

AMAZONS & REPTILES FROM THE SWAMPS

The swamps of Jargono are populated by many unusual and dangerous creatures. Which is the most dangerous is open for debate, but the giant reptiles and the mysterious human tribe of Azzi amazons are among the most feared.

DANGEROUS REPTILES

For whatever reason, prehistoric animals similar to those on ancient Earth continue to exist within the swamps of Jargono. Several species of so called dinosaurs or giant reptiles can be found. Some fly, some slither, some hunt, and some merely lurk. They are of varying sizes, but all are indeed terrible when encountered. The millennia have made them a cunning mix of pure aggression, brutal strength, and sharp teeth and claws.



There are also many tribes of humans living among these dangers that have been tempered and grown to be equally dangerous. None are more feared than the tribe of Azzi Amazons.

THE AZZI TRIBE

The Azzi tribe is composed exclusively of women. Nobody knows when or where they came from. All the stories and legends just say that like the sun and the moon, the Azzi have always been. Their villages are secretive and unknown to outsiders, built high in the foliage of the tallest trees of Jargono. They have managed to yoke many of the swamp's monsters to their will, using them as mounts, for hunting, and for war. Some of them have developed powers of control over dead creatures. Some can mix the lesser marsh vermin with the elements of the swamp itself to fashion gruesome magical constructs. Others use giant maggots, grown in the living bodies of prisoners as projectiles. These terrible weapons cause unknown diseases that seem to provoke mutations.

Even their simple weapons cannot be discounted. Although primitive in design, they are effective and well made—a danger to all on the receiving end.

Periodically, the Azzi organize a manhunt to capture the best warriors from the other human tribes living in Jargono. Taking exclusively male prisoners, they are used as breeding stock for few days before being sacrificed or used for other purposes.

Since the opening of gates and an influx of new and different men, the Azzi have become very interested in capturing males from Earth. The new fighting spirit and technology brought to the swamps by the heroes has definitely attracted their attention.



ENCOUNTERING AZZIS

When an Exploration Token or Card reveals an Attack or an Ambush Attack while in Jargono, the first thing to do is to draw a Card from the Threat Deck.

The composition of the Azzi Enemies is listed on the card and players must roll dice to determine the type Azzi encountered. When there is an Ambush Attack, only Azzi Fencers, Beameh, Macatl, Nenetzin, Occepa & Yolcameh will attack the Heroes. The other Azzi Amazons are replaced as usual or if you use the House Rules tile placement modification, into one of the next unexplored new tiles.



THE MINIS

Gwangi (also known as **Allosaurus**), **Giant Crocodile**, **King Cobra** are toys from Schleich.

http://www.schleich-s.com/en/US/toys/asia_snakes/

Giant Python can be a Giant Snake from Wrath of Ashardalon for instance but in play I use the Giant Snake from RAFM.

Jargoraptors and **Pterodactyls** are from two model kits of Tamyia :

Parasaurolophus diorama set and **Velociraptors** "pack of six".
<http://www.tamiyausa.com/items/plastic-model-series-20/1-35-scale-dinosaur-diorama-15000/velociraptors-diorama-set-60105>

Azzi Fencers (Chicomeh #1 & #2), **Azzi Guards**, **Azzi Hunters** (Matqueh #1 & #2), **Beameh**, **Macatl**, **Nenetzin**, **Ocepa**, **Pehua**, **Totol**, **Yolcameh** are Amazons from Freebooter's Fate. **Cosphelia** is from the Cult faction of Freebooter's Fate.

<http://www.freebooterminiatures.de/en/catalog/freebooters-fate/amazons>

The Sling Maiden and **Maggot Bearer**, the **Worm Pile**, are from Hell Dorado.

Grizzel is from the Studio McVey.

<http://studiomcvey.highwire.com/product/smm25-grizzle>

Kelisha is from the game Eden.

<http://www.eden-the-game.com/?lang=EN>

Tritops is the "Triceratops with Amazon rider" from Dark Sword Miniatures "Visions in Fantasy". I replaced the Amazon rider by another (Pehua from Freebooter's Fate).

<http://www.darkswordminiatures.com/shop/index.php/miniaturs/visions-in-fantasy/triceratops-with-amazon-rider-resin-and-metal.html>



NEW MARKERS



These enemies use new markers.

Entangle Markers: Every turn in which a Hero as one or more Entangle Markers on them at the start of their activation, they must roll a D6 for each marker they currently have. On the roll of 1 or 2, the hero cannot perform any movement or action this turn. On the roll of 3, 4 or 5, there is no effect for that marker. On the roll of 6, the marker is discarded.

Daze Markers: Every turn in which a Hero has one or more Daze Markers on them at the start of their activation, they must roll a D6 for each marker they currently have. On the roll of 1 or 2, the hero can only perform a movement or an action this turn, not both. On the roll of 3, 4 or 5, there is no effect for that marker. On the roll of 6, the marker is discarded.

Maggot Markers: Every turn in which a Hero as one or more Maggot Markers on them at the start of their activation, they must roll a D6 for each Maggot marker they currently have. On the roll of 1 or 2, the hero takes 1 Corruption Point. On the roll of 3, 4 or 5, there is no effect for that marker. On the roll of 6, the marker is discarded. A Hero can spend one complete Activation (he does not move and makes no action this turn) to remove D3 Maggot Markers.

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