



The powerful and dangerous sorcerer Pelias has finally met his match. Rumors of a mighty wizard coming from distant lands were true. And Pelias, for the first time in ages, is frightened. Drawn to the tremendous power like an insect by a torchlight, he tracked the mysterious being to an abandoned rotten village in the middle of a boggy forest near the Capital of Aquilonia. There he discovered its ungodly purpose: to summon a horde of demons from outer dimensions that will do his bidding and help him ravage Aquilonia... and beyond. Pelias realized he would not be able to stop this mighty enemy alone, so he went to his former enemy Conan the King for help. He luckily managed to convince him of the reality of the danger threatening their world. Conan assembles his personal guard, his general Pallantides and the scout Balthus. Led by Pelias, they near the ruins of the village half-buried in the muddy swamp. As soon as they arrive, they are confronted with undead warriors that seem to prevent access to the center of the village. From a distance they catch sight of the menacing sorcerer, standing on a rock in front of an impossible sight: some kind of swirling tear in the fabric of space and time seems to hold above the ground in mid-air, while strange-looking tall humanoids are chanting a dark incantation. Suddenly, a strange creature emerges from the tear and lands on the ground with an otherworldly shout full of hate and fury...



## Objectives:



The heroes win by closing the portal before the end of turn 8.



The Overlord wins by maintaining the portal open until the end of turn 8.



The game starts with the heroes' turn at turn 0.



## Heroes setup:

- \* King Conan (Conan's sword, chainmail, shield)
- \* Pallantides (Sword, buckler, Zingarian breastplate)
- \* Balthus (Bossonian bow, short sword, lockpicking tools, leather armor)
- \* Pelias (Black staff, life potion, spells *teleport*, *hand of death*, *Set's halo*, *Bel's caress*)



Slasher only obeys to Balthus. He has 2 life points.



Black Dragons only obey to King Conan and Pallantides. They have 1 life point each.

All the heroes begin with 2 gems in their fatigue area.



## Overlord setup:



The Overlord has 14 gems in total, starts with 4 in fatigue, and recovers 7 per turn.



The primitive hyborian has 10 life points but starts the game with 6. He has an axe and the spells *portal control* (see special rules), *pestilential swarm*, *deceleration* and *kiss of death*.

The Black Ones have 1 life point. All the demons have 5 life points.

During set up the Overlord places the 6 demon tiles in the dice bag. Each time a demon arrives (see special rules), the Overlord draws a tile from the bag. Draw and place a demon during set up.

## Event tile



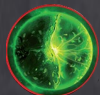
**Raising the undead fury:** The Overlord gains 6 reinforcement points to raise fallen skeletons (see special rules). In addition all skeletons can move with a base move of 3 instead of 2 and attack with a bonus of 1 orange dice with reroll . If the skeletons have not been activated this turn, their tile is placed at the end of the river.

**Demonic rage:** The Overlord can activate for free the 2 cheapest demon tiles in the river. These two activations do not count in the Overlord's activations total.



First demon tile drawn during set up (see special rules).

## Special rules:





- ◇ **The portal** - It is a tear in the fabric of space and time allowing demons from other dimensions to enter this plane of existence. Maintaining it requires large amounts of energy, provided by the primitive hyborian and the Black Ones he has imbued with some of his magical power (this is why he starts with 6 life points instead of 10).

- At setup the maximum and current energy levels are set respectively at 8 and 7 (the first demon that arrived during setup lowered it from 8 to 7). The current level can never rise above the maximum, which can only decrease. Use blue and red gems on the Book of Skelos to track both:

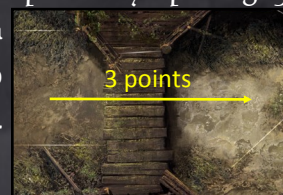


- If the current level falls to 0, the portal dissipates into thin air and the heroes win instantly.
  - As long as the current level is at least 2, additional demons can arrive (see the demons section below), each time lowering the current level by 1, without decreasing the maximum level.
  - When a Black One dies both the current and maximum levels decrease by 1, and the primitive hyborian recovers 1 life point (the vital magical energy he gave the Black One returns to him).
  - When the primitive hyborian dies, both the current and maximum level decrease by 4.
  - The spell *portal control* can be cast to increase or decrease the current level by 1 or 2, by spending a given number of gems (see spell card on next page).
  - One of the 4 Black Ones (to determine at random during set up using the numbers indicated on the map) has a parchment (given by the primitive hyborian to teach them the chant) on him that any hero can read with a complex manipulation of difficulty 2 to lower the current level by 1.
  - If the primitive hyborian uses the spell *kiss of death* less than 3 areas away from the portal, the latter absorbs his vital magical energy, allowing a demon to enter (if the current level has not fallen to 0 and if other conditions for a new demon to arrive are met), without lowering it. In addition the demon tile replaces the primitive hyborian one in the river.
  - The primitive hyborian spell book can be found in one of the chests. A character with the spell caster ability can decipher it with a complex manipulation of difficulty 2, in order to gain the spell *portal control*. The spell cannot be used however before the heroes' next turn.
- ◇ **The Black Ones** - They cannot be brought back as reinforcements.
  - ◇ **Skeletons** - When "killed", the "fallen" skeletons are placed lying down in the area instead of being removed from the board, however they do not hinder or occupy space in the area (move them aside if needed to accommodate new figures). The Overlord can raise a skeleton by spending 1 reinforcement point *via* the event "*Raising the undead fury*". A hero or an ally (except Slasher) can push such a fallen skeleton in his area, down to an adjacent swamp area by spending 1 gem in manipulation (no test required). At the end of each of the Overlord's turns, all skeletons that have been pushed down into the swamps are moved (still lying down) to one of the reinforcement locations (Overlord's choice). Skeletons cannot enter or move between swamp areas on their own.

- ◇ The demons - At the beginning of each turn there is a cumulative chance that a new demon will pass through the portal: after moving the turn counter, the Overlord rolls 1 orange dice  plus 1 additional orange dice  for each previous turn without a demon passing through the portal since the last demon. A new demon arrives on a result of 2 or more. When a demon arrives, lower the current level by 1, add the demon tile to the end of the river and place the demon on the central pillar of rock or in the surrounding swamp area. A new demon cannot arrive if there is no room in the river for the new tile, or if the portal current energy level is not at least 2.



- ◇ Chests and barrels - There are 4 locked chests and 3 sealed barrels. Opening a locked chest is a complex manipulation of difficulty 2, whereas opening a sealed barrel is difficulty 1. The chests contain 1 spell book, 1 scale mail, 1 crossbow and 1 Turanian sword. The barrels contain 2 life potions and 1 explosive orb.
- ◇ Walkways and swamp areas - A character can climb up to a walkway from a swamp area by spending 3 movement points (2 with climbing). Jumping from a walkway down to a swamp area costs 1 movement point (0 with jumping) with no fall damage. Characters in the swamp areas are hip-deep in muddy water, so moving from one swamp area to the next costs 2 movement points, 3 if the areas are separated by a walkway (as shown on the right).



The Overlord figures (including the demons) follow the same rules. Skeletons cannot enter/leave swamp areas.

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#### Additional / alternative material

