



*Now installed on the throne of Aquilonia, Conan must face numerous intrigues aiming at overthrowing him. Hence when he learns about a series of heinous ritualistic murders, he understands Zogar Zag the shaman has undertaken the process of awakening an Abomination from the outer world. He has no other choice but to entrust this mission to his best general Pallantides and the sorcerer Pelias, who are joined by a slum-knowledgeable Taurus. Along with a small escort, the three men start their journey towards a small abandoned village in the western march of Aquilonia, where the rumors whisper there would remain clues about the ritual performed by the shaman.*

This 3-part campaign is made for 4 players (3 heroes and the Overlord). The three scenarios must be played sequentially. It uses additional kickstarter and add-ons material, including the heroes Pallantides, Pelias, Taurus and the black dragons.

There are no rules for character progression. The following guidelines should be followed however:

- ◇ Heroes keep their equipment from one scenario to the next. They can therefore keep weapons and objects collected during the various parts of the campaign.
- ◇ Heroes heal all their wounds between each scenario.
- ◇ At the beginning of each scenario the heroes have 4 black dragons with them. This means losses amongst them are not recorded from one scenario to the next.
- ◇ A hero who is killed during a scenario is considered to be neutralized only. His equipment is placed in his area, and his figure is removed from the board. The neutralized hero comes back in the next scenario with his starting equipment (see scenario 1). However, if all heroes are killed during a scenario, the campaign is lost for the heroes and the Overlord wins.
- ◇ Pelias and Pallantides can both give command to black dragons as per the allies and command skill rules.

*Difficulty, failure and success in each scenario:* Each scenario of the campaign is meant to be of increasing difficulty. The first scenario is quite easy and the second one is harder. They both allow the heroes to get items that will render the last scenario less challenging. Failure in the first two acts thus do not prevent going forward in the campaign, however the challenge will be much more difficult in the finale. If players are in agreement to do so, they may facilitate the third act by allocating weapons, protections and spells they missed to collect in the first two scenarios.

*Synopsis:* Pallantides, Pelias and Taurus, along with a squad of black dragons, are appointed by King Conan to break the ritual of Zogar Zag to awaken a Ancient One that would devastate Aquilonia. They first investigate an abandoned village (pict village map), then they proceed to seize a necromancer of the Cult (ruined castle map), and finally they move to the Zogar Zag lair to attack the Ancient One avatar (swamp map).

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