

# Scenario

# Fragments of Power

By Frank Emanuel



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*"The third piece must be here somewhere!"*

-- Ember, the Monk.

Bradenmarr has assembled the finest and fastest warriors to retrieve the *Tokens of Power* -- with this force he vows to assemble the *Amulet of Power* and defeat all his foes, including his archenemy Voth! Centuries ago, the three *Amulets of Power* were broken into pieces and scattered throughout the dungeons of Meldore. All attempts to regain the fragments ended in failure. But now, you are convinced that your warband will succeed where so many have failed.

Unfortunately for Bradenmarr, his archenemy Voth also has plans for the Amulet. Whoever gains the first *Amulet of Power* will be able to control all the others. The wearer of the Amulet will know no equal and will rule the land!

## Setup

This scenario is played as a normal 200-point skirmish, including map selection, but with a few additional rules. Points are not accumulated. Instead, each player attempts to capture three unique pieces of the *Amulet of Power* and return them to the warband's start area(s). The first player to bring all three pieces to their start area wins the game.

## Eliminated Creatures

Eliminated creatures are removed from the map but not removed from play. Instead, they are placed back in their start area on their next activation. Wandering Monsters are placed in a randomly-chosen victory area, and Scouts are placed in any victory area of the owning player's choice. Other than re-spawning on their next activation, the standard rules for re-spawning a creature apply. Re-spawned creatures appear as fresh copies of the original creature with all their listed hit points, spells, and special abilities. Multiple creatures can be re-spawned in the same round -- each re-spawn uses up an activation. The re-spawned creature can take no other action, not even swift actions, on the turn when it re-spawns.

The only exception to this re-spawning occurs when an eliminated creature would become part of the opposing warband. If an eliminated creature is affected by Enslavement or the Lich Necromancer's commander effect (for example), that creature is dealt with according to the normal rules and does not re-spawn. If the eliminated creature was carrying a piece of the Amulet, the piece is lost and returns to play normally.

## Fragments of the Amulet

The fragments of the Amulet appear near the center of a randomly determined victory area (use the same procedure as for placing a wandering monster). Counters are included here to represent fragments, or you can use counters that came with your starter set. Before starting the game, choose three counters for each of the three fragments. Place these counters face down and shuffle them thoroughly.

No fragments are placed on the map initially. At the end of every round, randomly select both a token and a victory area to put it in. Place the token on the map face down so that the type of fragment is unknown. Always place the token in an unoccupied square within the designated victory area, as close to the center as possible. If no unoccupied squares are available, then place the token just outside the designated Victory Area. If more than one square is a legal placement point, the player who won initiative that turn chooses.

A creature can search for a fragment when it occupies a square containing a fragment marker. Searching for a fragment replaces a creature's attacks -- picking up a found fragment is a swift action. Only a creature that found a fragment can pick it up.

Picking up the fragment reveals its type. Place the fragment face up on the carrying creature's stat card. Once the fragment has been picked up, it cannot be passed to another creature, but remains in the possession of the creature that picked it up until that creature is eliminated or victory has been achieved. If the creature is eliminated (including routing off the map), place the token at the bottom of the pile of tokens to be randomly placed on the map.

## Winning

To win, one of each of type of fragment must be retrieved and carried to your start area. As soon as either player has three creatures, each carrying a unique piece of the Amulet, on any of their starting areas, they are declared the winner.

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## About the Author

Frank Emanuel is an avid gamer from the Great White North. He has been playing *D&D* and other RPGs since the early 80s and strategy games from long before that. When he is not rolling dice, Frank finds time to be a father, husband, student, and minister.

