



Conan and his comrades -- mercenary captain Olgerd, and Hadrathus, priest of Asura -- stood in the hall of Kulgar, a Cimmerian chieftain, who had summoned them in great urgency. As is typical of a Cimmerian, Kulgar cut straight to the point.

"Conan, I need you to slay a Frost Giant, Yoric, who has been leading Aesir Valkyries on bloody raids, destroying nearby villages. Bring me the head of this Yoric, and this bag of gold is yours," said the one-eyed Kulgar, dropping a large sack on the broad wooden table with a heavy metallic thud.

"A giant?!" Olgerd spat. "Bah! Sounds like a tall task, but we'll cut him down to size for you!" he said, laughing heartily at his own jest.

Conan smirked, eyeing the bag on the table with interest, then asked skeptically, "Why in Crom's name would the Aesir follow one such as that?"

At that moment, a woman wrapped in dark robes and followed by a large, gray wolf entered the hall, though none had heard the great door open. Hadrathus raised his staff and Olgerd gripped his axe, but Conan looked on impassively.

"Zelata will answer you, barbarian," said the witch, as the wolf paced behind her. "Yoric and these raiders bear symbols of the Serpent, and I have found their lair and seen their blood rituals ... it is a cult of Set!"

Hadrathus muttered a quick prayer. "We must destroy it before it spreads," said the priest grimly.

Between the chieftain's gold and his own desire to slay devil worshippers, Conan needed no more convincing. At dawn, Zelata led Conan's band north into the mountains, and on an icy peak, they found the giant. Yoric stood at least twice the height of a man, and he was guarded by his Valkyries and worse, a hideous troll carrying a huge stone hammer. As Conan, Zelata and her wolf approached the lair, Olgerd and Hadrathus circled around to the opposite side. Suddenly the giant bellowed a fiendish, booming laugh that shook the ground, and he welcomed the intruders to their doom.

"Bring yourselves to me!" he thundered. "Yoric will crack your bones, and my brides will drink your blood!"

Conan could see an Aesir priestess of Set standing next to the giant, and her voice carried across the wind. "Come and die, fools!" she hissed. "The Great Serpent shall rule from Stygia to the northernmost regions of this world!"

The giant scooped up one of the many boulders nearby and pointed at Conan, whose blazing blue eyes glared from beneath his horned helmet. Gripping his sword and battle axe, Conan said simply, "Off with his head."

And from behind another nearby peak, a blood-chilling howl began...







## Objectives

If the Heroes succeed in killing the Frost Giant within 8 turns and leaving the board with his head within 10 turns, they win.




If the Overlord succeeds in killing all of the Heroes, or the Heroes fail to leave the board with the Frost Giant's head within 10 turns, the Overlord wins. Otherwise, if the Frost Giant is still alive after Turn 8 has been completed, a blinding blizzard mysteriously hits the mountain and allows the Giant to escape, thus the Overlord wins.




The game start with The Overlord's turn.

- Conan the Mercenary (Conan's Sword, Axe, Leather armor)
- Zelata (Dagger, Life Potion et 3 spell(s) : Stone Skin, Gift of Life, Fleet Runner) (Zelata's Wolf has 5 health points.)
- Olgerd Vladislav (Battle Axe, Chainmail, Javelin)
- Hadratus (Dagger, Mitra's Staff et 3 spell(s) : Mitra's Healing, Mitra's Halo, Lightning Strike) (Hadratus may begin the game with Mitra's Halo already cast.)

 After setup, the Heroes move 4 gem(s) from her Reserve zone to her Fatigue zone.











 The Overlord starts with 3 gems in their Reserve zone and 10 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.




**Test of Time:** No more than 1 Event tile may be played per turn, and the Overlord cannot play an Event tile on the first turn, but each tile activation allows multiple actions as described below. If the Troll is killed, remove its tile and replace it with an Event tile at the end of the River. If the Priestess is killed, do the same.

**Breaking the Chains:** Each time an Event tile is played, the Wolf Demon breaks one of the 3 chains that is holding it to the rock and preventing it from moving. Track this with a token on the number chart. Until its final chain is broken, it is immune from damage, and playing the Wolf Demon's tile only allows it to attack a Hero who is in its space. After the third and final chain breaks, it is free to move and attack as normal, and to cast its spell, when its tile is played.

**Shower of Boulders:** When an Event tile is played the first 3 times, the Frost Giant may throw boulders at the Heroes. This is in addition to **Breaking the Chains** and **Reinforcements**.


The Overlord may choose a space containing at least 1 Hero and roll       which counts as an area attack, affecting all Heroes and Overlord units in the space. The Overlord can spend a maximum of 3 gems to make rerolls of this area attack.

**Reinforcements:** Playing an Event tile gives the Overlord 5 reinforcement points to use now.

Reinforcements enter at either space containing  and may be activated as soon as they are placed, without spending gems or moving their tile.

**Attrition:** After the 3rd time any Event tile is played, remove that Event tile from the River, but not the other one(s). When a remaining Event tile is activated, it provides **Reinforcements** as stated above, plus **Blood Rage**, described below.

**Blood Rage:** When playing an Event tile after the Wolf Demon has been unleashed, arriving reinforcements can use an additional 1 movement point on the turn they arrive.

They also each gain  if they can attack on the turn they arrive.





7 




12 


20 

 Start his health token on 15, and the first time it reaches 0 put it back at 5 (subtracting any additional damage).

 Spells : Change Destiny

 Spells : Ymir's Rage, Magic Block, Set's possession Equipped with Tribal Shield

## Special rules

**Valkyries of Set:** The Serpent Clan Warriors are berserkers, so they each roll an additional  when they attack a Hero or Ally whose space they were not in at the start of their turn. They also each have the Sacrifice ability.

**King of the Mountain:** Until the Wolf Demon is unleashed (after 3 Event tiles have been played) the Frost Giant will not leave the mountain -- he can move in any of the 9 central spaces, but none outside of those. But remember, he has the Reach ability, as does the Troll! Their Reach ability is not restricted by an elevation difference of 3 or less (which is the maximum difference on this map).

**Slippery Slopes:** The green Climb tokens indicate how much EXTRA movement it costs for a Hero to cross borders of different elevations, either ascending or descending. For example, it costs 4 movement points (1 + 3 extra) to move from any ground level space to an adjacent space on the first level of the mountain. It costs 3 movement points (1 + 2 extra) to move from the first level to the next level, and so on.

Conan has the Climb ability, which allows him to reduce the movement penalty by 1.

The Overlord's Minions are familiar with the terrain and only suffer a movement penalty of 1 when crossing any border from one elevation to another. The Frost Giant and Wolf Demon suffer no penalty.

The gray Stone tokens mark borders that are impassable.

**Spells and Sacrifices:** For this scenario, the Serpent Clan Leader (Priestess of Set) and Wolf Demon have the Spellcaster ability, even though their tiles do not show it.



Ymir's Rage affects the spellcaster AND every other unit the Overlord activates on the same turn once the spell is cast.

As noted above, the Serpent Clan Warriors have the Sacrifice ability. Don't forget!

**Heading Home:** When the Frost Giant is killed, place his round token in the space where he died. This represents his severed head. It is an object with an encumbrance of 3.

No, Zelata's wolf cannot pick up the Giant's head and run off the board with it. Sorry.

**Chests:** The 2 Treasure Chests each contain 3 items. The Asset Deck consists of 2 Life Potions, a Stygian Scepter, a Sorcerer's Scepter, a Parrying Dagger, and a Ring, which has mystically bound the Rage of a Berserker.

The Hero who has the ring can add   to 1 attack, and then must discard the Ring. The Hero with the Sorcerer's Scepter subtracts 1 from the cost of any spells that Hero casts, down to a minimum of 1.

Notes:

The spell "Lightning Strike" is actually Lightning Storm.

If you don't have the Fenrir Kickstarter Exclusive model, use the Dark Demon model to represent the Wolf Demon.

Google "youtube conan soundtrack" for the perfect background music for your games of Conan ... CROM!

-- MeanBone, March 20, 2017

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