

The girl's soul was to be sacrificed to the beast lord of the Picts. Only Conan's swift actions with his friends saved her even as the mighty snake's coils as the foul lord's beast itself tried to crush Conan and transfix her soul from her mind. But still, after the rescue and back home, her lithe body twisted and spasmed under the thin silken covers of her bed. She was burning up inside and had not returned to consciousness.

Mitra's priests were there to aid the governor's daughter and promised salvation was at hand. It was coming in the form of a mighty Sceptre, in a caravan from the far south. For two bags of gold, a group of heroes rode south to speed up the delivery of the curative item. They came upon the remnants of the caravan three days later. A single surviving caravan guard nearly dead by madness confirmed that the Sceptre had indeed been hidden in the caravan, secreted in to three crates. But then they came, the horrid and unspeakable monsters from the swamp. With wide red-rimmed eyes the dying guard pointed to the western jungle trees. The spoor was easy to follow...



## Objectives



The heroes must find the three pieces of the sceptre and at least one of them has to flee the village in the swamp, from the point they entered, with all three pieces for them to win the game.



At the end of round 14, the swamp's foul energy will be boosted by the moonlight and the undead will be overwhelming. If all the sceptre's pieces have not left the village the Overlord has won.





The game start with The heroes' turn.

#### Suggestions for 3 Heroes :

- All heroes are available as choices. See below for more detail
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#### Suggestions for 4 Heroes :

- All heroes are available as choices. See below for more detail



After setup, the Heroes move 4 (3 heroes) -7 (4 heroes) gem(s) from her Reserve zone to her Fatigue zone.



### 3 Heroes



The Overlord starts with 14 gems in their Reserve zone and 6 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.

### 4 Heroes



The Overlord starts with 14 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.



**Rounds and turns** : a round is finished when the heroes finish their turn.

This means that the players get 15 turns (turns 0 is for free) and the Overlord gets 14 turns

**Teams** : for the following two team suggestions, any heroes can be used, and thematically, only one version per hero character (Don't use a Conan and Amra the lion (also Conan) for instance). Also, let's face it, sorcerers don't work well together, they don't trust each other - So only one caster allowed in the teams. The equipment listed below are to be shared amongst all heroes in the teams as decided mutually amongst themselves.

**Team of 3** : start with 4 gems in the fatigue zone (it's been a hard slog through the jungle)


Starting equipment (to be shared by all heroes):

- \* Shield
- \* Chain Mail
- \* Mitra's Staff
- \* Buckler
- \* Throwing dagger or Ornamental Spear
- \* Knife
- \* Battle Axe
- \* Parrying Dagger
- \* Spells: Energy Drain, Hand of Death, Mitra's Halo, Kiss of Death

**Team of 4** : start with 7 gems in the fatigue zone (it's been a hard slog through the jungle and the pict war-band did not help)

Starting equipment (to be shared by all heroes):

- \* Shield
- \* Tribal Shield
- \* Leather Armour
- \* Mitra's Staff
- \* Buckler
- \* Sword
- \* Short Sword
- \* Knife
- \* Battle Axe
- \* Parrying Dagger
- \* Bossonian Bow
- \* Spells: Energy Drain, Hand of Death, Mitra's Halo, Kiss of Death

**Reinforcements** : roll  For Each Hero still alive. The number will indicate the number of reinforcement points that can be allocated and only if there is room on the tiles (Maximum of 5 per tile), any further reinforcements are lost. In the case of a roll of double blanks, place the Swamp Demon tile, once only per game, at the end of the River.

The Overload may spend gems to re-roll these dice.

From the 8th turn onwards, if activating the reinforcements tile, the Overlord can choose to generate a double-blanks roll, and place the demon tile in the River.

This can only be done once.



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Spells : Teleportation, Set's Bite, Pestilence Swarm, Yajur's Awakening



Spells : Dagon's Attack

## Special rules


**The story so far** : Skuthus and Thog have set up an uneasy alliance. With Skuthus summoning undead to balance the power of the tentacled monsters in the swamp under the sway of the horrid mass that is Thog. Skuthus has set up a gate to draw in the energies to raise the dead, slowly building an army.

Thog's plans cross eons and dimensions and are hard to put into human terms. The tentacles that move under its command erupt from the swampy water and come from deep underground, a source not seen on this earth in two thousand years. He has gained the ability to summon a Swamp Demon for times of dire need.

However, as soon as they are beset by intruders, they work together to defend their homes.

The heroes arrive late afternoon and the sun is setting. They cannot afford to wait till morning to save the Princess, but night will boost the evil forces permeating in the swamps.





**Terrain** : This map has two levels: The upper level, including the boardwalks with the four boulders in the town square and the swamp level. The upper level is normal terrain. Any swamp areas are difficult terrain in and costs 1 extra movement point to exit.



**Tentacles** : By expending  when activated, or through Thog's use of Dagon's Attack spell the tentacles can move from one water area to an adjacent one. They can also go under the boardwalks to a water area on the other side as a single move. They can't move under huts.

Any tentacles that constrict a hero from a neighbouring area drags that hero in to the area of that tentacle (no falling damage applied in this case - see below). Once a hero is constricted the tentacle can only attack that hero.

Unless tentacles have constricted a hero, heroes can attack tentacles from a neighbouring area as if the heroes have the reach skill since the tentacles lean in to all their neighbouring areas to attack.

**Climbing and Leaping** : You need climbing skill to climb from the swamp to the boardwalk level (cost = 4, 2 movement points to climb, 2 to exit the swamp area), unless there is a ramp or stairway.

A character can pull up an ally from the swamp to the upper level of an adjacent upper area, unless that ally is "blocked". This minor manipulation costs .

To leap down from the upper areas in to the swap or from boulder to boulder has a difficulty of 2. If the character leaps and fails or does not-have the leap skill the character takes  damage (cannot be blocked or dodged, but armour applies).

Thog and the Demon can move, climb and jump anywhere without rolls and penalties to movement.

**Chests** : There are six chests with random treasures. Three of the chests have a piece of the mighty Sceptre of Mitra to be returned at haste to the stricken princess:

- \* The Sceptre staff (Sorcerers Sceptre)
- \* The insert of Essence (Censer)
- \* The base Pommel (Sacred Treasure)

Each of those three sceptre pieces leak a Life-Potion-like essence that can be "absorbed" when required by the hero that carries it. All three species can be absorbed only once per day at any time and does not destroy the items (hand out a life-potion with each of the sceptre pieces).

The other 3 items in the chests are: Explosive Orb; Javelin; Scale Mail

~ Lone Pathfinder 2016 (R)

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