

MOUNTAIN PASS

There's DEATH in them thar hills!!

Ghislain Simard

1 RULES

- The only way to enter the Mountain Pass it's to lose a turn at the Forest or the Craggs (i.e. to roll a 2 or 3 at one of these spaces).
- If you enter by the Forest, the trail ends at the Craggs. With your die roll, if you land on the Craggs space, you gain a Strength and you don't need to reroll the die at this place.
- If you enter by the Craggs, you leave the Mountain Pass by the Forest. With your die roll, if you land on the Forest space, you gain a Craft and you don't need to reroll the die at this place.
- There's no turning back once you enter this treacherous country.
- All Characters can be affected by any Cards drawn from the Main Board, including the Crown of Command.
- All Objects and Magic Objects adding an extra move to your die roll for movement, are useless in the Mountain pass (Ex.: Horse, Horse and Cart, Walking Stick, etc...) but they keep there other abilities as usual.

2 GEMSTONES

Gemstones are equivalent of Magic Objects but they doesn't count for encumbrance. They are kept face up so that other players can see them.

Once you used the ability of a Gemstone, you must discard it, except those put under Magic Objects to activate his property. If you lose this Magic Object, the Gemstone stays with it. Once you put one of those under any Magic Objects, you can't retrieve it for further use.

The thief may steals them and other Characters may take one in your possession instead of a Life, if you lose a fight.

3 PLACES

VALLEY OF LOST HONORS You must change your alignment at this space. Neutral Characters must choose between Good or Evil.

WOOD BRIDGE You may choose to discard the Poltergeist when you encounter this space.

4 CARDS

ARMOUR MAN As soon as you lose this Followers against any circumstances, you must discard all the Gemstones you owned, except those places under Magic Objects.

PSIONIC BEHOLDER This Stranger leaves you only if you meet the Enchanteress. To do so, roll a die at the Enchanteress place, play the result and only after that, you may discard the Psionic Beholder.

5 Alternate Ending

BLOODSTONE ALTERNATE ENDING

The Crown of Command has been replaced by an evil stone with a desperate thirst for BLOOD!!

With the power of the stone, you may divide your Strength (including those from Magic Objects) by three, round it down and add the total to your Craft.

You win the game if you kill 5 Enemy Spirits that are face up from any board in play.

Use the Bloodstone as a Teleport Spell to encounter these Spirits.

For any comments or queries regarding the The Mountain Pass expansion, please contact Ghislain via e-mail