

# The Damned Queen

a Conan Adventure for 4 players, by Zach Ruiz

*Following clues discovered at a mercenary camp, Conan and his companions have finally caught up with the dark Sorcerer attempting to provoke war between Koth and Khojora. But the fragments of parchment they recovered hinted at a far darker plan. After a day's hard ride, the heroes arrive at the broken down shell of a castle just before midnight, as the warlock starts his incantations to awaken a long-slumbering demon...*

## Victory Conditions

The heroes win if they have killed at least one of Zaporovo or the Sorcerer and have inspected Akivasha's tomb (see **Inspecting the Tomb**). If Akivasha awakens (see **Rising Up**), she must also be killed.

The Overlord wins if the Heroes either all perish, or do not complete their goals within 8 turns.

The game starts with the Hero's turn.

## Suggested Heroes

- **Conan Mercenary** - Conan's Sword, Axe, Leather Armor
- **Savage Belit** - Pirate Saber, Parrying Dagger
- **Balthus** - Bossonian Bow

All heroes start with 5 gems in their Reserve Zones.

## Overlord Notes

- The Overlord has 12 Gems in total. He starts with 4 in his Reserve Zone and 8 in his Fatigue Zone.
- The Overlord gains 5 gems back each turn.
- Zaporovo starts the game with 6 Life Points, the Sorcerer starts the game with 6 Life Points, the Grey Man Ape starts with 8 Life Points.

## Reinforcement Tile

- When the reinforcement tile is activated, the Overlord gains 4 reinforcement points. Units must be placed in the same area the heroes start.
  - **OR**
- The Overlord may roll 3 Orange Dice, and advance Akivasha's turn track counter towards position 0 by that many spaces. See **Rising Up**.



## Special Rules

**Rising Up:** Akivasha starts the game in her Sarcophagus. Her tile is not placed in the river and she may not be activated until her Life Point Counter reaches space 0 on the Turn Track. Her counter starts at space 7. If the Sorcerer is in the same area as her Sarcophagus, when he is activated he may spend up to 3 gems to roll 1 Orange Die per gem spent. For each success rolled, advance Akivasha's token one space on the Turn Track (towards 0). When activating the Reinforcement Tile, the Overlord may forsake his Reinforcement Points to instead roll 3 Orange Dice and advance the Counter as described above.

When Akivasha's token reaches position 0 on the Turn Track, she **Awakens**. Replace her Sarcophagus with her figure, and replace the Reinforcement Tile with her tile. Move it to place 3 in the River, sliding other tiles over as needed. She has 5 life points.

**Inspecting the Tomb:** A hero in the same area as Akivasha's Sarcophagus may attempt a Complex Manipulation with a Difficulty of 4. If they succeed, they pry open the tomb and she can not **Awaken** during the scenario.

**Freeing the Grey Man Ape:** The Grey Man Ape is kept locked in its room. It may not leave the room until either:

- An Activating Overlord Unit is in the area adjacent to the Door and spends 1 gem to Remove the door.
- The Sorcerer has Line of Sight to the door and spends 1 gem to remove the door.

**Poisoned Blade:** Zaporavo and the Sorcerer have both covered their weapons in a deadly Stygian poison. Any hero who suffers a wound from these figures takes 2 Yellow Dice in damage at the end of each Overlord turn. To stop the damage, the hero must succeed at a Complex Manipulation with a Difficulty of 3 **using their Melee Attack box/die type**. This represents them physically overcoming the poison.

**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 {2 Red Dice} for falling damage. If the character has Leap, the character rolls {1 Red Die} instead.

**Rubble Areas:** The four "Rubble" zones may be entered by any character with Climb, at the cost of 2 additional gems.

**Spells:** Akivasha has the spells **Set's Possession** and **Kiss of Death**. The Sorcerer has the spells **Withering** and **Set's Bite**.