on the die:
 - * 0: The priest resists interrogation; no effect.
 - * 1-2: The priest talks; if the priest can break the curse, the curse is broken. The Overlord informs the hero whether or not the curse is broken. Remove the priest's token from the board.
 - * 3: The priest dies before talking; if the priest can break the curse, the curse is broken. The Overlord does not inform the hero whether or not the curse is broken. Remove the priest's token from the board.
- * Thak's Fury: At the start of turn 12, the Overlord resolves the Unleashed event.
- * Reinforcements: After a model is placed in an area with only 1 reinforcement token by reinforcement or an event, remove that token from the board.
- * Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn.
- * 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 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.
- * Leaping From/Climbing a Stairwell: A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls   for falling damage. If the character has Leap, the character rolls  instead. A character can move across a banister from a ground floor area to a stair area by moving 2 gems from their Reserve zone to their Fatigue zone.
- * Chests: During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains: 3 Life Potion, 2 Explosive Orb, 1 Shield.

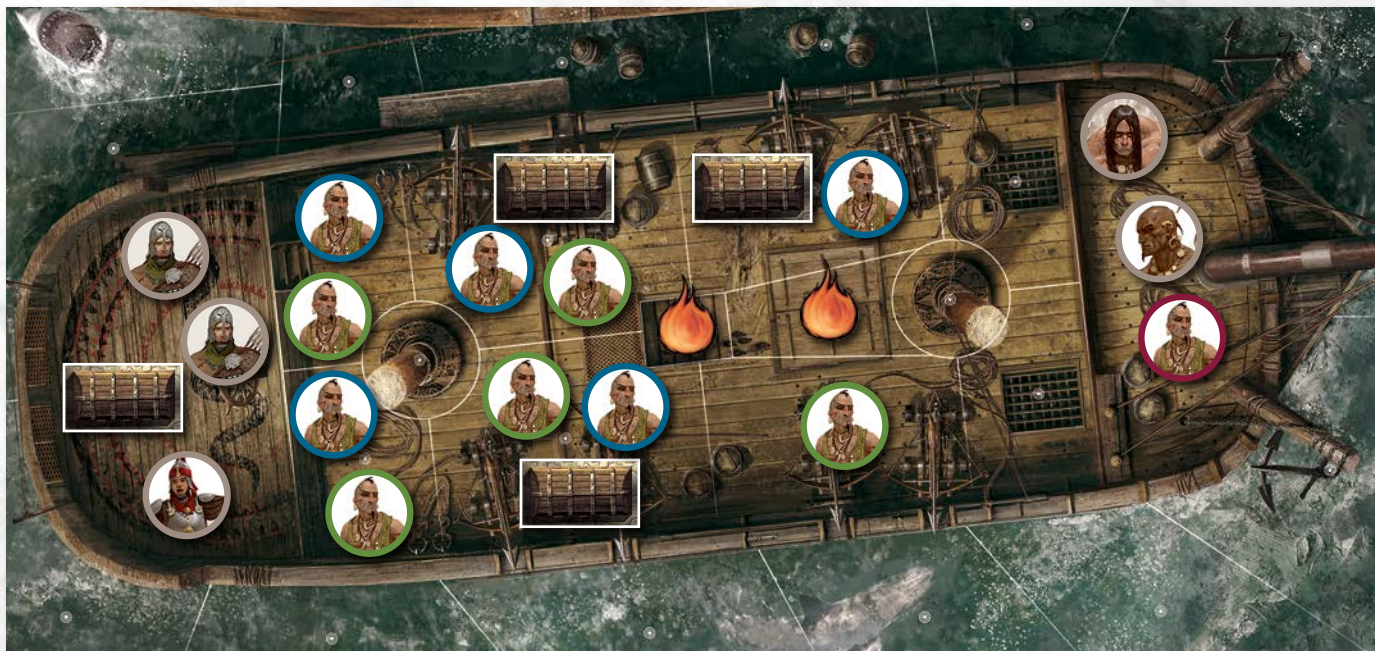
David Bertoldo



Smelling a trap during a meeting with pirates from the Baracha islands, Conan flees Tortage, joining Captain Zaporavo and the crew of the Vandal. Soon, his personality and sailing prowess make him popular with the crew, and his leadership gains him the attention of Sancha, the Zingarian mercenary's favorite.

Zaporavo remains wary of the Cimmerian, who he now sees as a rival. But the time is not right to settle scores as the sails of an Argosian merchant vessel appear on the horizon. The Vandal's crew sets upon its prey, and the merchant ship offers little resistance. With the captured vessel intact, Zaporavo sets sail to the nearest Zingarian port, hoping to profit as much from the ship itself as from its cargo.

Aboard the Argosian ship and flanked by crew members loyal to him, Conan seizes the opportunity and incites a mutiny, hoping to take the ship and strike the Vandal while it is weakened.



Winning the Game



If the turn marker reaches "6," the heroes' ship catches up with the Vandal; start *Infernal Pursuit Part II*.



If all heroes are dead, the Vandal escapes; the Overlord wins the game.

Pursuit: The Overlord does not move the turn marker during the Recover phase. The turn marker represents the heroes' progress in catching the Vandal.

Sailing: Only the ship areas and adjacent sea areas shown in the setup diagram are used for this scenario.




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

Suggestions for 2 heroes:

- * Conan (required) (Battle Axe, Leather Armor)
- * Shevatas (Parrying Dagger, Throwing Knives, Leather Armor)


 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 5 in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.



Reinforcement: 4 reinforcement points .


Rogue Wave: A huge wave rocks the ship; the Overlord rolls . For each symbol shown on the die, the Overlord either moves a hero up to 3 ship areas or removes a mutineering Pirate from the board.

Turncoats: The Overlord rolls . For each symbol shown on the die, the Overlord replaces a mutineering Pirate model on the board with a Pirate model from off the board.



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Special Rules

- * Mutineering Pirates: Pirate models with red bases are mutineering Pirates, and are considered allies. Mutineering Pirates cannot be activated using Leadership. Once per hero turn, the heroes can activate all mutineering pirates. Mutineering pirates move and attack like a unit group.
- * With me! At the start of the heroes' turn, Conan rolls . For each symbol shown on the die, place 1 mutineering Pirate model in Conan's area. There can be no more than 5 mutineering Pirates on the board at a time.
- * Navigation: If a hero is in a mast area or the poop deck area, there are more heroes and allies than units in that area, and no ally has attacked this turn, that hero can perform a simple Manipulation to move the turn marker 1 space toward the "6." If the hero does, allies cannot attack that turn. Each hero can move the turn marker once per turn per mast or poop deck area.
- * 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 Explosive Orb, 1 Crossbow.



This scenario can be played only after *Infernal Pursuit I*.

At the end of *Infernal Pursuit I*, the Overlord places the Zaporavo model (7 life points) and 2 Bossonian Archer models on the board as indicated by the setup diagram and places each Pirate model with a green or blue base that is off the board into a numbered area on the board as indicated by the setup diagram ① ② ③. Turn each green and blue Pirates tile in the River faceup, then place each green and blue Pirates tile that is not in the River at the end of the River. Place the Bossonian Archers and Zaporavo tiles at the end of the River.



Winning the Game




If Zaporavo dies or the turn marker reaches “8,” the Vandal is overwhelmed; the heroes win the game.




If all the heroes are dead, the Vandal survives to sail again; the Overlord wins.

Destruction: The Overlord does not move the turn marker during the Recover phase. The turn marker represents the heroes’ progress in destroying the Vandal.




Reinforcement: 4 reinforcement points .



Jammed Ballista: The Overlord rolls . If the die shows 1 or more symbols, the Overlord chooses an area with a ballista. This ballista cannot be used on the Heroes' next turn.

Special Rules:

- * Leap: If a hero, Zaporavo, or a Captain fails to leap, the character remains in its area. If a minion fails to leap, the minion falls in the water and is eaten by sharks; the minion dies.
- * Ballista Fire: for each area with a ballista turned towards the Vandal that is occupied by a majority from the camp of the Heroes, all of the mutineering pirates present in the area must sacrifice their combat action and the Heroes must spend 1 manipulation gem to trigger a ballista shot. The Heroes' camp rolls (rerolls allowed), each symbol inflicts 1 damage on the Vandal. Each ballista can only fire  once per turn.

Philippe Ville





Laughs and shouts ring out as ale-filled mugs are banged together. Conan and his companions celebrate, spending the remainder of the pay from their time in the army of Ophir's kingdom.

They sit in the Rat's Inn in Corinth. The city-state is ruled by Prince Murilo, whom Conan has helped in the past by eliminating a powerful rival, the red priest Nabonidus. In response to a message from the prince, Conan has arranged an unofficial meeting with Murilo at the inn. Unbeknownst to Conan and the others, the meeting is a trap. Powerful nobles, intent on overthrowing Murilo, drug the drinks and imprison the the Cimmerian and his companions in lower rooms of the inn.

The conspirators are aided by Jenna, a harlot close to Nabonidus who was humiliated by Conan. She goes to free the red priest's creature, Thak, who has been held captive since his previous confrontation with Conan and burns with a desire for vengeance.



Winning the Game



If all heroes have escape the inn, they are free; the heroes win the game.



At the end of turn 10, guards flood into the inn and the heroes are captured once again; the Overlord wins the game.




The game begins with the Heroes' turn. The heroes start in the area indicated by the setup diagram.

Suggestions for 3 heroes:

- * Conan (Sword)
- * Shevatas (Kris, Shield)
- * Hadrathus (Ornamental Lance, Mitra's Healing, Set's Possession, Mental Control)


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



 The Overlord starts with 1 gems in their Reserve zone and 11 in their Fatigue zone, and places the recovery token showing a recovery value of "2" in the Book of Skelos.



Reinforcement: 4 reinforcement points .

Thak's Vengeance: If it is turn 6 or higher, the Overlord rolls , then moves any number of gems from their Reserve zone to their Fatigue zone. The Overlord adds up the number of symbols shown on the dice, then adds or subtracts 1 from the total for each gem moved. The Overlord places the Thak model (6 life points) in the area whose number matches the total, and places one Thak tile third from the left in the River and another sixth from the left, sliding tiles to the right as needed. Thak cannot be affected by the Mind Control spell.







After setup, the Overlord takes each hero's equipment cards, places them in a pile, and assigns each pile to an area by placing a token with the corresponding number facedown on each group of cards. He cannot assign a pile to room 11.



Special Rules

- * Recovering Equipment: A hero can search a numbered area by performing a complex Manipulation with a difficulty of 1. If the hero succeeds and that hero's starting equipment is assigned to the area, the hero takes those equipment cards and discards the facedown token to the game box.
- * Freedom: A hero in an area adjacent to the door to area 11 can perform a complex Manipulation with a difficulty of 5 to pick the lock. If the hero succeeds, remove the door from the board.
- * Hidden in the shadows: At night, the Heroes take advantage of the darkness and the drowsiness of their jailers; if the alarm has not been raised:
 - * Characters cannot perform Ranged attacks.
 - * The Overlord cannot use benefits.
 - * The Overlord can activate only 1 tile during their turn.
 - * When a minion dies, lay the minion's model down in its space instead of removing it from the board. If a hero is in an area with a dead minion and there are no living enemy characters in the area, the hero can perform a simple Manipulation to remove a dead minion's model from the board.
- * Alarm!: The alarm is raised if any of the following occurs:
 - * A character uses Wall Wrecker or an Explosive Orb.
 - * At the beginning of the Overlord's turn, if a unit is in an area with a dead minion or a hero.
 - * At the end of turn 4.

When the alarm is raised, the Overlord removes all dead character's models from the board and places 5 Bossonian Guard models with green bases in the entrance area. The Overlord places the green Bossonian Guards tile on the left in the River, sliding tiles to the right as needed, and replaces the recovery token in the book of Skelos with the recovery token showing a recovery value of "5."

- * Breakout: When a hero opens the last chest on the board, that hero takes a Tools card. A hero in an area with a window can perform a complex Manipulation with a difficulty of 3. If the hero succeeds, the heroes area becomes an exit. A hero in an exit area can spend 1 movement point to escape the inn; that hero removes their figure from the board.
- * Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn.
- * 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 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.
- * Leaping From/Climbing a Stairwell: A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls  for falling damage. If the character has Leap, the character rolls  instead. A character can move across a banister from a ground floor area to a stair area by moving 2 gems from their Reserve zone to their Fatigue zone.
- * Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 2 Explosive Orb.