# 4 A DRAGON ON THE MARCHES

*The rumor was true. The Pict warriors of the Eagle Clan have succeeded in capturing a dragon; one of the terrible primitive creatures that still haunt the immense and ancient forests that border the western coast of the Thurian continent.*

*Though taming such a monster is unthinkable, even for the Picts, Conan is not unaware that some shamans are also priests of Jhebbal Sag, the Lord of the Beasts. This cult dates back to a time when men and beasts spoke the same language and has been long-forgotten by most. Today only the strongest and smartest animals still remember it.*

*That is why Conan and a handful of seasoned fighters have made their way to the edge of the village of the Eagle Clan to put an end to the threat that this monster poses to the Bossonian Marches. Those who remember Jhebbal Sag are bound together and can be controlled by one who knows the language of the animals.*

*With such a weapon in their hands the Picts will not resist the urge to use it against their powerful neighbors in Aquilonia for long. It is a risk that Conan, commander of the Marches, is not ready to take. He knows the Pict ways well and he also knows that it is impossible to surprise them with a vast contingent; the Cimmerian has chosen to form a small squadron of elite who are reckless enough to face the wild beast and the painted warriors on their own territory.*



## Winning the Game:

If the heroes kill the Dragon before the end of turn 7; the heroes win the game.

If the Overlord prevents the Dragon from being killed before the end of turn 7; the Overlord wins the game.

The game starts with the heroes' turn.

Suggestions for 3 heroes:

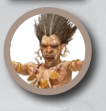
- Conan Warlord (Battle Axe and Leather Armor).
- Savage Bêlit (Pirate Saber and Parrying Dagger).
- Pelias (Black Staff, Sacrificial Dagger, Teleportation, Withering, and Eel Skin).

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.

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



**Reinforcement:** 4 reinforcement points .



Zogar Sag has Set's Bite and Magical Dizziness.




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## Special Rules:

**Dragon :** The area between the 4 legs of the dragon is considered as its base with regard to occupied areas. The dragon is counted as one model when calculating hindering. During its capture the Dragon has been poisoned; during setup, the Overlord places a second Dragon tile next to the Book of Skelos with 3 tokens on it to represent this. The Dragon loses to its Melee Attack value per token on this Dragon tile. There can be a maximum of 3 tokens on the Dragon tile. A token is placed on the spaces 2, 4 and 6 of the turn track. When the turn track token is placed on the token, one of the tokens placed on the set aside Dragon tile is removed if possible.

**Javelin:** The Javelins have been specially made to wound the Dragon. If a hero performs a ranged attack against the Dragon with a Javelin, the Dragon's armor value is ignored. After the attack is performed, the Javelin card is removed from the game, even if the attack has not been successful in wounding the Dragon.

**Pictish Fetish:** When the Pictish Fetish is burnt, pheromones are released into the air that have the ability to confuse Dragons. A hero with the Pictish Fetish in the same area as the Dragon can burn the Pictish Fetish by performing a simple Manipulation and confuse the Dragon. When the Dragon is confused, the Overlord immediately places the Dragon tile at the end of the River. The Pictish Fetish is then removed from the game.

**Elixir:** The Elixir has been used by the Picts to poison the Dragon in order to weaken it during its capture. A hero carrying the Elixir can apply the Elixir on one of their weapons with a simple Manipulation. If a hero applies the Elixir on a weapon, the Elixir card is placed under the weapon card and the weapon is considered as being poisoned. If a hero inflicts at least one wound on the Dragon when using a poisoned weapon a token is placed by the Overlord on the Dragon tile that has been set aside during setup. The Elixir card is then removed from the game; the weapon is no longer considered as being poisoned. If the Dragon has not been wounded during the attack then nothing happens and the Elixir card remains with the weapon. There cannot be more than 3 tokens on this Dragon tile.

**Hut Flaps:** A character must spend 1 extra movement point to move across a border into or out of a hut. The hut flaps at the entrance of each hut block line of sight.

**Climbing:** A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.

**Wooden Huts:** A character with Wall Wrecker can use it to move across the wall of one of the wooden huts.

**Chests:** During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains 2 Javelins, 1 Pictish Fetish, and 1 Elixir.



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