



Conan, eager to establish new and fruitful relations between Aquilonia and the Black Realms, has set out for the coasts of Kush. This journey takes his three royal ships down the Khorotas river, which runs through the Aquilonian province of Poitain. Being their former warlord, the Cimmerian hopes to renew his bonds with the formidable Bamula's warrior tribe.

Unfortunately, Conan and his followers are caught in a ferocious storm and all three ships are lost with most of their crew. Only Conan, Queen Zenobia and a handful of sailors survive by clinging to pieces of wreckage. Having drifted far to the south, the tiny group of survivors makes land, and struggles through the jungle in an effort to find some signs of civilization. But they are soon pursued by a most ferocious enemy - an enemy that Conan thought were merely the stuff of fable...

The sailors are quickly cut down by the legendary female warriors, but Conan and Zenobia make a desperate escape, hacking through their opponents. Faced with the unexpected resistance of these unusual victims, the Amazon's reptilian, priestess Medusa, uses her darkest magic to summon the Dragon of the Amazons: a colossal creature endowed with many heads.

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



Winning the Game:



The heroes win if they leave the map with Medusa's head or if Hydra's five heads have been cut off (the 5 Hydra's tiles are inactive) before the end of the 8th turn.



The Overlord immediately wins the game when both heroes are dead or petrified.



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

Suggestions for 2 heroes:

- Conan (Sword, Javelin, Chainmail, Health Potion),
- Zenobia (Paring Dagger, Throwing Blades, Leather Armour, Health Potion),




After setup, each hero move 4 gems from their Reserve Zone to their Fatigue Zone.



The Overlord starts with 9 gems in their Reserve Zone and 2 gems in their Fatigue Zone, and places the recovery token showing «3» in the Book of Skelos.



Respawn: 4 points 

Hydra's regeneration: 1 of Hydra's heads regenerates. Matching tile reactivates.



Petrifying Glaze: One hero on Medusa's zone is petrified (this event is only usable once per Overlord's turn). Use 2 petrification Tokens from Mythic Battles: Pantheon to mark the petrified status.



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During setup, the Overlord chooses Hydra tiles order in the river.

Special rules:

- * **Forest zones** block lines of sight.
- * **Rocks zones** block lines of sight. Rocks can be climbed at a cost of 1 additional movement point if the hero or unit has the climbing ability. A hero or unit on a Rock zone gets an additional yellow dice for ranged attacks.
- * **Attacking hydra:** A hero that attacks Hydra must declare which head he strikes before rolling the dice.
- * **Petrified status:** During his turn, a petrified hero can only perform an inactive recovery. Only his passive defence is effective and usable. A petrified hero loses his petrified status as soon as he receives damage points. A hero can strike another petrified hero.
- * **Medusa :** When Medusa dies, place her life point marker in the zone in which she died. The marker represents her head, and counts as an object with an encumbrance value of 2.
- * **Chest :** During setup, the Overlord places 2 chests on the board as indicated by the setup diagram. The asset deck contains: Xuthal Crown, Round Shield.
- * **Xuthal crown (equivalent of mythological invisibility helmet):** Cancels every damage point his wearer may receive.
- * **Shield (mirror polished shield, equivalent of Perseus' shield):** Cancels Medusa's Gaze power for its wearer (and still provides its defensive bonus).