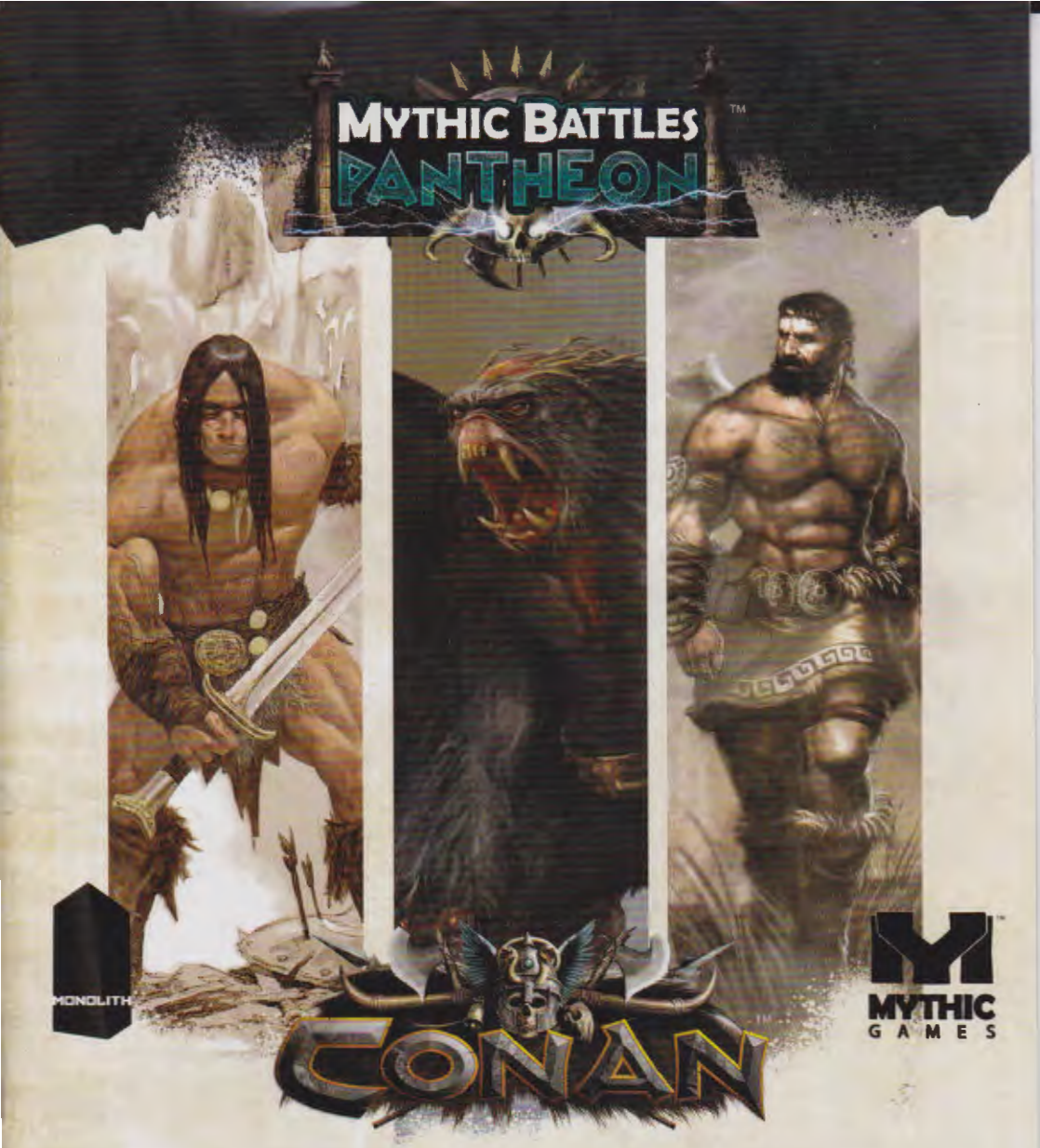


This book contains additional scenarios for both the *Conan™* and *Mythic Battles: Pantheon games™*. They allow players of each game to explore some of the other, whilst staying within the familiar rules system.

Each scenario is laid out in the familiar style for its respective game, so you'll have no trouble in setting up and playing.

3 THE AMAZON'S DRAGON

Conan, eager to establish new and fruitful relations between Aquilonia and the Black Realms, has embarked on a voyage for the coasts of Kush. He left from Khorotas river, which runs along the Aquilonian province of Poitain, with three royal ships. Being their former warlord, the Cimmerian hopes to renew bonds with the formidable Bamulos warrior tribe.

Unfortunately, while caught in a ferocious storm, the three ships sank and the majority of their crew perished. Only Conan, Queen Zenobia, and a handful of sailors managed to regain the mainland by clinging to pieces of wreckage. Having drifted far south, the group of survivors tries to find civilization through a lush and hostile jungle, but they soon find themselves chased by a most ferocious enemy. An enemy whom Conan didn't think existed.

While the sailors are quickly slaughtered by the legendary female warriors, Conan and Zenobia, an intrepid young woman abducted from the seraglio of the King of Nemedia, engage in a desperate escape. Faced with the unexpected resistance of these unusual prey, Medusa, a dreadful priestess of hideous reptilian appearance, resolves to use her darkest magics to summon the Dragon of the Amazons: a titanic ophidian creature endowed with several heads.

Conan and Zenobia, finally cornered, have no choice but to face the Amazons and their frightful dragon.



Winning the Game:

If a hero leaves the map with Medusa's head (encumbrance value of 2), or if all five heads of the Hydra have been removed (the 5 Hydra tiles are inactive) before the 8th turn; the heroes win the game.

If both heroes are dead or petrified; the Overlord wins the game.

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

Suggestions for 2 heroes:

- Conan (Sword, Javelin, Chain Mail, Life Potion)
- Zenobia (Parrying Dagger, Throwing Knives, Leather Armor, Life Potion). Use Atalanta to represent Zenobia.

After set up, each hero moves 4 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 9 gems in their Reserve zone and 2 in their Fatigue zone, and places a recovery token showing a recovery value of "3" in the Book of Skelos. The Overlord chooses the order of the Hydra tiles in the river.



Reinforcement: 4 reinforcement points.

Hydra's regeneration: one of the Hydra's heads regenerates (matching tile reactivates).

Medusa's gaze: (2 tokens from Mythic Battles: Pantheon): One hero in Medusa's area is "petrified" (this event is only usable once per Overlord's turn).

On their turn, a petrified hero can only perform an inactive recovery. Only their passive defence is effective and usable. A petrified hero loses their petrified status as soon as they receive damage points. A hero can strike another petrified hero.



5

Special Rules:

* **Chests:** During setup, the Overlord places 2 chests on the board as indicated by the setup diagram. The asset deck contains: the Xuthal crown, and a Shield. Xuthal crown (equivalent of mythological invisibility helmet): cancels every damage point its wearer may receive. Shield (mirror polished shield, equivalent of Perseus' shield): cancels Medusa's Petrification power for its wearer (it still provides its defensive bonus).
* **Forests and Rocks:** These areas block line of sight.
* **Climbing Rocks:** Rocks can be climbed at the additional cost of 1 movement point if the hero or unit has the climbing ability. Any character or unit that is on a Rock gets a bonus of a free when performing range attacks against a unit on a lower level.
* **Pick a Head:** A hero attacking the Hydra must declare which head they are striking before rolling the dice.



4 CONAN'S NIGHTMARE

The healer was staring pensively at Conan's inert body. His pallid colour would have made the Cimmerian pass for dead, had it not been for the tortured expression of his face and the random movement of his eyes under his lids. A new fit began, and Conan was suddenly seized by convulsions; His eyes opened, twitching. Incomprehensible words came out of his mouth in many guttural voices, as if spat by a horde of demons. As he began to thrash about Conan's companions rushed to hold him down, to keep him from wounding himself in his madness.

The fit lasted many minutes. Once a degree of calm returned, one of Conan's men spoke up. "Healer! Your herbs are only choking us all! Conan has been lying here for over two days and his condition is only getting worse! You're of no use to us!"

"Patience, my friends," the herbalist answered placidly. "If the state of your friend was due to the edge of a blade or a poison of some sort, there would be no worry to be had, and my knowledge would be sufficient to quickly get him out of trouble. But, unfortunately for him, the ill here is quite different. The curse of a priest of Mitra is not to be taken lightly. At this very moment Conan is facing the cruellest of enemies: he struggles against his own madness. This battle rages in his mind, a place none of us can reach. I've done all I can to relieve him, but only he can find the key that will bring him back to this world. You never should have desecrated thot Corinthian temple..."



Intentions:

The main idea behind this scenario is to represent Conan's battle against his own phobias and neuroses, a battle which takes places inside his head. The heroes represent various aspects of his personality, the monsters represent his neuroses. The difficulty for the heroes is to lock up the monsters in the cages without killing them.

Winning the Game:

If the heroes can lock up all the monsters (who represent Conan's phobias or neuroses) in the cages without killing them, and eliminate Ares before he reaches Conan; the heroes win the game.

If all the heroes are dead, or Ares reaches Conan (representing his major neurosis destroying his psyche); the Overlord wins the game.

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

Suggestions for 3 heroes:

- Heracles (Tribal Mace, Leather Armor),
- Leonidas (Ornamental Spear, Buckler),
- Achilles (Dagger, Parrying Dagger),

After set up, each hero moves 2 gems from their Reserve zone to their Fatigue zone.

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

Reinforcement: 4 reinforcement points . When recalling troops, the Overlord can choose to divide them as they choose over the reinforcement deployment zones indicated in the setup diagram.

One more step towards madness: If they have space in the river, the Overlord can bring into play a new troop tile in last position, either the Infernal Hounds (four hounds) or the Centaurs (two centaurs). The Overlord can only add one tile for each unit type.



10 5 4 6 6

Special Rules (part 1):

* Cannot be Entered: The red areas in the setup diagram cannot be entered by the Overlord's four monsters. Ares can enter them as normal.

* Conan: In this scenario, Conan is represented by a miniature that no player controls. He is simply an objective for the players.

Special Rules (part 2):

* **Chests:** During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. There are two asset decks. When a chest is opened, take one item from each deck.
    * The first asset deck contains: 2 Empty Chests, 1 Xuthal's Crown, 1 Tools.
    * The second asset deck contains: 1 Leather Armor, 1 Bossonian Bow, 1 Battle Ax, 2 Life Potions.

  The Overlord's units can destroy chests by causing them 3 damage in one hit. The contents of the chest are then destroyed; the players do not get to draw cards from either asset deck.

* **Personality issues:** When a monster is killed instead of being locked up in a cage, or when a monster destroys a chest, a part of Conan's personality is lost, and the anxiety level increases. The heroes then all suffer a psychic state as a penalty. Draw a random token from a set numbered 1 to 6 .
    * 1 - Agnosia: Unable to use a weapon or shield to parry; the only defences that can be used are dodges and passive defence.
    * 2 - Aphasia: Players are now forbidden to talk with each other until the end of the game.
    * 3 - Asthenia: Loss of 3 strength points with a lowering of the loss of skill levels of an equal number of points.
    * 4 - Ataxia: Loss of an exertion limit point in Close Combat.
    * 5 - Confusion: Loss of the ability to re-roll dice during attack rolls (and only then).
    * 6 - Dyskinesia: Loss of a free movement point.

  A hero wearing Xuthal's Crown is immune to the madness afflicting the other heroes.

* **Ares:** Ares' tile is frozen at the beginning of the river for a fixed gem cost of 4. After Ares' activation, his tile therefore remains in its place in the river. To represent this, place Ares' tile in the first position in the river, and place an activation marker of a colour other than red of value 4 in his space in the Book of Skelos.
  Ares begins with 9 points of passive defence. He loses 2 passive defence points for each monster killed or locked up in a cage. Line of sight rules are modified for Ares: he's only hidden by the boulders and the cages - his size means that he can be seen over the chain. On his activation, Ares can only move his two movement points. The Overlord is not allowed to spend gems to grant him extra movement.

* **Locking Up a Monster in a Cage:** This requires a double close combat attack roll and a difficulty 2 manipulation in a single turn. A locked-up monster is considered to be destroyed. Its tile is flipped over and remains dead, forcing the Overlord to "dredge the river".
  There is no limit to the number of monsters that can be locked up in a given cage.
  Two heroes on the same space can cooperate to perform this action.

* **Strength Duel:** Instead of attacking to inflict damage, the heroes can choose to enter a strength duel with a monster. The winner of that duel will push the loser one space in the direction of their choice, taking into account the terrain limitations.
  The strength duel is resolved the same way an ordinary combat is - the attack score is compared to the opponent's defence score. The Overlord can choose to spend extra gems to defend their monster.
  The choice to enter a strength duel to push the enemy back must be declared before rolling the dice.
  This action is not considered to be an attack, and thus doesn't allow for a counter-attack.
  The sacrifice skill allows its user to take the place of the targeted unit during a strength duel.
  Two heroes on a same space can cooperate to perform this action and add the result of their dice.

* **Tartarus terrain – Boulders:** The boulders block any line of sight crossing them. A character or a unit must have the Climbing skill and spend 2 extra movement points to enter boulders spaces, whether to climb up or to climb down. A hero leaping from the top of a boulder suffers a die attack if they do not have the jumping skill, and if they have the skill. A hero with the climbing skill does not suffer an attack when they come down from a boulder.
  The following overlook rules are applied to any character or unit which is positioned on the boulders spaces: any unit attacking at range from an overlooking space benefits from a bonus .

* **Tartarus terrain – Giant Chains:** The Giant Chains block lines of sight. The Giant Chains require the Climbing skill to be moved through without penalty. A unit which doesn't have the Climbing skill can spend 2 extra movement points to move through them. However, a unit without the climbing skill must stop all movement after having moved through them.



* **Tartarus terrain – Cages:** The cages (orange on the map) block line of sight.
The Overlord's monsters cannot enter the cages or leave them, unless they go through its opening. They cannot move through them. Small units can slip through the bars of the cages with no movement penalty if they have the "Feline Grace" skill. If they do not have that skill, a penalty of one movement point will be applied to them when they enter or leave a cage other than via its opening.

* **Tartarus terrain – Hecatoncheires:** All you can see of the Hecatoncheires are their giant hands (blue on the map). A character or a unit that wishes to cross one of the two spaces in which the giant hands appear suffers a movement penalty equal to the result of a roll. The Feline Suppleness skill is applied to that hindered movement. Characters or units that have the Uncatchable skill are not affected by this movement penalty.
If a character or unit cannot, or does not want to, pay this penalty, it remains stuck in the space. You can mark a stuck figure by placing a gem on its base.
At the beginning of their turn, units trapped by the Hecatoncheires suffer a attack rolled by their opponent. It's possible to defend against being crushed, but the unit cannot parry this attack with a weapon.
To escape from a giant hand space in which it is stuck, a unit or character must spend 2 extra movement points. It then loses its gem.



4 FOR MURILO!

Since he arrived in Corinthia, Conan had moved from hiring to hiring: bodyguard, master of arms, burglar. All mundane tasks without much interest, but which brought him enough gold to subsist. Finally, one of his employers had come to see in him something other than a barbarian with useful muscles. Something in the Cimmerian's eyes, that sort of savage intelligence, that instinct of survival elevated to the rank of art, had finally convinced him that his value exceeded the position of a simple soldier in his private militia.

The injustice of the Corinthian government, the brutality of its methods, were not of the kind to move the warrior of the North. But Odysseus, the man who had hired him, seemed to think that the Corinthians would live better with new leaders, and that was enough for him. But, due to Odysseus' position in the aristocracy, a frontal maneuver against the current government was not feasible.

This Odysseus guy reminded Conan one of his former companions of fortune, Murilo, a nobleman with whom he had shared a night of terror and combat, one of those memories that forged a solid camaraderie. It was the fierce will to kill his opponent at all costs that Conan found in Odysseus, and it was not to displease him!

Odysseus, Conan and a few others had undertaken to destabilize the kingdom by committing acts of sabotage, encouraging rebellious slaves and workers, corrupting officials in order to undermine the authority of the Corinthian leaders who had responded by doubling the guard patrols, multiplying the acts of repression, and instituting a curfew.

Now was the time to finalize their clandestine revolt. Odysseus, Conan, and Shevatas, a master-thief recruited for the operation, went anonymously to an inn to buy from one of their contacts some documents that might compromise the head of government. To avoid any suspicion, they came without weapons and armor. But they knew a smuggler would also be present from whom they can acquire the equipment necessary for their survival.



Winning the game

The heroes have infiltrated into Corinthia under the cover of merchants. Their objective is to obtain by means of finances (10 gold coins) some compromising information (contained in a grimoire). This comes from a maidservant of the castle in order to support the rebellion against the Tyrant. Then, they need to escape, which means leaving the map through the street area.

Capture, throw in prison, or kill all the vile Aquilonian thieves who come to dethrone the good Corinthians. Most importantly, do not let the compromising information leak out.

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

Suggestion for 3 heroes:

- Conan (core box),
- Shevatos (core box),
- Odysseus, without ally (Corinthia crossover)

After setup, each hero moves 2 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 2 gems in their Reserve zone and 10 gems in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Reinforcement: 4 reinforcement points.

Invert: Allows you to invert 2 tiles of your choice on the river.

Villagers' movement: Roll (they cannot be rerolled). Use each dice to move a different villager of the Overlord's choice up to the number of successes rolled on that dice. When a villager moves into a hero's area, check the appropriate entry on the following list (man, woman or child) to see what happens:

Before the alert is triggered

- Drunken man: He triggers a bar fight, and fights with his bare hands. All the men present on the area the villager moves into attack the heroes (per villager). A hero can only defend by dodging (use of parry or passive defense will trigger the alert). A hero can retaliate by spending a gem in combat and fighting with bare hands (the use of weapons will trigger the alert). If they win, the hero eliminates and robs the civilian (the KOed villager's mini is removed from the game). Heroes do not fight with women and children.
- Voluble woman: She monopolizes the heroes, who must spend 1 gem (move 1 gem from the Reserve zone to the Fatigue zone of each hero on the same area as the woman) to get rid of her. The woman remains on the board.
- Pilfering child: He steals 1 gold coin from the heroes per area he crossed. He does not have to finish his movement on the hero's area, he simply has to be on the hero's area at some point during his movement. The child can steal from one hero on each area that he was in, from the start to the end of his movement. The Overlord choses which hero is stolen from if there are several potential victims.

After the alert is triggered

- Panic Movement: The Overlord rolls and (they cannot be rerolled) and moves 6 villagers of his choice (1 die per villager). These villagers no longer have any specific actions, but now simply contribute to the hindering of the heroes.



4

Special Rules

* **Gold management:** the numbered tokens of the base box are used as gold coins. Each hero has their own money, but they can give it to or exchange it with another hero for free if they are on the same area (no gem cost). The players each start with 2 gold coins. Conan and his friends will have to steal money from the villagers if they want to bribe the traitorous maidservant..

  At the beginning of the scenario, men and women villagers have colored bases to indicate that they carry 1 gold coin each. A robbed villager loses their base and can no longer be robbed. Children villagers start with no colored base and get one as soon as they steal a coin from the heroes. Then they can be robbed. They lose their colored base again as soon as they are robbed.

* **Equipment Management:** Heroes start the scenario without equipment. But before the game starts, they can purchase some from the smuggler pirate in their area. Here's the selection of available equipment (throwing knives are free): 2 Leather Armors, 1 Buckler, 1 Sword, 1 Kris, 1 Conan's Sword, 1 Ornemental Spear, 1 Parrying Dagger, 1 Battle Axe, 1 Bossonian Bow, 1 Javelin, 1 Dagger.

  The price of any equipment is equal to its weight. During the scenario, a hero can sell objects to a smuggler pirate when they are on the same area.

  At the end of the initial buying phase, the remaining equipment cards are shuffled with the following cards (2 empty chests cards, 2 Life Potions, 2 Explosive Orbs, a Crossbow, a Chain mail, 2 Xuthal Crowns that do not add any bonus but can be sold, and 1 tool). These cards now form the asset deck. Crom is generous in this scenario and allows you to draw 2 cards of equipment per chest you open.

* **Robbing a villager:** The heroes must succeed in a complex Manipulation roll (difficulty 2) and gain 1 gold coin if they succeed. Any blank result in this roll will trigger the alert. You can reroll any dice at the usual cost of 1 gem.

* **Threatening a villager:** You can threaten a villager with your weapon by spending a gem in attack. You then gain 1 gold coin, but you automatically trigger the alert!
  Note : Once the alert is triggered, you can still threaten and rob villagers, but you don't have to worry about hiding!

* **Line of sight:** You can't rob anyone if any of the guards can see you (if they have line of sight). However, any accomplice hero or civilian (any figure but the heroes and the soldiers) other than the thief and his target can block a line of sight. Therefore, if two civilians are present on an area which is watched by a guard, the hero uses the second civilian to conceal his misdeed. A civilian or an accomplice present in the guards' area or on an area in line of sight has the same effect. If a robbery attempt is in the line of sight of several guard areas, heroes must use an accomplice or neutral civilian to simultaneously block each open line of sight before they can carry out their robbery.
  Note : Heracles, the bar tender, watches his customers like a guard.

* **Beers:** They are available for free (0 gold coins) from an adjacent area. You need to spend one gem in Manipulation to pick it up. Beer is free to use. It may be discarded to block line of sight during a robbery (diverting a guard's attention).

* **"Bar Rule":** As long as the alert has not been triggered, any hero who goes behind the bar must pay for the privilege - one gold coin per customer in the bar room (stone floor). Which means, for the starting configuration, 4 coins for the villagers plus one for Achilles (5 gold coins, the tavern man and the heroes do not count). This money ends up in the Inn's box (represented by a chest), near the bar and the chimney, under the supervision of Heracles, the bartender. The box already contains 5 gold coins when the game starts!

* **A Round of Drinks:** Before the alert is triggered, the Overlord can activate Heracles the bartender to offer a round of drinks to everybody in one area. All the heroes in this area roll and the Overlord moves them as far as their result. If the heroes end up in an area where villagers or Guards are present, the villagers' actions or Guard's search are triggered.

* **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 with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.

* **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 with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.

* **Step up on the Bar/on a Table:** A character with or without Leap or Climb may move onto the bar areas or a table area by spending 1 extra movement point. These areas provide an Elevation bonus of . A character in the bar's area or in a table's area, with or without Reach, may attack a character in an adjacent area with a Melee Attack. These areas do not block line of sight. A character may exit these areas with no movement penalty.

* **Stool/Chair/Bench:** A character in a chair/stool/bench token's area may pick it up for free when performing a Melee Attack. The chair/stool/bench token is immediately returned to the box and that character benefits from the chair/stool/bench's attack bonus of (in addition to any weapon's Melee Attack bonus).

* **Retrieving the grimoire:** retrieving the compromising information from the maidservant is an action that ends the heroes' turn. This information is included in the grimoire (weight 2) that has to be taken off the board.

* **Basement window of the inn:** this exit to the street is locked and requires a complex Manipulation action of difficulty 5 to be unlocked (3 if the player is equipped with the tool card). This action triggers the alert.

* **Alert!** The alert is triggered if one of the following conditions is met:
    * Caught in the act! At the end of a robbing action, any dice showing a blank side triggers the alert. You may use rerolls as normal to avoid this.
    * Noisy! A hero breaks a wall, opens a chest in front of a guard, forces the window of the reserve, fights a soldier or civilian other than with his bare hands.
    * Armed! A hero is discovered possessing a weapon during a search. An Overlord troop finishing their movement on a hero's area can freely search him. This requires 2 successes on a color dice depending on the weight of the heaviest equipment of the hero searched (weight 1 = , weight 2 = , weight 3 = , weight 4+ = rerolled). You may only reroll if the searched hero carries an equipment of 4+ weight.

If the alert is triggered, all heroes are unmasked and the Overlord can attack them at will. Reinforcements arrive at the beginning of the first Overlord turn after the alert is triggered. The Overlord adds the following new tiles at the end of the river. Leonidas and his Spartans arrive by the street at the tavern's entrance; Achilles gets up from his stool at the bar (he was inactive until then):



The rumor of the infiltration of Conan and his friends quickly spreads across the city. If the alert is not triggered at the beginning of the Overlord's fourth turn, the reinforcements arrive to monitor the tavern (add the tiles at the end of the river in the order presented above). Leonidas and his Spartans know the identity of the spies and trigger the alert as soon as they spot a hero. Fighting cannot take place until the alert is triggered.

* **Hindering:** Before the alert, heroes and troops circulate freely without any hindering. The villagers do not contribute either. The tavern is calm and everyone circulates without constraint.

Once the alert is given, hindering applies as defined in the game rules. The villagers count as troops of the Overlord and contribute to hindering.

4 QUEEN OF THE BLACK COAST

In the center of the town, a pyramid of marble stood over a plaza, crowned by a slim column. At the top of it was sitting or crouching something that Conan first took to be a statue, until his trained eyes detected life in that form.
– It's a great bird, said one of the warriors who was standing in front.
– It's a monstrous bat, stated another.
– It's a monkey, intervened Bêlit.
At that very moment the creature took flight and disappeared in the jungle with great wing beats.
– A winged monkey, said old N'Yaga with worry. We would've been better off slicing our own throats than to have come here. This place is haunted.
Bêlit mocked his superstitious fears and ordered the crew get ready for mooring.

The Queen of the Black Coast - Robert E. Howard



Winning the Game:

If the heroes kill 20 hyenas or the flying monkey; the heroes win the game.

If the Overlord destroys all 5 barrels and kills Bêlit; the Overlord wins the game.

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

Suggestions for 3 heroes:

- Conan (Conan's Sword, Javelin)
- Bêlit (Sword and Throwing Knives)
- N'Yaga (Parrying Dagger, Javelin, Life Potion. Mithra's Healing Spell). Use one of Bêlit's guards with a green base as N'Yaga, to differentiate him from the guards.

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- N'Gora (as an alternative to N'Yaga) (Tribal Club, Javelin, and Tribal Shield)

After set up, Conan, N'Yaga or N'Gora move 3 gems from their Reserve zone to their Fatigue zone. Bêlit keeps all her gems in her Reserve zone.

The Overlord starts with 8 gems in their Reserve zone and 3 in their Fatigue zone, and places a recovery token showing a recovery value of "5" in the Book of Skelos.



Turn a hero (once per game): temporarily take control of a hero to perform a free movement plus a one gem attack action. Can also be used with Bêlit's guards (no other action is possible with the hero being controlled).

Earthquake: Make a column fall - zone attack (friends and foes): which cannot be re-rolled. The column is discarded from the game.

Lotus Vapor: Choose a hero. Put a token in their available energy zone. On the hero's next turn the maximum capacity of all of their action spaces is reduced by 2 (example: a Close Combat maximum of 5 drops to 3). At the end of the hero's turn, move the token into their fatigue zone: on the hero's next turn, the maximum capacity of all of their action spaces is reduced by 1 (example: a Close Combat maximum of 5 drops to 4). Next turn: the token is discarded. Maximum of 1 token per hero.



4 9

Règles spéciales (partie 1) :

* **Columns:** The marble columns block line of sight while they are still standing.
* Units with the Wall Wrecker skill can make columns fall for 2 extra movement points in order to either:
  * Create a bridge over the Black River (this column then is not a zone, but a link between the 2 zones on each side of the river). The green arrows indicate the directions in which players can make a column fall
  * Make a column fall on all figures in a zone: 1 red die that cannot be rerolled. The column is discarded from the game.

Règles spéciales (partie 2) :

* **Abrupt Walls:** only characters with the flight skill have access to these zones.
* **The waters of the Black River:** dark waters which foretell nothing good. Any model which ventures in will lose its soul and its life. The snake is aquatic and immune to the river's toxins, and can move through it freely.
* **Chests:** During setup, the Overlord places chests on the board as indicated by the setup diagram. There are two asset decks. When a chest is opened, take one item from each deck.
  * The first asset deck contains: 2 Empty Chests, 1 Life Potion, 1 Explosive Orb, and the Stygian Artifact.
  * The second asset deck contains: 1 War Axe, 1 Bossonian Bow, 1 Buckler, 1 Tribal Shield, 1 Leather Armor, 1 Explosive Orb, and the equipment for N'Gora or N'Yaga, depending on whichever one wasn't chosen.
* **Stygian Collar:** cancels the Horror skill of the Flying Monkey (works for all heroes present in the space in which the collar is located).
* **Hyena counter:** Place the hyena counter on the zero of the score track at the beginning of the game. For each dead beast, the counter increases by 1. At the beginning of the Overlord's turn, the dead hyenas must come back in play on one of their deployment points (at a cost of 0 gems, and this does not count as an activation for the Overlord). The dead hyena counter can never go above 15. If at the beginning of the Overlord's turn, that counter is at 15, make the last 5 hyenas appear. Automatic reinforcement of hyenas now ends. The game ends with a victory for the heroes if these 5 animals die.
* **Destroy a barrel:** Action reserved for the flying monkey. Destroying a barrel (requires 4 successes on an attack roll) makes the turn marker move forward one unit. The sacrifice and bodyguard skills can be used to protect the barrels.
* **Leaping over the Black River:** the character performing the jump must both:
  * have the Leap skill and spend as many Movement points (free or paid) as the number of zones they will cross;
  * roll which must be equal or greater than the jump's difficulty index (2);

  In case of failure, the movement points are lost and the character remains on the original side of the river. Any jumping directions other than the ones indicated on the map with green arrows are impossible.
* **Boards:** Forms bridges over the Black River (does not exist in a zone, but links the 2 zones on either side of the river).
* **Climb up/down boulders:** Climbing up on the boulder requires the climbing skill and costs 2 gems. Climbing down from it is free. Being on the boulder grants an overlook bonus to ranged attacks and close combat attacks (+1).
* **Embark/Disembark from the ship:** the ship is not considered to have a height and there are no extra costs to embark or disembark.

