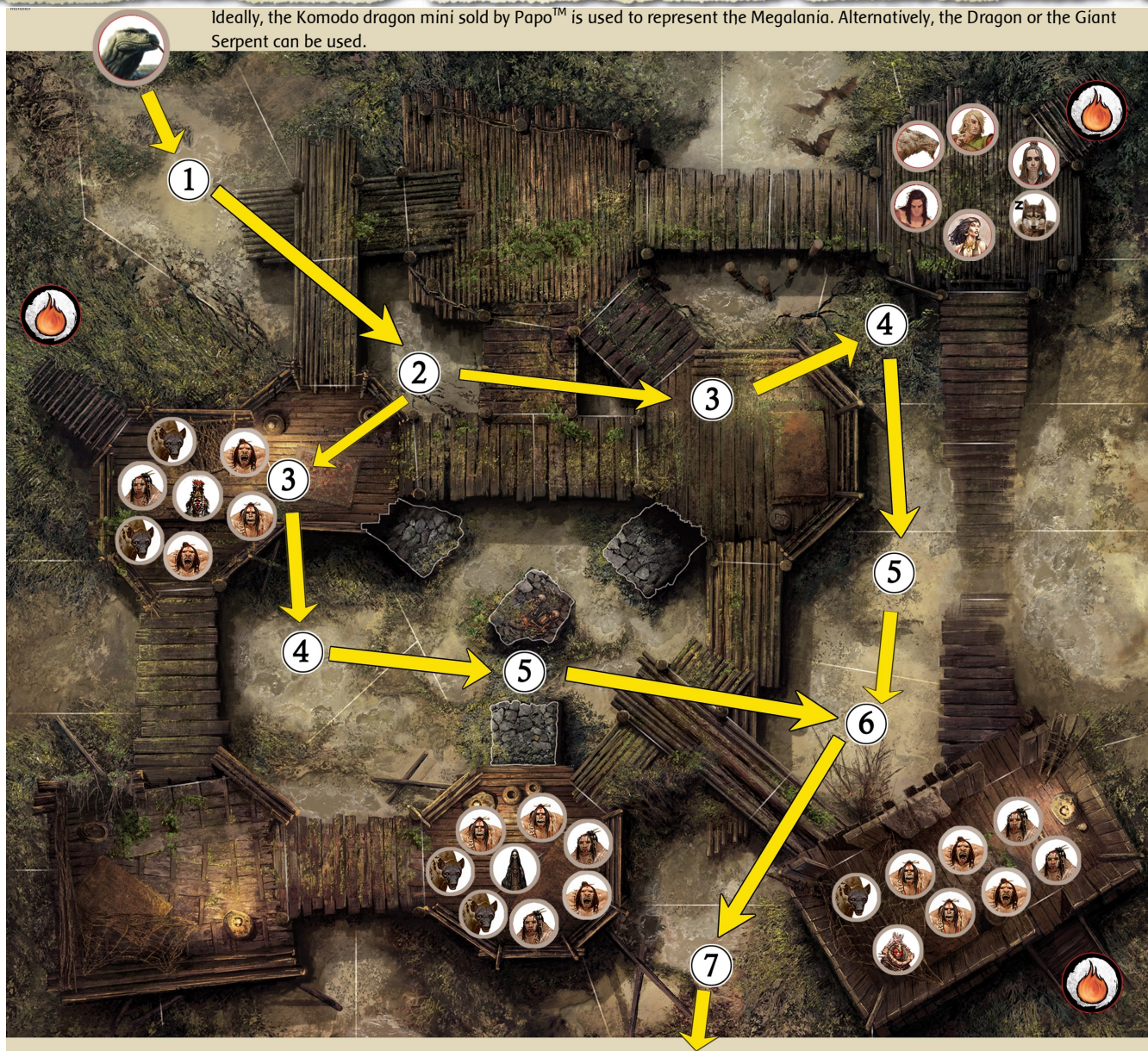




Conan and his friends have been commissioned by the King's alchemist to bring him the heart of a Megalania, a nearly extinct giant reptilian creature that dwells in the muddy swamps of a forest far from the Capital. It is the last missing ingredient to an old formula that could grant an extended life to the King, and he has promised the group led by Conan a preposterous sum of gold if they can deliver the precious and rare organ. After several days in the swamps fighting mosquitos, Conan and his friends have finally tracked down the beast and managed to lure it to the ruins of an abandoned village in which its movements will be hindered, so they hope they will be able to bring it down. Unfortunately, unbeknownst to them, the Megalania is worshipped by a tribe of picts recently passed under the control of a Kushite sorcerer and his warriors. Discovering that strangers are tracking their serpent god to kill it, they move in numbers to protect it....

Ideally, the Komodo dragon mini sold by Papo™ is used to represent the Megalania. Alternatively, the Dragon or the Giant Serpent can be used.



Objectives:



The Heroes win if they kill the Megalania and escape with its heart before the end of turn 8.



The Overlord wins if the Megalania escapes (at the very beginning of turn 8).

It is a draw if the Megalania is killed but the Overlord prevents the Heroes to flee with the heart before turn 8.



The game starts with the Overlord's turn (turn 0). We suggest the following Heroes:

- Conan the wanderer (axe, life potion)
 - Savage Belit short sword, parrying dagger, life potion)
 - Balthus (Bossonian bow, leather armor, Slasher). Slasher only obeys to Balthus. He has 2 life points.
 - Zelata (Black staff with 2 red gems usable only for spells, Zelata's wolf and the spells Mitra's halo, Mitra's healing, Drying earth, Archer of Acheron). Mitra's halo is not activated. Zelata's wolf only obeys to Zelata. He has 1 life point.
- All Heroes begin with 2 gems in Fatigue.



The Overlord starts with 5 gems in Reserve and 9 in Fatigue. He recovers 7 gems per turn.



Directing the beast: the Overlord activates Shubba for free and chooses the Megalania's path. Only before turn 3.

Heal the beast: the Overlord activates Shubba for free. With a line of sight on the Megalania he can heal it by 1 point for each gem transferred from his tile to the Overlord's Fatigue (see special rules "bleed for my god").

Picts' fury: the Overlord activates two pict tiles for free. Each pict gains 1 additional move and adds 🎲 to his attack. Can be played only if the two tiles have not been activated already this turn.

Reinforcements: the Overlord gets 6 reinforcement points.



Shubba has a sacrificial dagger and the spells Ymir's rage, Ishtar's sight, Barrier of the winds and Stone skin. Shafiah has a sword and a buckler. Afari has a Turanian sword.

Special rules:

- ♦ **Megalania:** the Overlord does not control it. It has 18 life points and can be neither blocked nor hindered. It moves 1 area at the beginning of each turn (except turn 0) following the arrows. The numbers provide its position at the corresponding turn. At the beginning of turn 3, it chooses a path. If the Overlord has used the event « directing the beast » it takes the path chosen by the Overlord. If not, the Overlord rolls 🎲: 0, it takes the top path, 1-2 the bottom one. It is removed from the board during turn 3. Between the Overlord's and the Heroes turns, it attacks up to 3 targets, starting with a Hero (chosen by the Overlord) and alternating with an Overlord's unit (chosen by the Heroes), not attacking the same target twice. Its bite is venomous. A Hero or leader suffering at least 1 wound becomes poisoned. Starting at the next turn, a Hero's exertion limit for all actions is reduced by 1 and he suffers 1 wound each turn he is in aggressive stance. A leader loses 1 life point and 1 move at each activation.
- ♦ **Riding the beast:** a Hero can attack the Megalania by jumping on it from a walkway: he adds twice his weapon die. If he inflicts less than 2 wounds, he falls and is trampled, suffering 🎲 without defense. If he inflicts at least 2 wounds, he is considered riding the beast. When the Megalania moves, the Hero moves with it if he spends 1 gem, and he keeps adding twice his weapon die for each attack. He cannot be attacked by the Megalania but can be attacked by the Overlord's units. If 1) he declares a cautious stance, 2) cannot/does not want to spend a gem or 3) is riding the beast at turn 3, he falls down automatically in the area left by the Megalania. A maximum of two heroes can ride the beast simultaneously. Slasher and Zelata's wolf cannot do it.
- ♦ **Getting the heart:** a Hero can extract the heart from the Megalania's body with a simple manipulation if he has a blade, and with a complex one (difficulty 3) if not. The heart has a weight of 4.
- ♦ **Bleed for my god:** replacing Shubba's attack, the Overlord can sacrifice a pict in his area and transfer 1 gem from his Reserve to Shubba's tile, which can contain a maximum of 3 gems. See the event « healing the beast » to use these gems.
- ♦ **Walkways, swamps:** walkways are situated higher than the swamp areas and provide the elevation bonus to the targets below. They do not block line of sight between swamp areas. The swamp is hip-deep muddy water: evasive, feline grace and untouchable cannot be used there. Moving from the swamp up to a walkway costs 2 additional moves (1 with climbing). Moving from swamp to swamp costs 1 additional point (2 if going under a walkway). Jumping down from a walkway to the swamp inflicts no fall damage. Slasher, Zelata's wolf and hyenas can do so but cannot get back up and must reach the areas on the extreme left and right of the board to get back up.

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