

CHAINMAIL[®]

• MINIATURES GAME •



The Ghostwind Campaign



The Ghostwind Campaign

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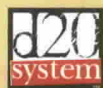


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Chapter 1: The Quest for **BONEBREAK**

The annals of the Godwar overflow with accounts of heroism and sacrifice—and of backstabbing and betrayal. With thousands of souls combing the forgotten byways of the Sundered Empire for the panoply of Stratis, such stories are legion. Some of them are even true. This book focuses on but one story from the annals, but it is one of importance. This is a tale of six warlords on a quest to recover Stratis's very first weapon, the greatclub *Bonebreak*.

Bonebreak has been lost since the decide of Stratis. Its status as the first weapon of the God of War has given it an importance beyond its abilities. (See the "Story of *Bonebreak*" sidebar for the history of this weapon.) Just as Stratis began his rise with *Bonebreak* in his hands, some feel, so too will they. Others want to tap into the savagery Stratis showed in his first battle. All see the winning of *Bonebreak* as a first step on the path to godhood.

SEARING LIGHT

The unlikely instigator of the quest was an ogre named Grimbak the Defiler. Grimbak was a mercenary who plied his trade with great success during the first four years of the Godwar. He operated out of the Free States, selling his axe to the highest bidder. Over the years, Grimbak fought for nearly every faction and somehow survived every battle. His luck finally ran out in a battle against Thalos. An aasimar cleric burned Grimbak with the *searing light* of her faith, felling the ogre and nearly destroying him.

Grimbak lay unconscious for several days. His mind, small though it was, burned with fevered dreams. He saw images of Stratis, scenes of warfare and death, and a recurring vision of a bloodstained club. Even once he was hale again, Grimbak could not get the images out of his mind. He laid his axe aside and began to wander the Free States, babbling about what he had seen. Few paid him heed, though due to his imposing presence none gainsaid him either.

Grimbak would have remained in obscurity if not for the half-elven bard Melle. She ran across the ogre on the road and grew fascinated with his maniacal theatrics. Melle followed Grimbak and recorded his rantings. From time to time she penned choice bits of the ogre's visions and nailed them up at wayfarers' inns

What is a Chainmail Campaign?

The *Ghostwind Campaign* book introduces a new way to enjoy the **Chainmail**® miniatures game. In regular games and tournament play, the various battles you fight have little relation to one another, and the outcome of one skirmish never affects the next. In a campaign, you fight a series of linked skirmishes that tell a story—in this case the recovery of the greatclub *Bonebreak*. Furthermore, you take on a role of a particular warlord (see Chapter 2: Warlords) who can gain levels, win potent magic items, and recruit new troops as the campaign continues. Of course, each skirmish puts your warlord at equal risk of losing levels and magic items in the crucible of battle. Such are the risks of war!



WARLORDS SEEK TO EMULATE STRATIS.

and other public places. Copied over and carried on the roads of the Sundered Empire, the peculiar sayings of Grimbak became known from Thalos to Ravilla in just a few months.

Most folk dismissed Grimbak's visions out of hand. Who would speak through the mouth of a deluded ogre, after all? The most powerful captains and warband commanders ignored Melle's parchments, but a few paid them heed. Young, aggressive, and hungry leaders from every faction seized upon the ogre's words and looked for deeper meaning. There were clues to be had, they reasoned, even if only one word in twenty was true. By the spring of the year 1010, interpreting Melle's parchments became something of a cottage industry. Sages and soothsayers pored over the documents (for a price) and gave learned opinions on their meaning. There was near unanimity in identifying the club as *Bonebreak*. There agreement ended.

Six warlords made the vital connection, by their own wits, luck, or hired help. They focused on a locale that loomed large in Grimbak's visions. Only one place matched every obscure detail. Only it had the requisite ties to Stratis and his cult. That place was the Ghostwind Plateau.

THE GHOSTWIND PLATEAU

The Ghostwind Plateau was formerly located in Ravilla. After the first few years of the Godwar, it was overtaken by an uneasy no-man's-land, with Ahmut's Legion and Thalos on one side and Drazen's Horde and Ravilla on the other. The area was only a short march from Mordengard as well, so it had been the scene of several major battles of the war. Every army had stayed away from the Ghostwind Plateau, however, and with good reason.

During the foundation of the Empire of Ravilla, elven armies commanded by the famed warlord Trigoriant swept across Western Oerik, driving the human tribes before them. Most of the tribes headed west under the leadership of Almira, head of the Strongbow tribe, and together they founded the nation of Thalos. The Broadaxe tribe, however, chose to tread their own path. Like the rest they fled their ancestral homelands, but they stopped on reaching the Ghostwind Plateau, choosing to make a stand there. They hoped that the elven armies would break on the rocks of Ghostwind, forcing Trigoriant to seek easier prey elsewhere.

The Broadaxe tribe had eight months to solidify their position, and they made the most of it. They destroyed all but one pathway leading to the top, built a series of defensive works, and expanded the tunnels beneath their fortifications. Their last line of defense was a strong tower in the center of the plateau. The Broadaxe venerated Stratis above all other gods, so they dedicated this edifice to the God of War. In his name, they would fight the elven legions.

Soon enough the elves arrived. Contemptuous of the human defenses, they launched a frontal attack on the plateau and were shocked when the Broadaxe defenders bloodily repulsed them. The elves had not met resistance like this in a very long time. Shortly thereafter Trigoriant himself arrived on the scene and took over command. He would not underestimate the humans again. His forces spread out and surrounded the place. The Siege of Ghostwind Plateau had begun.

The siege lasted for fourteen months and tied up vital elven resources, a debt owed the Broadaxe that is not often acknowledged. Almira and the other tribes might never have



The Story of *BONEBREAK*

When Stratis was but a godling, he chafed at his mother's protectiveness. She kept her son safe in her fortress on Ysgard, the plane of heroes. "The mortals need your shield, not I," he asserted, but Stern Alia did not heed him. By day Stratis studied the ways of war on Ysgard's many battlefields, learning from the greatest heroes of the past. In Alia's fortress, however, no weapons were allowed. "There is no war within these walls," she decreed.

Stratis, like all sons, longed to succeed on his own. When his mother was away attending the high priests of Thalos, Stratis made his way to one of her planar portals and stepped through. He found himself in a land of heat and fire. Ribbons of earth floated on pools of magma and the ground beneath his feet oozed acrid smoke. In the distance Stratis could see the World Ash, so he knew he was somewhere on Ysgard still. With godly power, he strode over lava and bounded over geysers, making his way to the planespanning tree.

The appearance of this impetuous godling had not gone unnoticed. Savage fire giants spied him from afar and set up an ambush near the World Ash. In the blink of an eye, Stratis was surrounded by a dozen of the brutes, each one encased in glowing hot armor and wielding a mighty two-handed blade. "Your blood is ours, little god," they taunted. "You don't even have a weapon to defend yourself."

Stratis said nothing. Before they could close with him, he leaped over their heads and bounded to the World Ash. He could have climbed the tree and escaped to another plane of existence. He could have, but he did not. Instead, he grabbed a branch and tore it free. He then charged the fire giants, wielding his club with deadly skill, smashing bones and skulls in a bloodthirsty rage. In the end, Stratis stood alone with twelve lifeless fire giants at his feet.

Thus did Stratis win his first battle and gain his first weapon.

THE BROADAXE TRIBE WOULD NOT YIELD TO THE ELVEN ARMIES.



reached the island of Thalos if not for the bravery of the defenders. Week after week they foiled elven attacks, launched surprise sorties, and frustrated Trigorian to no end. But it could not last.

The Broadaxe tribe grew low on food and ammunition while elven wizards called down *meteor swarms* on the human positions. Finally Trigorian's forces gained a foothold on the plateau itself and from there steadily drove the Broadaxe back. The humans' sick and wounded filled the tunnels while their borders contracted. They knew they could not win.

The elves expected surrender at any moment, but they were rudely surprised. Vorilon, a cleric of Stratis and war leader of the Broadaxe, gathered every human who could hold a weapon and attacked the elves. The fury of the assault caught the elves off guard and initially pushed them back. Trigorian remained calm, however, and brought his superior numbers to bear. Surrounded, Vorilon and his valiant defenders refused to surrender. They fought on until not one of them remained alive.

The next day Trigorian launched his final assault on the Tower of Stratis. His troops met no resistance. When they broke in the doors, they found out why. All the remaining Broadaxe tribesfolk had committed suicide the night before. They would not bow to elven might in this life.

GHOSTWIND AND WORLD ASH

Since the end of the siege, the Ghostwind Plateau has been considered to be cursed. The spilling of so much blood and the final sacrifice of the Broadaxe tribe appalled the people of Ravilla. Only one attempt was ever made by the elves to occupy and refortify the plateau. Less than ten years after its founding, the outpost was wiped out by a strange, wasting disease. Since then few have gone near the place, and its evil reputation kept weapon-seekers away in the early years of the Godwar.

In the summer of 1010 six warlords led their followers onto the Ghostwind Plateau. They fought a series of battles while searching for clues to the location of *Bonebreak*. The bands searched frantically, sure the greatclub was hidden away somewhere in that accursed place. In truth they were only half right—they weren't just looking for the right place but also the right time.

Bonebreak was torn from the World Ash, but it never lost its connection to that mighty tree. When it fell from the dying Stratis, the bough returned to its origin. As the feuding warlords discovered, the Ghostwind Plateau is one of the few places the World Ash manifests on Oerth. The victorious warlord would be the one who discovered when and where the World Ash was to appear next.

In the end only one warlord can wield *Bonebreak*. Will your name be recorded in the annals as victor or vanquished?

Chapter 2: Warlords

Six warlords face off in the *Ghostwind Campaign*. Each player chooses one of those described here to command his or her warband. Each warlord has strengths and weaknesses, so choose wisely! Stat cards for all the warlords can be found on page 63.

PETRUS, HUMAN SHADOW PRIEST

Petrus is the warlord for Ahmut's Legion. Use the Human Shadow Priest model (from Set 3) to represent him on the battlefield.



AHMUT'S LEGION

Battle Cry

"With death I strike!"

HISTORY

Petrus is Thalos-born, but he has not been back to his home country in many years. In his youth he worked as a guard at one of the Shield Mother's many temples. He aspired to the priesthood but knew little patience. When the high priest of the temple refused to initiate him into the mysteries of the Shield Mother, Petrus broke into the sanctum to find them himself. He was caught but tried to fight his way out. In a righteous fury, the priest slashed his face with her sword, blinding him in one eye and leaving a long scar on his cheek. With blood streaming down his face, Petrus knocked her aside and escaped into the night.

Petrus disappeared into the underworld. Hounded by the church at every turn, he lived the life of a renegade. He stole and murdered to survive and looked for a means to take his vengeance. In the secret haunts of Thalish outcasts, Petrus encountered cultists of Nerull for the first time. Serve the God of Death, they said, and power will be yours. And so Petrus joined a priesthood at last and embraced the blessings of death.

With the cult's help, Petrus left Thalos. He joined Ahmut's Legion, where he enjoyed his newfound power and freedom. Always, though, Petrus thirsted for more. When he heard about *Bonebreak*, he jumped at the chance to acquire one of Stratis's weapons for himself. He teamed up with a more powerful cleric of Nerull named Ilsyn. The two found a knowledgeable seer, murdered him, and then used necromantic magic to draw the secret of *Bonebreak*'s location from the slain man's spirit. On the way to the Ghostwind Plateau, Petrus slew Ilsyn in her sleep. *Bonebreak*'s power will be his alone.

PERSONALITY

Petrus truly believes in nothing but himself. He serves Nerull only for the power granted by doing so. He loves working with the undead because they have no ambition. He finds their mindless obedience pleasing and longs to turn his Thalish tormentors into undead under his command.



DUNGEONS & DRAGONS Game Statistics

Petrus: Male human Ftr1/Clr1; CR 2; Medium-size humanoid (human); HD 1d10+1d8+2; hp 16; Init -1; Spd 20 ft.; AC 19 (touch 9, flat-footed 19); Atk +3 melee (1d8+2, heavy mace); SA Death touch 1/day, rebuke undead 4/day; AL NE; SV Fort +5, Ref -1, Will +4; Str 14, Dex 8, Con 12, Int 8, Wis 15, Cha 12.

Skills and Feats: Climb +1, Knowledge (religion) +1, Swim +5; Blind-Fight, Power Attack, Skill Focus (Climb).

Cleric Spells Prepared (3/3; base DC = 12 + spell level):

o—guidance, resistance (2); 1st—cause fear*, magic weapon, shield of faith.

*Domain spell. **Deity:** Nerull. **Domains:** Death (death touch 1/day), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Full plate armor, heavy mace, large wooden shield.

Lieutenant

Historically, Petrus's primary lieutenant was a half-orc fighter named Bolkart. If two players both want to lead the forces of Ahmut's Legion, or you simply prefer the lieutenant model, you can use the Half-Orc Fighter from Set 1 as an alternative warlord.



HUMAN SHADOW PRIEST

VOJA, HOBGOBLIN ADEPT

Voja is the warlord for Drazen's Horde. Use the Hobgoblin Adept model (from Set 3) to represent him on the battlefield.



DRAZEN'S HORDE

Battle Cry

"Heads for Maglubiyet!"

HISTORY

Voja is one of the many hobgoblins charged with leading Drazen's Horde and keeping order in its ranks. Life among the goblinoid races is always a struggle. The strong lead and the weak follow or die. Voja won his place by the ruthless application of self-discipline. He has kept it by repeatedly proving his worth to his superiors while keeping his rivals down.

Voja both admires and despises Drazen. He admires the leader of the Horde for uniting the hobgoblin tribes and making them a force to be reckoned with. He despises him for diluting hobgoblin discipline by overreliance on ogres and on orcs and other savage humanoid. While such troops have their place as minions, in Voja's opinion they now dangerously outnumber the hobgoblins. Drazen, with his war councils and fawning sycophants, doesn't see the problems the day-to-day hobgoblin leadership has to overcome.

An adept for all of his adult life, Voja worships Maglubiyet, the patron deity of the goblinoid races. Like Maglubiyet, he values hierarchy and order, proving his devotion with regular sacrifices. Every week, without fail, he beheads prisoners with a ritual axe. (Maglubiyet, whose symbol is a bloody axe, accepts sacrifices only in this fashion.) Voja always strives to offer up dwarves and gnomes to his patron, for Maglubiyet hates those races above all others.

Like many nonhumans, Voja has little interest in Stratis. Any deity weak enough to be killed by mortals was obviously unsuitable to bear the title God of War! The power of his weapons is undeniable, though. Voja has seen Drazen wield Stratis's axe, and it is indeed potent. The adept could not pass up an opportunity to gain such a weapon for himself. Unbeknownst to Drazen, Voja ambushed and killed a courier bringing word of *Bonebreak* to the leader of the Horde. The next time he headed out on patrol, he led his band to the Ghostwind Plateau. If he can win *Bonebreak*, Voja will rise high in Maglubiyet's favor.

PERSONALITY

As an adept, Voja is both a war leader and spiritual guide for the hobgoblins. The value of iron discipline, he feels, cannot be overestimated: A good leader inspires both respect and fear. He is ruthless to his troops, especially the orcs and goblins (a rowdy lot to begin with). He reminds them who's in charge on a daily basis.

Lieutenant

Historically, Voja's primary lieutenant was a hobgoblin fighter named Izrok. If two players both want to lead the forces of Drazen's Horde, or you simply prefer the lieutenant model, you can use the Hobgoblin Fighter from Set 1 as an alternative warlord.



DUNGEONS & DRAGONS Game Statistics

Voja: Male hobgoblin Adp2; CR 1; Medium-size humanoid (goblinoid); HD 2d6+6; hp 15; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 melee (1d8+4, heavy mace); SA Hatred; SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +2, Will +6; Str 16, Dex 15, Con 16, Int 11, Wis 17, Cha 12.

Skills and Feats: Concentration +5, Handle Animal +4, Knowledge (religion) +2, Spellcraft +2, Wilderness Lore +4; Armor Proficiency (light).

Hatred (Ex): Voja attacks dwarves and gnomes by preference, mirroring his patron deity's hatred. He gains a +1 competence bonus on attack rolls against dwarves and gnomes.

Adept Spells Prepared (3/2; base DC = 13 + spell level): 0—*cure minor wounds, ghost sound, guidance*; 1st—*burning hands, command*.

Possessions: Chain shirt, heavy mace.



HOBGOBLIN ADEPT

GRUBAL, DWARF HAMMER PRIEST

Grubal is the warlord for Mordengard. Use the Dwarf Hammer Priest model (from Set 3) to represent him on the battlefield.



MORDENGARD

Battle Cry

"For the people!"

HISTORY

Grubal is a proud citizen of the People's State of Mordengard. He apprenticed as a weaponsmith when young, for it was a craft long practiced by his family. Before he could complete his training, though, he had to serve his time in the People's Legion, as all young Mordengard dwarves do. The Godwar broke out while he was still fulfilling his duty. The People's Legion marched to war, and with it went Grubal. He fought bravely, shoulder to shoulder with his comrades, in major clashes with Drazen's Horde and Ravilla.

After four years of campaigning, Grubal could have left the People's Legion and returned to craft weapons for others of his warrior kin. Nor would any have thought the less of him. He had served his time and served it well. Grubal, though, could not sit idly by while his comrades died in the field. Instead of mustering out, he applied to join the militant arm of the dwarven church: the Hammer Priests of Moradin. Grubal's petition was accepted, and he learned the power of rigorous faith. When he returned to the battlefield, it was as a hammer priest and warband leader.

Alone of the questing warlords, Grubal had a personal encounter with Grimbak. He and his band were in the Free States, looking to recruit some of the local dwarves into the People's Legion. Grubal entered a small town, only to find the populace already gathered in the square. They were listening to Grimbak preach, more out of boredom than any desire to hear his message. Grubal found that, in a strange way, the ogre spoke to him. Listening to and later conversing with the ogre privately, Grubal understood the nature of Grimbak's visions, if not their exact meaning. Through thought and prayer, Grubal has found his way to the Ghostwind Plateau to represent his people in the greatest struggle of his life.

PERSONALITY

Grubal is selfless to a fault. He doesn't even want to keep *Bonebreak* for himself. He feels that such an artifact is too much power for one individual to control and that corruption would surely follow. He believes that pieces of Stratis's panoply should be locked deep inside Mordengard, so the world can be protected from their influence.

Lieutenant

Historically, Grubal's primary lieutenant was a dwarf ranger named Rurik. If two players both want to lead the forces of Mordengard, or you simply prefer the lieutenant model, you can use the Dwarf Ranger from Set 2 as an alternative warlord.



DUNGEONS & DRAGONS Game Statistics

Grubal: Male dwarf Ftr1/Clr1; CR 2; Medium-size humanoid (dwarf); HD 1d10+1d8+6; hp 20; Init +0; Spd 15 ft.; AC 18 (touch 10, flat-footed 18); Atk +4 melee (1d10+3/x3, maul) or +1 ranged (1d6+2, throwing axe); SA Turn undead 4/day; SQ Dwarf traits; AL LG; SV Fort +9, Ref +0, Will +4; Str 14, Dex 11, Con 16, Int 9, Wis 15, Cha 13.

Skills and Feats: Concentration +4, Craft (weaponsmithing) +1, Jump -1, Swim +3; Great Fortitude, Skill Focus (Craft [weaponsmithing]), Weapon Focus (maul).

Cleric Spells Prepared (3/3; base DC = 12 + spell level):

o—guidance, resistance (2); 1st—command, magic weapon*, shield of faith.

*Domain spell. *Deity:* Moradin. *Domains:* Dwarf** (Great Fortitude is a bonus feat), Good (cast Good spells at +1 caster level).

Possessions: Full plate armor, maul**, throwing axe.

**Originally published in the FORGOTTEN REALMS® Campaign Setting.



DWARF HAMMER PRIEST



DWARF RANGER

DRAGOMIR, GNOLL RANGER

Dragomir is the warlord for Naresh. Use the Gnoll Ranger model (from Set 1) to represent him on the battlefield.



NARESH

Battle Cry

"No mercy!"

HISTORY

The Godwar has been raging for five years, but Dragomir's war has lasted his whole life. Born into a gnoll pack in northern Naresh, Dragomir learned the ways of the forest at a young age. His pack's hunting grounds were close to a wood elf settlement, and skirmishes with enemy Oathbands were common. This conflict may have been invisible to the city-bound gray elves, but to those fighting under the boughs it was a serious business. Ambush, feint, and counterattack became a way of life for the young gnoll. He learned not only to fight the elves, but to hate them as well.

When the Godwar began, Dragomir's pack joined the armies of Jangir. Unlike many of his kin, though, he gave Yeenoghu no more devotion than was the demon's due. For Dragomir, this was not a holy war but a chance to finally take the fight into the heartland of his hated enemy. Jangir and his priests could preach the glory of Yeenoghu if it meant Abyssal allies for his pack, but godly matters were of little interest to him. It is ironic, then, that Dragomir has become a central figure in one of the most celebrated tales of the Godwar.

Dragomir learned of the Melle parchments from an elf wizard captured on patrol. Although resistant to questioning at first, a few days of not-so-gentle persuasion convinced the wizard to talk. Dragomir kept the elf alive in chains to answer further questions. Several months of torture, research, and more torture followed, until the wizard finally spilled the secret of Grimbak's ravings.

The gnoll ranger now faced a bigger problem: To get to the Ghostwind Plateau, he'd have to cross all of Ravilla. No one would follow him on such a suicide mission. Instead, he led his warband underground. He recruited a tiefling to show him the path, and with her help his warband made it to the Ghostwind Plateau without losing one of their number. Dragomir has sent word back home for reinforcements and readied his warband for the fight. Now to seize the prize for Naresh.

PERSONALITY

Dragomir does not do evil for its own sake, but he is willing to do anything to achieve his goals. He feels no pity or remorse when dealing with the enemies of his people. He sees himself as a warrior, doing as he must to win victory for Naresh.

Lieutenant

Historically, Dragomir's primary lieutenant was a tiefling fighter named Robu. If two players both want to lead the forces of Naresh, or you simply prefer the lieutenant model, you can use the Tiefling Fighter from Set 2 as an alternative warlord.



DUNGEONS & DRAGONS Game Statistics

Dragomir: Male gnoll Rgr1; CR 2; Medium-size humanoid (gnoll); HD 2d8+1d10+3; hp 20; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +5 melee (1d18+3, light flail) or +3 melee (1d8+3, light flail), +3 melee (1d6+1/x3, handaxe), or +5 ranged (1d8, longbow); SA Favored enemy (elves); SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +0; Str 17, Dex 17, Con 13, Int 8, Wis 11, Cha 10.

Skills and Feats: Listen +3, Spot +3, Wilderness Lore +3; Point Blank Shot, Precise Shot, Track.

Possessions: Light flail, handaxe, longbow, studded leather armor.



GNOLL RANGER



TIEFLING FIGHTER

ORIANA, HALF-DRAGON MAGE

Oriana is the warlord for Ravilla. Use the Half-Dragon Mage model (from Set 3) to represent her on the battlefield.



RAVILLA

Battle Cry

"By Bahamut I smite thee!"

HISTORY

The elves have had a close relationship with the metallic dragons since the Demon War. The most prominent illustrations of this fact are the felldrakes, but those loyal creatures are by no means the limit of draconic influence. It is rare these days, but sometimes dragons walk among the people of Ravilla, taking elven form so as not to tip off enemies of the empire. Even more rarely these dragons mate with elves and produce half-dragon offspring. Oriana, half-elf and half-silver dragon, is the product of one such union. Her mother never said much about her father, but there was a passion in her eyes that led Oriana to believe that her mother did more than serve the empire when she took a dragon into her bed.

Due to her heritage, Oriana was marked for great things practically from birth. She was brought up at an academy for wizardry, learning the power and responsibility of magic from a young age. She also had to learn to control her temper, lest she harm her classmates with tooth and claw. She adapted to the often lonely life of the wizard with remarkable ease. One of her teachers even commented that she sat in the library like a dragon on its hoard.

Oriana has served in the field since the Godwar began, offering her magical aid to the elven cause. Now beset on all sides, Ravilla must muster every scrap of its remaining power to defend the city-states. Oriana's love of knowledge may benefit the empire the most. Her mind unlocked the mysteries of Melle's parchments, putting *Bonebreak* within her reach. Oriana has convinced the Oligarchs to give her a warband for the dangerous expedition to the Ghostwind Plateau. The quest for *Bonebreak* will challenge her wits to the utmost.

PERSONALITY

Oriana is a lover of arcane secrets, but she also knows she must safeguard Ravilla. She has thrown herself into the quest with all her heart and mind. Unlike many wizards, she sometimes enjoys hand-to-hand combat. The dragon blood runs strong in her veins.

Lieutenant

Historically, Oriana's primary lieutenant was a wood elf ranger named Jezwyn. If two players both want to lead the forces of Naresh, or you simply prefer the lieutenant model, you can use the Wood Elf Ranger from Set 1 as an alternative warlord.



HALF-DRAGON MAGE



DUNGEONS & DRAGONS Game Statistics

Oriana: Female half-gray elf/half-silver dragon Wizz; CR 4; Medium-size dragon; HD 2d4+8; hp 14; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 melee (1d6+4, quarterstaff) or +4 melee (1d6+3, bite), -1 melee (1d4, 2 claws); SA Breath weapon; SQ Darkvision 60 ft., low-light vision, elf traits; cold, paralysis, and sleep immunity; AL NG; SV Fort +4, Ref +2, Will +3; Str 17, Dex 15, Con 18, Int 16, Wis 11, Cha 14.

Skills and Feats: Alchemy +8, Concentration +9, Knowledge (arcana) +6, Knowledge (the planes) +6, Knowledge (religion) +5, Knowledge (Sundered Empire) +5, Spellcraft +8; Dodge, Scribe Scroll.

Wizard Spells Prepared (4/3; base DC = 13 + spell level): 0—*daze*, *ghost sound* (2), *resistance*; 1st—*magic missile* (2), *sleep*.

Breath Weapon (Su): Cone of cold, 30 ft., once per day; damage 6d8, Reflex half DC 18.

Possessions: Quarterstaff.

Oriana's Cold Blast

In the D&D® game, a half-dragon's breath weapon deals damage of a fixed range and type, regardless of the character's level. In the **Chainmail** miniatures game, Cold Blast 5 is too powerful a special ability for beginning warlords. Thus, Oriana begins play with the Cold Blast 2 special ability, and its rating increases by 1 each time she advances a level (see Chapter 5: Experience and Rewards), until it reaches its maximum rating of 5.

ZADKIEL, HUMAN PALADIN OF STRATIS

Zadkiel is the warlord for Thalos. Use the Human Paladin of Stratis model (from Set 3) to represent him on the battlefield.



THALOS

Battle Cry

"Stratis lives!"

HISTORY

Zadkiel had it all. Squired into the paladins of Stratis at age twelve, he fulfilled his childhood dream of knighthood at a young age. He occupied a respected place in Thalish society, even if Stratis's battlefield ethics seemed foreign to the common citizen. Zadkiel was a strong man in a strong church in a strong country.

He never expected his god to die.

The church of Stratis was thrown into disarray after their god's death. Some turned to the Shield Mother, others to darker deities, and others to no gods at all. Zadkiel was devastated. Overnight his life had been irrevocably changed, and at first he didn't know what to do. In the deepness of the night, he contemplated suicide—but something always stayed his hand. Perhaps there was a purpose to his life or Stratis's death.

As the months went by, it became clearer to him. Thalos was girding for war and needed his strength. Though Stratis was dead, Zadkiel still knew war. If he could not serve his god, he reasoned, he would serve Thalos and use every stratagem he had learned at the temple.

Zadkiel proved himself in battle again and again. He was so fearless that some whispered he longed to join Stratis in death. Yet somehow he always survived. When he heard word of *Bonebreak*, he knew what he must do. Whether through divine inspiration or pure instinct, there was no doubt in his mind. He had to go to the Ghostwind Plateau, where so many of his comrades had fallen so long ago. A holy place, but a place of sorrow. There he will find *Bonebreak* or death. Either way brings him one step closer to Stratis.

PERSONALITY

Zadkiel is a man on the brink. He has kept himself going through difficult times by focusing on what he was trained for: war. Yet he hasn't really filled the void left by Stratis's passing. The Shield Mother watches over the paladins of Stratis, but even she cannot heal their souls. That is a battle each must fight alone.

Lieutenant

Historically, Zadkiel's primary lieutenant was a human sorcerer named Belech. If two players both want to lead the forces of Thalos, or you simply prefer the lieutenant model, you can use the Human Sorcerer from Set 1 as an alternative warlord.



DUNGEONS & DRAGONS Game Statistics

Zadkiel: Male human Pal2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 19; Init +0; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +5 melee (1d8+2, morningstar) or +3 melee (1d8+2, morningstar), -2 melee (1d6+1, spiked shield); SA Smite evil 1/day; SQ Aura of courage, detect evil, lay on hands (6 hp), divine health; AL LG; SV Fort +8, Ref +3, Will +4; Str 15, Dex 10, Con 14, Int 9, Wis 12, Cha 16.

Skills and Feats: Diplomacy +4, Handle Animal +4, Heal +2, Knowledge (religion) +1, Ride +4; Two-Weapon Fighting, Weapon Focus (morningstar).

Possessions: Half-plate armor, morningstar, large steel spiked shield.



HUMAN PALADIN OF STRATIS



HUMAN SORCERER

Chapter 3: Running the Ghostwind Campaign

This chapter shows you how to run the *Ghostwind Campaign*. Players choose warlords, create their warbands, and play against each other. As the conflict heightens, players' warbands get bigger. Finally, the two most successful warlords meet on the ultimate battlefield, where one of them will claim *Bonebreak* to win the campaign.

SETTING UP THE CAMPAIGN

Before playing your first skirmish in the campaign, choose how it will be structured.

STEP 1: CAMPAIGN TYPE

Generally speaking, you'll want at least four regular players for an enjoyable campaign. It's not a problem for new players to join a campaign in progress. There are enough warlords and lieutenants for a dozen players.

Before skirmishes begin, you need to decide what type of campaign you'd like to play. See the table below. Any of these choices is fun; it's just a matter of how much time you want to

commit. The more people playing, the better a major or epic campaign works. With a wide variety of opponents, even a high-score campaign remains interesting, while too short a campaign may end quickly.

Campaign Type	Target Score
Minor	90
Major	120
Epic	150

All players in any campaign start with a score of 50 points. As play continues, winners' scores rise and losers' scores drop (see page 16 for a summary). Campaign play continues until one player's score equals the campaign's target score (90, 120, or 150). At that point, the top two warlords play the climactic scenario. The winner of that skirmish wins the campaign.

If more than two players reach the target score at the same time, the top two play the final scenario. If three or more players are tied for the top, they play the final scenario as a multiplayer skirmish.

For example, Jess is playing in a major campaign. After winning 9 skirmishes and losing 4, he becomes the first player to gain a ranking of 120. That triggers the final skirmish against the second-ranked player—winner takes all.



ORIANA LEADS HER RAVILLA FORCES IN SEARCH OF *BONEBREAK*.

Running the Campaign

Here are the steps to follow to set up and play the campaign.

Setting Up the Campaign

1. Group defines campaign type.

Starting Score	50
• Minor	Play to score of 90
• Major	Play to score of 120
• Epic	Play to score of 150

2. Each player chooses a warlord.

• Ahmut's Legion	Petrus
• Drazen's Horde	Voja
• Mordengard	Grubal
• Naresh	Dragomir
• Ravilla	Oriana
• Thalos	Zadkiel

3. Each player creates an initial warband.

- Warlord plus 50 points of other models
- No "upstaging" commanders
- 3 aboveground terrain
- 4 underground terrain

Playing a Round

1. Players pair off.

- 1st vs. 2nd, 3rd vs. 4th, etc.
- *Handicap*: 10 points of models per 15 points difference in scores.

2. Each pair rolls a die to determine a scenario (See Chapter 4: Scenarios).

3. Winners gain and losers lose.

- **Winner** Score increases +10 (or +15 for three-player skirmish).
- **Loser** Score decreases by 5.
- Reward for the winner.

After a Round

1. Victorious warlords advance.

- A warlord that wins and survives advances 1 level.
- A warlord that wins but dies returns without a gain.

2. Defeated warlords lose ground.

- A warlord that loses and is killed returns but loses 1 gained level.
- A warlord that loses but survives returns without a loss.

3. Players reconfigure warbands.

- Make changes before determining next opponent.
- Assign magic items. (The losing player might lose magic items.)
- All warbands increase to 70 points when any player's score reaches 70.
- All warbands increase to 100 points when any player's score reaches 100.

Then play the next round.



Four-Player Team Campaigns

If you have exactly four players in your campaign, you can play all your skirmishes as team scenarios. That way everyone can play together each round. Here are the rules to use for a team-based campaign.

Pairing: Match the highest-ranked player with the lowest-ranked player (or the second-lowest ranked player, if the top-ranked and lowest-ranked player were teammates last round).

Scenarios: Use the two-player scenarios in Chapter 4: Scenarios as team scenarios.

Handicap: Compare each team's total score. For every 15 points by which one team's total score exceeds the other's, each member of the lower-scoring team gets 5 points of reinforcements. (See page 15 for more about handicapping and reinforcements.)

Rewards: Each player on the team gets the reward listed for the scenario. If it's random, each player rolls for his or her own reward.

Score: Each winner adds 10 to his or her score. Each loser subtracts 5 from his or her score.

Two- and Three-Player Campaigns

If there are only two players in the campaign, you'll obviously be playing the same opponent over and over. You'll still get a lot of variety in play, though, since you can freely reconfigure your warband between skirmishes, and the scenarios offer very different challenges. Both players should reconfigure their warbands secretly to keep the nature of the enemy unknown. Consider playing only a minor campaign (to a

score of 90) so that it will finish earlier, letting you start over with completely different warbands. You also have the option of switching to a new warlord during the campaign (see page 17), which can be especially important to keep options open with only two players.

A three-player campaign is like a two-player campaign, except that the games are three-player skirmishes. The last skirmish, however, is between only the two top-ranked players. Alternatively, you can play two-player skirmishes, arranging to meet and play in pairs rather than bringing all three players together at the same time.

STEP 2: WARLORDS

Once you've confirmed the starting group of players, each player chooses to take on the role of a specific warlord. There are six warlords to choose from, one from each faction. Each warlord has a lieutenant, also listed in Chapter 2: Warlords, which a player may choose as an alternative commander.

Faction	Warlord	Lieutenant
Ahmut's Legion	Petrus	Bolkart
Drazen's Horde	Voja	Izrok
Mordengard	Grubal	Rurik
Naresh	Dragomir	Robu
Ravilla	Oriana	Jezwyn
Thalos	Zadkiel	Belech



A COMMANDER MIGHT BE SLAIN IN BATTLE BUT RETURN TO FIGHT ANOTHER DAY.

Alternative Warlords

If everyone agrees, players can use these campaign rules with other warlords. Low-level commanders (up to 2nd level) work fine, as can low-level DUNGEONS & DRAGONS® characters converted to **Chainmail**.

If two or more players want the same warlord or lieutenant, they dice off to see who chooses first. You can spend a little extra time to ward off possible conflicts by having all the players first dice off, then choose their warlords in order.

STEP 3: WARBANDS

Each player designs a 50-point warband. You don't pay points for your warlord, who is, in a sense, "you."

No "Upstaging" Commanders: Your warband can't include any commanders with a higher Commander rating than your warlord. The warband, after all, is under that warlord's command.

Terrain: Choose three pieces of aboveground terrain (anything listed in the Starter Set, plus Set 3 terrain) and four pieces of underground terrain (anything listed in the Set 2 guidebook). You can also use terrain from later sets, as those sets are published. When playing aboveground skirmishes, use your aboveground terrain. Your underground terrain is for underground skirmishes. Many of the scenarios require specific terrain, but you'll often have to provide additional terrain from the pieces you've chosen for your warband.

The *Ghostwind Campaign* book comes with three new pieces of terrain: large hill, ruined tower, and giant tree. Rules for these can be found in Chapter 4: Scenarios.

PLAYING A ROUND

A campaign consists of an indefinite number of rounds. During each round, everyone plays an opponent. Playing in rounds ensures that everyone gets the chance to play the same number of times.

STEP 1: PAIRING

For the first round, players can pair off in any agreeable fashion. In subsequent rounds, pairing is based on scores. The two top-ranked players play each other, as do the third and fourth, fifth and sixth, and so on. If there are tied scores, the tied players roll randomly to see who plays whom. Two players who were matched up on the previous round, however, cannot play each other again until each has played someone else.

For example, Jim, Jess, Patrick, and Evan have gotten together for campaign play. They are ranked as follows.

Player	Score
Jim	70
Patrick	60
Evan	55
Jess	40

In this round, Jim and Patrick will play each other in one skirmish, while Evan and Jess play in another.

Handicap: If two opponents' scores are 15 or more points apart, the player with the lower score gets reinforcement models as a handicap. For every 15 points by which one opponent's score exceeds the other's, the one with the lower score gets 10 points of reinforcements. Reinforcements are extra models that count normally as part of the warband. You may not reconfigure your warband when you add the reinforcements. The 10 points are spent separately on models, and those models leave your warband after the skirmish's over. You may buy a reserve model with your bonus points, assuming your warband didn't have one already. You may also use unspent points to buy tactical advantage as normal.

Three-Player Skirmishes: If there are an odd number of players, the three lowest ranking players play a three-player skirmish. The two lowest-ranked players in the skirmish may get reinforcements as a handicap, based on the score of the top-ranked player in the skirmish.

Intrafaction Skirmishes: Some groups prefer not to have two warbands of the same faction face each other. Following this policy, however, can skew your campaign unless you balance things carefully. For instance, it benefits the more experienced players if they're of the same faction and don't have to play each other. The easiest solution is just to let any warband fight any other.

Alternate Pairing

The handicap rules help balance higher-ranked and lower-ranked players. If your group prefers more variety among opponents, you may wish to play round-robin (where each player plays every other player) or match players up randomly.

STEP 2: DETERMINE SCENARIO

Each pair rolls a d20 and consults Table 4-1: Random Two-Player Scenarios to determine which scenario they play. They then fight a skirmish according to the rules of that scenario.

A warlord who loses a skirmish and dies will lose a level (see *After a Round*, below), so players may sometimes want to protect their warlords by withdrawing them from combat. Warlords are allowed to move off the battlefield, but once gone they cannot return.

STEP 3: VICTORY AND LOSS

After a skirmish, the victor gains and the loser might lose ground.

Score Changes: Each skirmish won increases the player's score by 10 and each skirmish lost decreases it by 5.

Three-Player Skirmishes: The winner's score increases by 15. Each loser's score decreases by 5.

Informal Campaigns

In an informal campaign, players meet and play whenever they can. This means you don't have formal rounds, and those who play more often are at an advantage. In this case, two players who have played each other shouldn't fight another skirmish until each of them has played someone else.



Score Changes

Player	Score
Winner (two-player)	+10
Winner (three-player)	+15
Loser	-5

Warband Increases: In addition to determining the final campaign skirmish, players' scores also determine the size of everyone's warbands. Play starts with 50-point warbands (see *Setting Up the Campaign*, page 12). Once any player's score reaches 70 points, everyone's warband size increases to 70 points. Similarly, once any player reaches a score of 100, everyone's warband size increases to 100 points. Warbands do not drop down again in size even if the top player's score falls below 70 or 100.

Magic Items: The winner gains a reward, usually a random magic item. See Chapter 4: Scenarios for more information.

AFTER A ROUND

Warbands change between rounds. Once the players have updated their warbands, the next round can begin.

STEP 1: WARLORD ADVANCEMENT

If you won the skirmish and your warlord survived, it gains experience and advances 1 level. Even if it routed (or moved voluntarily) off the board, the warlord counts as surviving, as

does one that was dazed, knocked down, paralyzed, or stunned when the skirmish ended.

Consult the pertinent advancement table in Chapter 5: Experience and Rewards and record your warlord's new statistics. In the *Ghostwind Campaign*, warlords can progress to 6th level, but not beyond. For warlords with more than one class, such as Dragomir the gnoll ranger, this limit is the total level, not the class level. (Dragomir has 2 levels of "gnoll," so he can only rise to 4th level in the ranger class.)

If you won the skirmish but your warlord was slain, it is raised from the dead by the powerful magic of its faction's leader. The shock of being raised, however, cancels out the experience gained by winning the skirmish, and thus the warlord does not advance.

STEP 2: WARLORD LEVEL LOSS

If you lost the skirmish and your warlord was slain, it must be raised from the dead before the next skirmish. While such magic is wondrous, it has its price: The warlord loses the last level gained. (It does not lose any levels it started with.) Consult the pertinent advancement table in Chapter 5: Experience and Rewards and remove the last set of bonuses your warlord acquired.

If you lost the skirmish but your warlord survived, it does not need to be raised. The warlord doesn't lose a level but doesn't advance either.

STEP 3: RECONFIGURE WARBANDS

Between skirmishes, players can change their warbands as much as they like, but they must use a warlord in every skirmish. They may also change their terrain choices between skirmishes.

Changing Warlords

Between skirmishes, you can place your warband under a different warlord. The new warlord starts at the base level, even if your current warlord has advanced. Changing warlords reduces your score by 5, just as if you had lost one extra skirmish. Your warband also loses all magic items that it's accumulated. For example, Evan has a score of 70 and decides to switch his warlord from Oriana to Voja, so his score drops to 65. You can switch as many times as you wish, "paying" 5 points of your score each time.

Naturally, you can only choose a warlord who's not already taken. Anyone (even you) can later change warlords and take the warlord that you've given up. That warlord, however, still starts over at base level, with no magic items.

If two players want the same warlord, they dice off to see who gets it.

"Swapping Out" Spells

As your warlord advances, he or she may gain new spells (see Chapter 5: Experience and Rewards for more information). Between rounds, you can "swap out" previously chosen new spells for other Chainmail spells. (Bards and sorcerers, however, cannot swap out new spells they've gained.) You cannot change a warlord's base spells (those with which it starts the campaign).

Reassigning Magic Items

If you lost the last round, your warband may lose some of the magic items it's accumulated. (See Magic Items in Chapter 5: Experience and Rewards for more information.) For each model of yours that had magic items and was destroyed, roll a d20. On a roll of 11+, the warband keeps that model's items. Otherwise they are all lost. (The winner does not gain the items; they are destroyed.) If you won the last round, your warband keeps the magic items—even those carried by models that were killed.

Between skirmishes, you can reassign potions, rings, and wondrous items to models in your warband (but not magic weapons and armor). Each magic item is assigned to a particular model, which must be a commander or an independent troop. A model may have more than one magic item, but bonuses from magic items of the same type don't stack.

If you remove a model from a warband, you can reassign its potions, rings, and wondrous items, but it keeps its weapons and armor.



TO THE VICTOR BELONG THE SPOILS.

Chapter 4: Scenarios

This chapter presents fourteen two-player scenarios and one three-player scenario for use in the *Ghostwind Campaign*. Warbands fight in randomly generated scenarios until one player reaches the campaign's target score, triggering the final battle for *Bonebreak*.

SCENARIO ELEMENTS

Each scenario specifies the following elements of play: Environment, terrain placement, prebattle preparation, any special rules, and victory conditions.

ENVIRONMENT

This describes whether the skirmish is fought aboveground or underground. Unless otherwise noted, the battlefield is the standard size for that environment (4 feet by 4 feet aboveground, 4 feet by 2 feet underground). The Set 2 guidebook, *Blood & Darkness*, contains more information on the underground environment.

If you don't have enough room for a standard aboveground battlefield, try to keep at least 4 feet between the players and 3 feet between the side edges. If you don't have enough room for a standard underground battlefield, try to keep at least 3 feet between the players and 2 feet between the long sides.

Setup

This describes the benefits of winning the scouting check, who chooses where to set up, and so on. Unless the scenario specifies otherwise, this follows the standard rules for that environment.



Deployment

Under standard deployment, players deploy their models within 8" of their side of the battlefield. The scenario will specify any alternate deployment rules.

Lighting

This specifies whether lighting is normal (the standard condition for aboveground battles) or gloom (for most underground battles). The Set 2 guidebook contains information on the gloom lighting condition.

Focus

The focus of the skirmish is described here.

TERRAIN

Many scenarios specify the layout of some or all of the terrain. The setup instructions, and the scenario map, provide the details. Terrain that must occupy a specific location is termed "fixed." Terrain that is placed by the players is called "placed." Placed terrain follows the standard rules for the scenario's environment except where otherwise noted. In the scenarios described in the Starter rulebook, all of the terrain is placed: Players always decide where to place it during setup. In most of these scenarios, some or all of the terrain is fixed.

When setting up fixed terrain, keep the pieces as close as possible to the specified locations. Each scenario map has a grid to help you locate them more precisely.

The *Ghostwind Campaign* includes three new pieces of terrain: large hill, ruined tower, and giant tree.

Table 4-1: Random Two-Player Scenarios

d20 Roll	Scenario
1	Standard Skirmish (Starter rulebook)
2	Pincer Move (Starter rulebook)
3	Capture and Hold (Starter rulebook)
4	Breakthrough (Starter rulebook)
5	Set 2 Standard Skirmish (Set 2 guidebook)
6	Set 2 Pincer Move (Set 2 guidebook)
7	Blood Harvest (Set 2 guidebook)
8	Boneyard
9	Chamber of the Bat
10	Maze
11	Steam Crags
12	Tower of Stratis
13	The Statue
14	Bog of the Lich
15	The Oracle
16	Escort Duty
17	Gates
18	The Prisoner
19	Rampage!
20	Sacred Places



Large Hill

This follows the same rules as a standard hill, but it is big enough to accommodate other pieces of terrain. For example, you can place a mausoleum or hut on top of the large hill.

Ruined Tower

One side of this tower has fallen in, filling the interior with rubble. Models moving through the rubble must pay a movement cost of 2" (max) but gain cover as long as they are within. The other three sides of the tower are impassable, blocking line of sight and line of effect.

Giant Tree

This is a shoot of the World Ash itself, which towers high above the battlefield. The giant tree's trunk is impassable and blocks line of sight and line of effect.

PREPARATION

Unless otherwise specified, each spellcaster in the scouting player's warband can cast one preparatory spell on itself or another model in the warband. Spellcasters on the other side must wait until the game begins before casting spells.

SPECIAL RULES

This section explains unusual terrain effects and special situations not covered by the Chainmail rules.

Special Actions

Some scenarios call for models to perform special actions; for example, in Boneyard, opening the door to the mausoleum or picking up the *urn of Traleshk* are both special actions. Special actions are described on page 15 of the Starter rulebook.

VICTORY

This section describes the necessary conditions for winning the scenario. It also contains a Rewards section describing the benefit to the winning warband (usually a magic item).

RANDOM REWARDS

All of the scenarios in this book detail rewards for the victor. However, a campaign can include scenarios from the Starter rulebook or the guidebooks, as described in Table 4-1: Random Two-Player Scenarios. In this case, use the following chart to generate a reward after each battle.

Table 4-2: Random Rewards

d20 Roll	Rewards
1-4	One roll on Table 5-16: Armor
5-8	One roll on Table 5-17: Weapons
9-12	One roll on Table 5-18: Potions
13-16	One roll on Table 5-19: Rings
17-20	One roll on Table 5-20: Wondrous Items

BONEYARD

The *urn of Traleshk* is an ancient object thought to contain a secret about the location of *Bonebreak*. Warbands from different factions have been seeking the *urn*, and two have discovered that it lies in a mausoleum at the heart of an ancient cemetery.

The two warbands meet at the graveyard, which is dominated by the mausoleum on top of a hill.

ENVIRONMENT

This is an aboveground scenario for two players.

Setup

The scouting player chooses whether to enter the battlefield from the north or south edge. The other player takes the opposite edge.

Deployment

Deployment is standard.

Lighting

Lighting is normal.

Focus

The focus of the battlefield is the *urn of Traleshk*.

TERRAIN

This scenario contains both fixed and placed terrain.

- 1 large hill (fixed)
- 1 mausoleum (fixed)
- 2 row of trees (placed)
- 2 row of headstones (placed)

You also need a token to represent the *urn of Traleshk*—a penny will work fine.

Set up the battlefield as shown on the map, with the large hill and mausoleum as indicated. Place the *urn* in the center of the mausoleum.

SPECIAL RULES

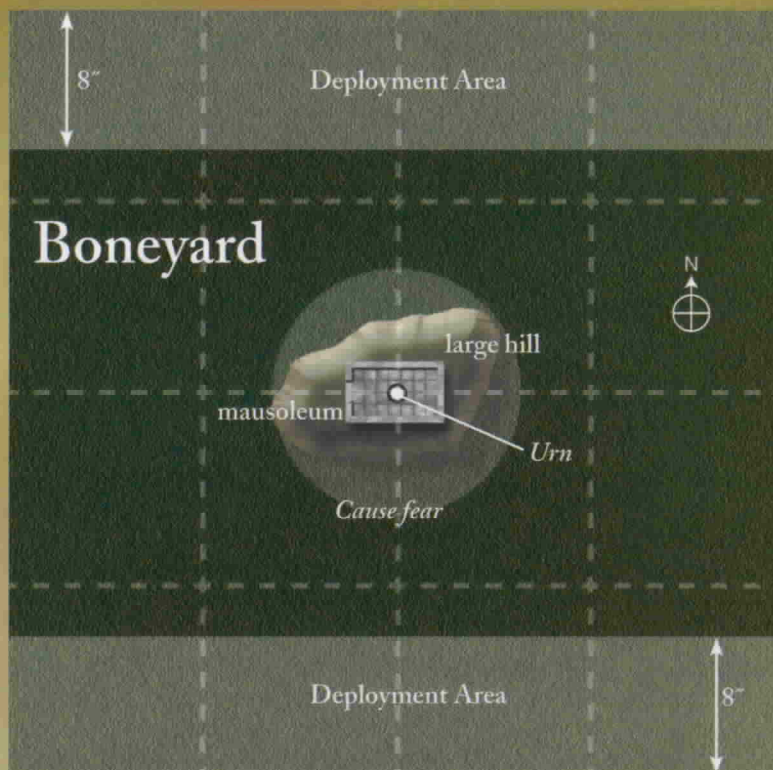
The mausoleum has been cursed with a permanent *cause fear* spell. Any model that moves within 6" of the center of the mausoleum is targeted by the spell and must immediately make a successful save (Difficulty Class 13) or rout. However, the spell affects each model only once; a model that approaches the mausoleum a second time is not affected again.

Special Actions

Picking up the *urn of Traleshk* is a special action. Wild troops cannot attempt to pick up the *urn*.

The *urn* is charged with arcane energy. Any model that attempts to pick it up must make a successful save (Difficulty Class 12) or take 1 damage. If successful, the model is carrying the *urn*. (Keep the token with the model.)

While carrying the *urn*, a model suffers a -1 penalty on all its attack rolls. The model can drop the *urn* at any time, or take a



special action to hand it to any friendly model with which it has base-to-base contact. The receiving model must make a save, just as if it were picking up the *urn*.

If a model carrying the *urn* is knocked down, it drops the *urn*. If the model routs, it drops the *urn* at the starting point of its rout. Any model attempting to pick up the dropped *urn* (including the model that dropped it) must take a special action and make a save as described above.

VICTORY

Victory goes to the warband that keeps the *urn*.

The winner is the player whose model carries the *urn* off his or her edge of the battlefield, or off either side edge. If the model carries the *urn* off the opponent's edge, the opponent wins.

If neither side is able to recover the *urn* (for example, because only wild troops remain), victory goes to the player with the last model standing on the battlefield.

If five rounds pass without any model making an attack, making a save, or taking damage, the warband with the model closest to the *urn* is the winner.

Rewards

The *urn of Traleshk* gives the winning warband a clue as to the location of *Bonebreak*. When determining the next scenario, the winner may choose from among the rolled scenario and those appearing directly above and directly beneath it on Table 4-1: Random Two-Player Scenarios.

The *urn* also contains a magic ring. The winning player rolls once on Table 5-19: Rings.

CHAMBER OF THE BAT

Rumors abound that *Bonebreak* is hidden in one of the ancient caverns beneath the Ghostwind Plateau. Despite warnings that those places are haunted by the ghosts of the women and children who committed suicide, several warlords led their bands into the darkness below.

Two warbands scouting the underworld encounter each other in the Chamber of the Bat, a cavern at the convergence point of two tunnel systems.

ENVIRONMENT

This is an underground scenario for two players.

Setup

The scouting player chooses whether to enter the battlefield from the north or south edge. The other player takes the opposite edge.

Deployment

Deployment is standard.

Lighting

Lighting is gloom.

Focus

The focus of the battlefield is the center.

TERRAIN

This scenario contains both fixed and placed terrain.

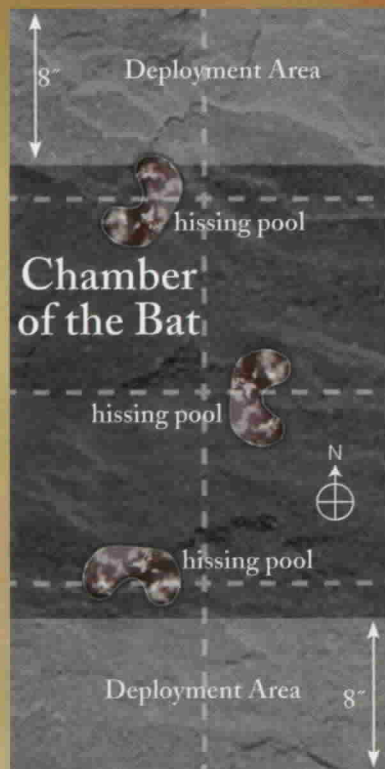
- 3 hissing pool (fixed)
- 2 terrain pieces legal for underground play (placed)

Each player supplies one of the additional terrain pieces.

Set up the battlefield as shown on the map, with the hissing pools as indicated. The scouting player places one terrain piece at any legal location on the battlefield. The other player then places the second piece.

SPECIAL RULES

The squeaking of bats and odd echoes in the cavern prevent commanders from issuing orders that grant bonuses to models (such as the 2-point order to make a morale save at +4). However, commands given to models in base-to-base contact with the commander are exempt from this special rule. This rule does not prevent commanders from issuing other orders or keeping models under command.



VICTORY

Victory goes to the warband that vanquishes its enemy.

The winner is the player who eliminates all of his or her opponent's models. (Models are eliminated if they are destroyed or routed off the battlefield.)

If the battle ends with models from both sides still on the battlefield, whoever has a model closest to the focus is the winner. A player can declare the battle ended if none of his or her models have taken damage, been attacked, or made saves for five consecutive rounds.

Rewards

Many battles have been fought in the Chamber of the Bat, and valuable items are sometimes found amid the detritus here. The winning player rolls once on Table 5-16: Armor.



STONECHILD

MAZE

The human defenders of the Ghostwind Plateau created this maze to confound their attackers. When elf warriors attempted to outflank the humans by coming at the plateau underground, they were lured here and destroyed. Two warbands now meet in this dark and dangerous cavern.

This scenario challenges your ability to keep your warbands under command.

ENVIRONMENT

This is an underground scenario for two players.

Setup

The scouting player chooses whether to be the encamped warband (the defender) or the attacker. The other player takes the opposite role.

Deployment

The defender deploys first, within the area marked on the map. The attacker then deploys within 6" of either or both edges of the battlefield. (The attacker's models may be deployed all at one edge or be split, with some models at one edge and the rest at the other.)

Lighting

Lighting is gloom.

Focus

The focus of the battlefield is the center of the defender's deployment area.

TERRAIN

This scenario contains both fixed and placed terrain.

- 8 high wall (fixed)
- 2 terrain pieces legal for underground play (placed)

Each player supplies one of the additional terrain pieces. You also need six counters to represent cave worm lairs.

Set up the battlefield as shown on the map. Place the high walls and the cave worm counters as indicated. The defender places one terrain piece at any legal location on the battlefield. The attacker then places the second piece.

SPECIAL RULES

The maze is dotted with cave worm lairs, as indicated by the counters placed around the battlefield. As soon as a model moves to within 3" of a counter, roll a d20. On an 18+, a cave worm strikes at the model from its lair. A model (even if it is knocked down) that starts its turn within 3" of a counter also requires a roll to see if it is attacked.

A cave worm has a melee attack of +2 and deals 1 melee damage. It has no ranged attack. Whether or not it hits, after it has made its attack, the cave worm immediately withdraws into its lair. Cave worms cannot be attacked in their lairs.



VICTORY

Victory goes to the warband that vanquishes its enemy.

The winner is the player who eliminates all of his or her opponent's models. (Models are eliminated if they are destroyed or routed off the battlefield.)

If the battle ends with models from both sides still on the battlefield, whoever has a model closest to the focus is the winner. A player can declare the battle ended if none of his or her models have taken damage, been attacked, or made saves for five consecutive rounds.

Rewards

The victorious combatants notice a glint of metal in an empty cave worm lair. Closer examination unearths a magic ring. The winning player rolls once on Table 5-19: Rings.



GRIMLOCK TROOPERS

STEAM CRAGS

The Ghostwind Plateau is overlooked by jagged, rocky highlands rent by geysers and volcanic steam vents. The area is scattered with the remains of dragons killed in an ancient confrontation, which are rumored to be sources of great power. Two warbands have been drawn here in search of the relics.

ENVIRONMENT

This is an aboveground scenario for two players.

Setup

The scouting player chooses whether to enter the battlefield from the north or south edge. The other player takes the opposite edge.

Deployment

Deployment is standard.

Lighting

Lighting is normal.

Focus

The focus of the battlefield is the center of the dragon skull.

TERRAIN

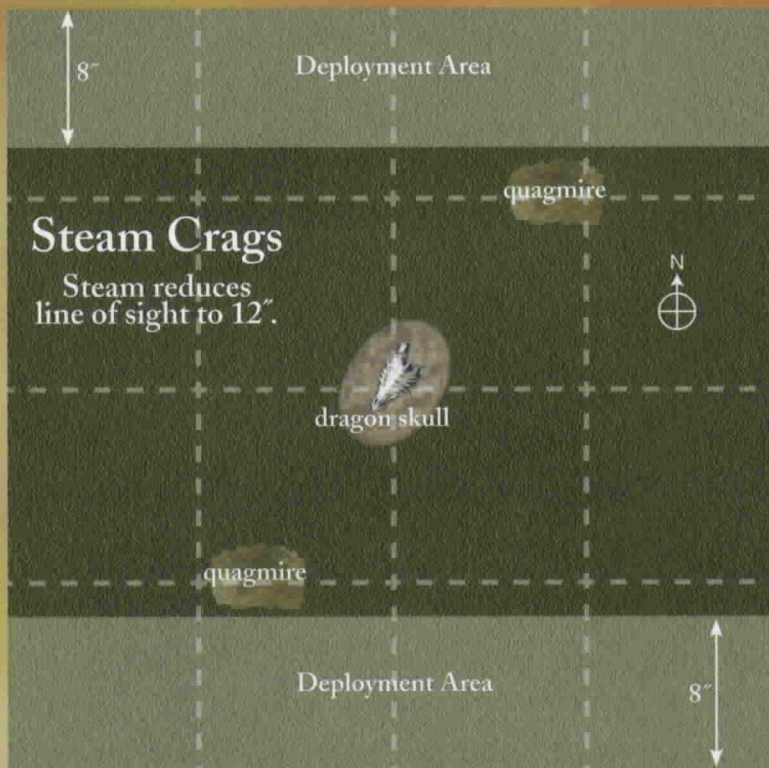
This scenario contains both fixed and placed terrain.

- 1 dragon skull (fixed)
- 2 quagmire (fixed)
- 2 briars (placed)

Set up the battlefield as shown on the map, with the quagmires and dragon skull as indicated. The scouting player places one briars at any legal location on the battlefield. The other player then places the second briars.



HUMAN WARRIORS



SPECIAL RULES

Thick steam and noxious vapors drift across the battlefield, reducing line of sight and line of effect to 12". Darkvision does not allow models to see farther.

VICTORY

This scenario rewards early success.

Victory Points: Each model is worth its cost in victory points to the player whose models eliminate it. (Models are eliminated if they are destroyed or routed off the battlefield.) For purposes of this scenario, warlord models are worth 10 victory points, plus 5 per level. For example, Voja at 5th level would be worth 35 points.

Eliminating Your Own Models: Models may not attack allies. If you eliminate one of your own models by some unusual circumstance, you receive no victory points for that model. Your opponent does receive victory points for that model.

Winning: The first player to accumulate victory points equal to 70% of the warband size wins immediately. You also win immediately if your opponent is left with only one model on the battlefield.

Rewards

A skeleton lies next to a vent, apparently the victim of a steam geyser. Most of its equipment is long rotted, but its armor remains intact. The winning player rolls once on Table 5-16: Armor.

TOWER OF STRATIS

At the center of the Ghostwind Plateau stands the ruin of the Tower of Stratis, last bastion of the Broadaxe tribe. Although it has been abandoned for hundreds of years, the tower is never silent. The voice of Stratis lingers, enjoining all who seek his power to follow the bloody path of combat.

Two warbands have found their way to the ancient tower. The voice of Stratis has ordered a battle between them.

ENVIRONMENT

This is an aboveground scenario for two players.

Setup

The scouting player chooses whether to enter the battlefield from the north or south edge. The other player takes the opposite edge.

Deployment

Deployment is standard.

Lighting

Lighting is normal.

Focus

The focus of the battlefield is the center of the ruined tower.

TERRAIN

This scenario contains both fixed and placed terrain.

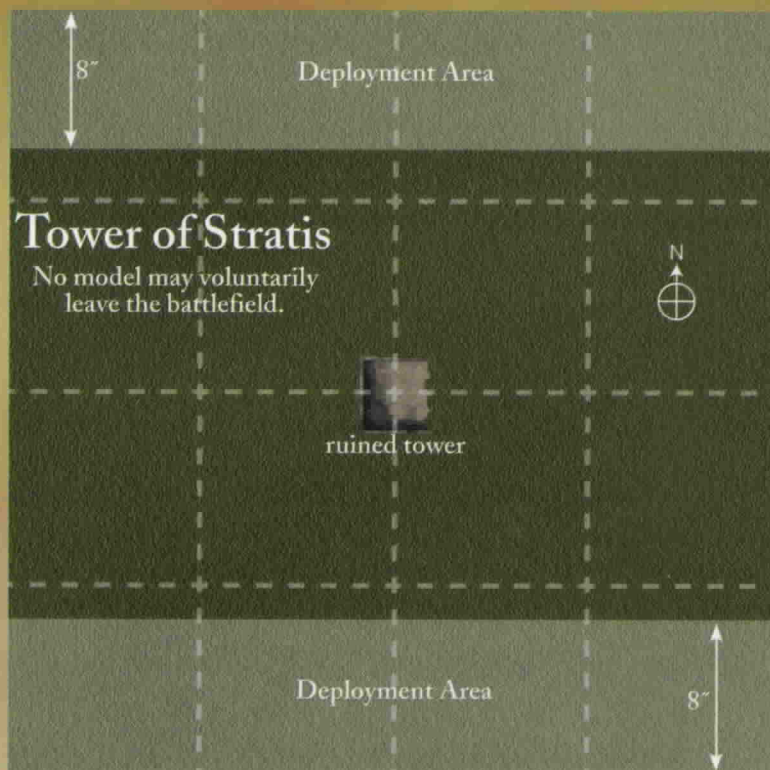
- 1 ruined tower (fixed)
- 4 terrain pieces legal for underground play (placed)

Each player supplies two of the four additional terrain pieces. (High and low walls, though not mandatory, are appropriate terrain for this battle. They can represent additional Broadaxe fortifications around the tower.)

Set up the battlefield as shown on the map, with the ruined tower as indicated. The scouting player places one of the four terrain pieces at any legal location on the battlefield. The other player then places two pieces, and the scouting player places the final piece.

SPECIAL RULES

The voice of Stratis compels the warbands to fight. No model can voluntarily leave the battlefield. (Models may still rout off the battlefield, however.)



VICTORY

Victory goes to the warband that vanquishes its enemy's leader.

The winner is the player who eliminates his or her opponent's leader. (Models are eliminated if they are destroyed or routed off the battlefield.)

Rewards

Vanquishing an enemy leader while under Stratis's command empowers the winning side's warlord. It ignores the next instance of level loss.



GNOLL ARCHERS

THE STATUE

The initial battles on the Ghostwind Plateau focused on a series of fortifications at the north end. Immediately behind these defenses Broadaxe clerics erected a statue of Stratis to inspire their warriors. The fortifications were reduced to rubble during the elven assault, but the statue still stands. Some say the Shield Mother answers prayers made to the memory of her slain son at sacred places like this one.

Warbands from different factions have found the statue and battle to control it, in the hopes of learning some of Stratis's secrets. They face not just one another, but also the formidable defenses of the statue itself.

ENVIRONMENT

This is an aboveground scenario for two players.

Setup

The scouting player chooses whether to enter the battlefield from the north or south edge. The other player takes the opposite edge.

Deployment

Deployment is standard.

Lighting

Lighting is normal.

Focus

The focus of the battlefield is the center of the idol within the sacred circle.

TERRAIN

This scenario contains both fixed and placed terrain.

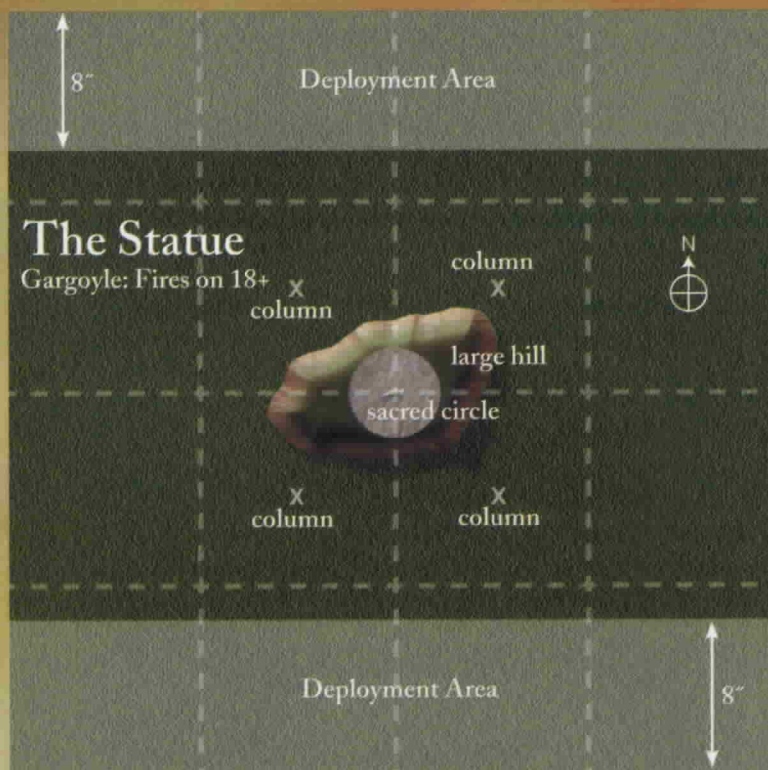
- 1 large hill (fixed)
- 1 sacred circle (fixed)
- 2 briars (placed)
- 2 woods (placed)

You also need four tokens to represent ancient stone columns—pennies will work fine.

Set up the battlefield as shown on the map, with the large hill, sacred circle, and column tokens as indicated. Set up the remaining terrain normally.

SPECIAL RULES

Four stone columns surround the statue. At the top of each column is a fearsome-looking stone gargoyle set there to protect the statue. Any time a model ends its turn within 6" of a column, roll a d20. On a roll of 18+, the gargoyle fires a magical bolt at the model. A gargoyle has a ranged attack (only) of +2, having a 6" range, that deals 1 damage. Neither the columns nor the gargoyles can be destroyed.



Models deployed within 6" of the columns are not subject to attack until the end of their first turn. If they are still within range at that time, check for the gargoyles as normal.

VICTORY

Victory goes to the warband that controls the statue of Stratis.

The winner is the first player who, at the end of three consecutive rounds, is the only player to have a model within 6" of the center of the idol. It doesn't have to be the same model each round. If, at the end of any round, both players (or neither player) have models within 6" of the center of the idol, then neither player receives credit for victory that round, and the count starts over on the next round that only one player's model or models qualify.

Rewards

There is a small meditation pool between the feet of the statue, used by supplicants to focus their thoughts. There is enough liquid in the meditation pool for the winning warband to fill one flask, which counts as a potion. The winning player rolls once on Table 5-18: Potions.

BOG OF THE LICHTOR

The Bog of the Lichtor, long thought to be impassible, is a morass that borders one side of the Ghostwind Plateau. A clever warlord seeks to outflank the enemy by leading a warband through the supposedly impenetrable bog.

The enemy warlord is not caught off guard, however, having posted a warband at the bog's edge to prevent such infiltration. The attacking warband is attempting to break through the defenders.

ENVIRONMENT

This is an aboveground scenario for two players.

Setup

The player with the higher score is the attacker and starts at the south edge of the battlefield. The other player is the defender and takes the north edge.

Deployment

The defender deploys first. Deployment is otherwise standard.

Lighting

The attacker chooses the time of day, and hence the lighting, for the attack. Light is either normal or gloom, as the attacker decides.

Focus

The focus of the battlefield is the center of the northernmost quagmire.

TERRAIN

This scenario contains both fixed and placed terrain.

- 3 quagmire (fixed)
- 3 briars (placed)
- 2 hedgerow (placed)

Set up the battlefield as shown on the map, with the quagmires as indicated. The defending player places one briars or hedgerow at any legal location on the battlefield. The attacking player then places the remaining terrain.

PREPARATION

Each spellcaster can cast one preparatory spell on itself or another model in its warband.

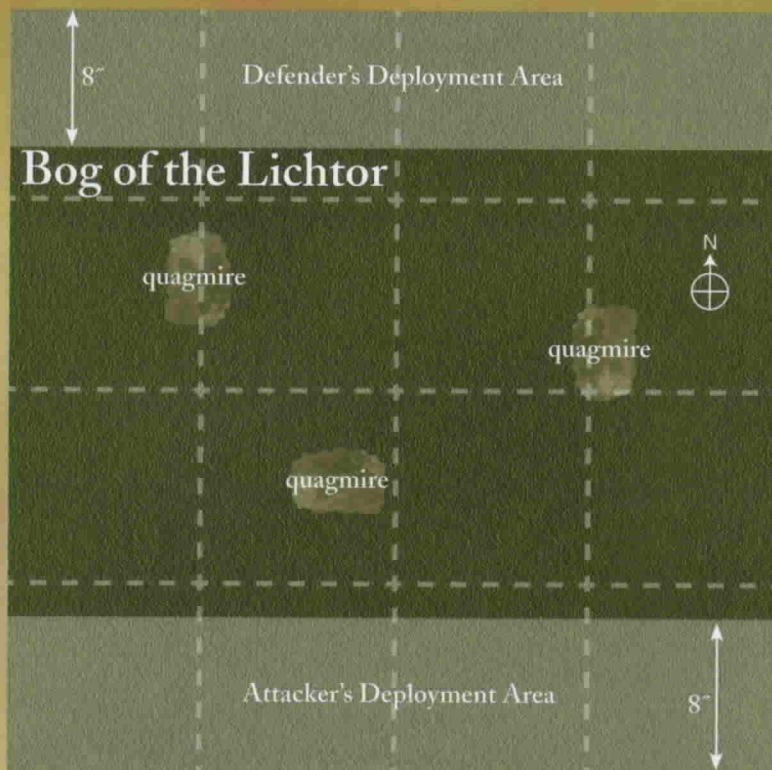
SPECIAL RULES

Special movement rules apply to this scenario.

Moving toward the Defender's Edge

Even a troop that is out of command may maneuver toward (and past) the defender's battlefield edge. A troop can do so even if an enemy model is in line of sight.

Exception: A wild troop may not maneuver this way. A wild troop has two ways of getting off the defender's battlefield edge.



- If a wild troop starts a round in contact with an allied commander, and that commander moves off the battlefield, the wild troop may maneuver toward (and past) the defender's battlefield edge this round (as a normal troop can). If the wild troop has already acted this round, however, this rule does not give it an extra turn in which to get across the defender's battlefield edge.
- As always, a wild troop may exit the battlefield if routed.

VICTORY

Victory goes to the attacking warband if it manages to break through, or the defending warband if it prevents a breakthrough.

The attacker wins by getting at least half of his or her models off the defender's battlefield edge. (Routing models count if they rout off the defender's battlefield edge.) The defender wins by preventing the attacker from winning, usually by eliminating more than half the attacker's models.

If the battle ends with models from both sides still on the battlefield, the defender wins. The defender can declare the battle ended if, for five consecutive rounds, none of his or her models have taken damage, been attacked, or made saves, and if no attacking model has exited across the defender's battlefield edge in that time.

Rewards

The victorious warlord finds a magic weapon half-submerged in the swamp. The winning player rolls once on Table 5-17: Weapons.

THE ORACLE

The Oracle of T'bash has stood for millennia in a great underground cavern. Now one warband has gained control of the Oracle. If it is not destroyed, the Oracle could give that warband's faction an advantage in the hunt for *Bonebreak*.

Another warband has arrived to challenge the Oracle's controller.

ENVIRONMENT

This is an underground scenario for two players.

Setup

The player with the higher score is the defender and starts within the sacred circle, as indicated on the map. The other player is the attacker.

Deployment

The defending player deploys first, anywhere within the outer ring of the sacred circle. The attacking player then deploys within 6" of either or both ends of the battlefield. (The attacking player's models may be deployed all at one edge or be split, with some models at one end and the rest at the other.)

Lighting

The cavern is a dank and dismal place. Roll a d20: On a result of 1–6, lighting is normal; on 7–20, lighting is gloom.

Focus

The focus of the battlefield is the center of the idol within the sacred circle.

TERRAIN

This scenario contains only fixed terrain.

- 2 high wall
- 1 sacred circle

Set up the battlefield as shown on the map, with the high walls and the sacred circle as indicated. The idol within the sacred circle represents the Oracle.

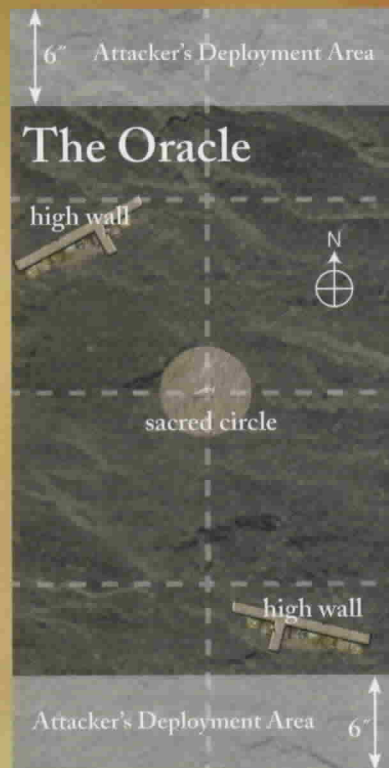
PREPARATION

Each spellcaster can cast one preparatory spell on itself or another model in its warband.

SPECIAL RULES

Two special rules apply to this scenario.

- Any commander in contact with the Oracle immediately gains 2 command points. These bonus command points are immediately lost if the commander moves out of contact with the Oracle.
- The Oracle is a construct creature with speed 0. It has armor 15, health 7, and save +1. It also has the Immune Acid, Immune Cold, Immune Electricity, and Immune Fire special abilities. It does not move or attack. It cannot rout or be knocked down. When its health drops to 0, it is destroyed.



VICTORY

Victory goes to the attacker if the Oracle is destroyed, or the defender if it is not.

The attacker wins immediately if the Oracle is destroyed.

The defender wins by eliminating all of the attacker's models. (Models are eliminated if they are destroyed or routed off the battlefield.)

The defender can also declare victory if the battle ends with models from both sides still on the battlefield. The defender can declare the battle ended if, for five consecutive rounds, none of his or her models have taken damage, been attacked, or made saves.

Rewards

If the defender wins, the Oracle grants that warband a boon. If the attacker wins, that warband plunders an item from the rubble, an offering left by seekers for the Oracle's wisdom. The winning player rolls once on Table 5–20: Wondrous Items.



DROW WARRIOR

ESCORT DUTY

An elderly sage wanders the lands surrounding the Ghostwind Plateau, a copy of Melle's parchments in his hands. One warband seeks the knowledge of the ancient master, which may lead them to *Bonebreak*. Another seeks to kill him and thus keep him from spreading word of the Ghostwind Plateau.

The two warbands confront each other as the sage attempts to cross the field between them.

ENVIRONMENT

This is an aboveground scenario for two players.

Setup

The player with the higher score is the defender and starts on the south edge of the battlefield. The other player is the attacker and takes the north edge.

Deployment

The defending player deploys first. Deployment is otherwise standard.

Lighting

Lighting is normal.

Focus

The focus of the battlefield is the center.

TERRAIN

This scenario contains both fixed and placed terrain.

- 4 hill (fixed)
- 4 terrain pieces legal for aboveground play (placed)

Each player supplies two of the four additional terrain pieces. You also need a model to represent the sage. Any model mounted on a 25 mm base will do, but a model from a faction not represented in either player's warband is ideal.

Set up the battlefield as shown on the map, with the hills and the sage as indicated. The defending player places one piece of terrain at any legal location on the battlefield. The attacking player then places the remaining terrain.

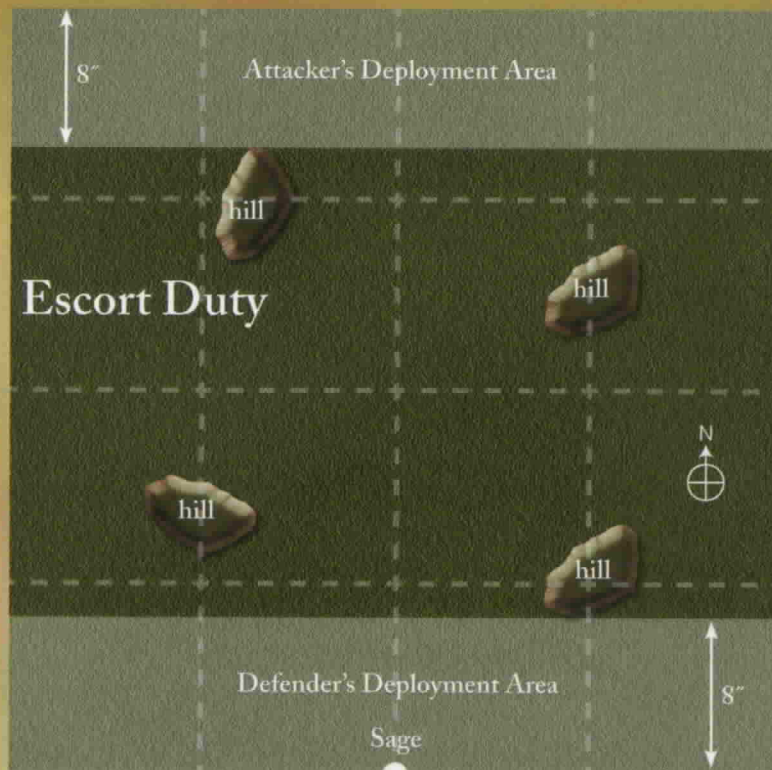
Special Terrain Placement

No terrain may be placed on the centerline of the battlefield (the line extending directly from the sage to the northern edge).

SPECIAL RULES

Several special rules apply to the sage model.

- The sage has speed 6", armor 15, health 3, and save +5. It never attacks.



- The sage counts as a model in the defender's warband.
- The sage is protected by a magical aura that deflects all ranged and magical attacks. Ranged attacks and spells cannot target the model. Spells and abilities that affect an area, such as a cone, do not deal damage to the sage model, and it automatically succeeds at any save required by the effect. Other models within the area of effect are affected normally.

VICTORY

Victory goes to the defending warband if it keeps the sage safe, or to the attacking warband if it destroys the sage.

The defender wins by moving the sage off the northern edge of the battlefield. If the sage routs across the northern edge, it still counts as a defender victory. The sage can still maneuver even if the rest of the defender's warband is eliminated.

The attacker wins by preventing the sage from moving off the northern edge of the battlefield, usually by killing the sage.

Rewards

The sage has a magic item. If he safely crosses the battlefield, the sage gives the item to the defender in gratitude. If the attacker wins, the item is wrested from the sage or looted from his body. The winning player rolls once on Table 5-20: Wondrous Items.

GATES

On the Ghostwind Plateau stand the mysterious Gates of Fallor. No one knows why they were constructed, or how—but the warband that exploits them best is on the sure path to victory!

Two warbands meet at the site of the gates and contend for the artifact's powers.

ENVIRONMENT

This is an aboveground scenario for two players.

Setup

The scouting player chooses whether to enter the battlefield from the north or south edge. The other player takes the opposite edge.

Deployment

Deployment is standard.

Lighting

Lighting is normal.

Focus

The focus of the battlefield is the center.

TERRAIN

This scenario contains both fixed and placed terrain.

- 2 hill (fixed)
- 2 terrain pieces legal for aboveground play (placed)

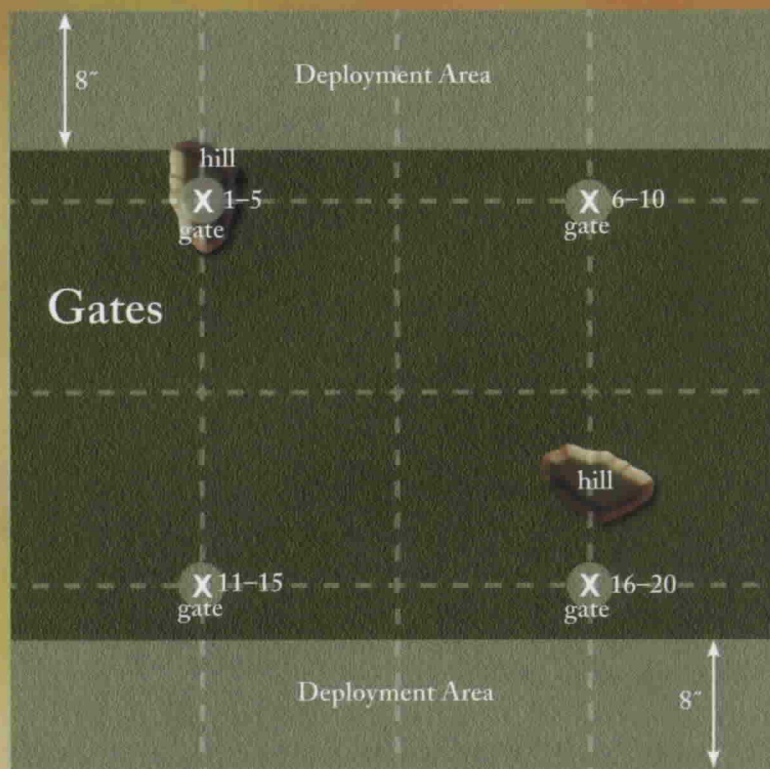
Each player supplies one of the two additional terrain pieces. You also need four tokens to represent the Gates of Fallor—pennies will work fine.

Set up the battlefield as shown on the map, with the hills and the gate tokens as indicated. The scouting player places one piece of terrain at any legal location on the battlefield. The other player then places the second terrain piece.

SPECIAL RULES

The gates are supernaturally connected travel conduits. Any model touching a gate can teleport to another gate on the battlefield.

- Once per turn, when a maneuvering model's base comes into contact with a gate during its movement, its player may choose to teleport by making a save (Difficulty Class 11). If the save is successful, move the model to any other gate. The model may be placed in any location, so long as its base is in contact with the target gate. It may then continue its movement.
- A model cannot charge through a gate. It cannot move through more than one gate on the same turn.
- If there is not enough room for the model at the target gate, the save automatically fails.



- If the save is failed, randomly determine which gate the model teleports to. Roll a d20 and consult the number ranges on the map. The model teleports to the gate whose range includes the d20 result. This could result in the model teleporting to the desired gate anyway, or even to the gate from which it started. If there is not enough room to place the model at that gate, roll again.

VICTORY

Victory goes to the warband that vanquishes its enemy.

The winner is the player who eliminates all of his or her opponent's models. (Models are eliminated if they are destroyed or routed off the battlefield.)

If the battle ends with models from both sides still on the battlefield, whoever has a model closest to the focus is the winner. A player can declare the battle ended if none of his or her models have taken damage, been attacked, or made saves for five consecutive rounds.

Rewards

You never know what's going to pop out of the Gates of Fallor. The winning player rolls once on Table 4-2: Random Rewards.

THE PRISONER

One warband has captured a courier for another faction who is carrying valuable information about *Bonebreak*. If the prisoner can be freed, its faction gains the information. If not, its captors will surely obtain it—one way or another.

Two warbands meet outside a crumbling village near the Ghostwind Plateau. The attackers are here to rescue the prisoner.

ENVIRONMENT

This is an aboveground scenario for two players.

Setup

The player with the higher score chooses whether to be the attacker or the defender.

Deployment

The defender deploys first, anywhere on the large hill. The attacker then deploys within 6" of either or both ends of the battlefield. (The attacker's models may be deployed all at one edge or be split, with some models at one end and the rest at the other.)

Lighting

Lighting is normal.

Focus

The focus of the battlefield is the center of the hut on the large hill.

TERRAIN

This scenario contains both fixed and placed terrain.

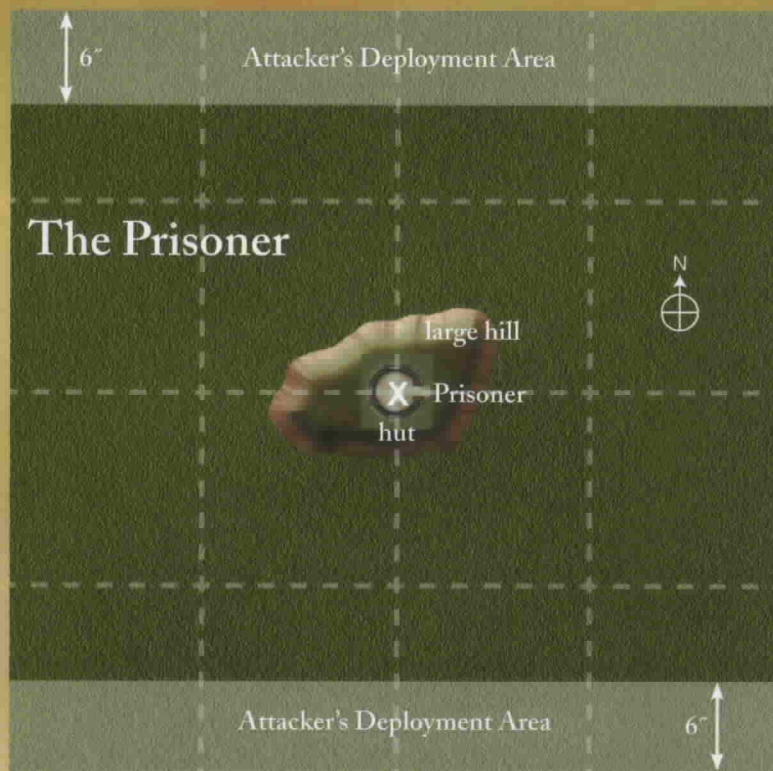
- 1 hut (fixed)
- 1 large hill (fixed)
- 2 stake barrier (placed)
- 3 terrain pieces legal for aboveground play (placed)

The attacker supplies the three additional terrain pieces. You also need a model to represent the prisoner. See the Special Rules section below.

Set up the battlefield as shown on the map, with the large hill and the hut as indicated. Place the prisoner in the center of the hut. The attacker places the three additional terrain pieces at any legal location on the battlefield. The defender then places the stake barriers at any legal location on the battlefield.

PREPARATION

Each spellcaster in the defender's warband can cast one preparatory spell on itself or another model in its warband.



SPECIAL RULES

The prisoner is selected by the defender. It can be any model of the attacking warband's faction with a cost of no less than 6 points and no more than 9 points, and it does not count against the cost of either player's warband. The prisoner model cannot be selected from the attacker's warband.

Once play begins, the prisoner is part of the attacker's warband. However, it cannot move, attack, or take any action other than attempt to escape, until freed. The prisoner can be freed in two ways: escape or release.

Special Actions

The prisoner can attempt to escape once per round as a special action. The attacking player makes a save (Difficulty Class 20). On a success, the prisoner escapes.

Only models in the attacker's warband can attempt to free the prisoner. A model having base-to-base contact with the prisoner can release it as a special action. Releasing the prisoner does not require a roll.



VICTORY

Victory goes to the warband that ends the battle with control of the prisoner.

The attacker wins immediately if the prisoner moves off his or her edge of the battlefield, or off either side edge. If the prisoner routs off the attacker's edge, or either side, it still counts as an attacker victory. If the prisoner moves off the defender's edge, the defender wins.

The defender wins by preventing the attacker from winning, usually by eliminating all of the attacker's models before the prisoner is freed, or by killing the prisoner after it is freed. The defender can declare victory if, for five consecutive rounds, none of his or her models have taken damage, been attacked, or made saves, and if the prisoner has not been freed in that time.

If the defender kills the prisoner before it is freed, the attacker automatically wins.

Rewards

The courier does have information on a magic weapon, but it turns out not to be *Bonebreak*. The winning player rolls once on Table 5-17: Weapons.



OGRE MERCENARY

RAMPAGE!

Perhaps the strangest defense the clerics of the Broadaxe tribe came up with was the *otyugh swarm* spell. (This spell first appeared in the *Defenders of the Faith* guidebook for the DUNGEONS & DRAGONS roleplaying game.) They enchanted certain areas of the plateau so that any troop movement through them would trigger the spell, summoning several angry otyughs. Even now, these enchantments remain in place.

Two warbands about to clash have triggered an *otyugh swarm*. Now they confront the creatures—and each other—on the windswept plateau. Watch out for otyughs on a rampage!

ENVIRONMENT

This is an aboveground scenario for two players.

Setup

The scouting player chooses whether to enter the battlefield from the north or south edge. The other player takes the opposite edge.

Deployment

You also need three Otyugh models for this scenario. Deploy the Otyughs first, at the locations indicated on the map. Then follow standard deployment rules.

Lighting

Lighting is normal.

Focus

The focus of the battlefield is the center.

TERRAIN

This scenario contains only placed terrain.

- 4 terrain pieces legal for aboveground play

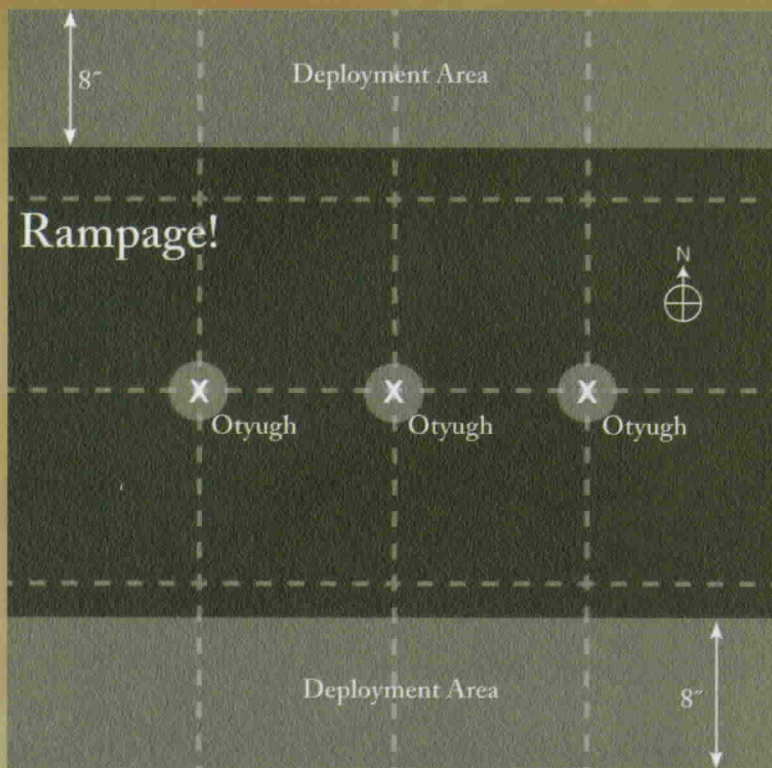
Each player supplies two of the terrain pieces.

The scouting player places one of the terrain pieces at any legal location on the battlefield. The defender then places a piece. Players continue to place pieces alternately until all terrain has been placed.

SPECIAL RULES

Each round, before either player acts, each Otyugh maneuvers up to its speed toward the nearest enemy model. (Both warbands count as the Otyughs' enemies.) If it makes melee contact, it makes a melee attack against the model. Otherwise, it maneuvers up to its speed again toward the model. An Otyugh can charge if it is within range.

If an Otyugh begins its turn having melee contact against a model, it attacks without moving. If it has melee contact against two or more models, roll a die to determine randomly which model the creature attacks.



VICTORY

Victory goes to the warband that slays two of the three Otyughs.

Only the killing blow counts. Even if the other warband dealt more damage to an Otyugh over the course of the battle, the warband of the model that actually destroys it gets credit for the kill.

Rewards

Otyughs literally eat garbage to survive. Sometimes, however, valuable items find their way into refuse pits. The victor fishes a ring out of the corpse of an otyugh. The winning player rolls once on Table 5-19: Rings.



GRAY ELF WARRIORS



OTYUGH

Otyughs are repulsive subterranean monsters that live by scavenging. They lurk in piles of refuse, feeding on decaying matter so foul only they can stomach it. The dwarves of Mordengard, nothing if not practical, sometimes use them as living garbage disposals. The Otyugh will fight for anybody if it's hungry enough, and canny warbands drive their enemies toward known lairs.



OTYUGH
No Faction* - Neutral Aberration
LEVEL 6

15 PTS.



<p>SPEED 4"</p> <p>ARMOR 17</p> <p>HEALTH 6</p> <p>SAVE +4</p>	<p>MELEE</p> <p>Attack: +3 Damage: 1</p> <p>RANGED</p> <p>Attack: — Damage: —</p>
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SPECIAL ABILITIES

Difficult Troop x2

Constrict 10

Extra Melee Attack

Reach 1"

Scary 1



*A model with no faction is always considered to be a cross-faction model.

Art by Sam Wood

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SACRED PLACES

Beneath the Ghostwind Plateau, the secrets of the Broadaxe tribe await those brave enough—and strong enough—to seek them out.

Two warbands have found an important Broadaxe site, one of several that have been lost for hundreds of years. The warband that controls it will gain its secrets.

ENVIRONMENT

This is an underground scenario for two players.

Unlike standard underground skirmishes, this one takes place on a 4' by 4' battlefield. The sides are still impassable, as normal for an underground setting.

Setup

The scouting player chooses whether to enter the battlefield from the north or south edge. The other player takes the opposite edge.

Deployment

Deployment is standard.

Lighting

The chamber is a dark and lonely place. Lighting is gloom.

Focus

The focus of the battlefield is the center of the idol within the sacred circle.

TERRAIN

This scenario contains both fixed and placed terrain.

- 1 sacred circle (fixed)
- 2 terrain pieces legal for underground play (placed)

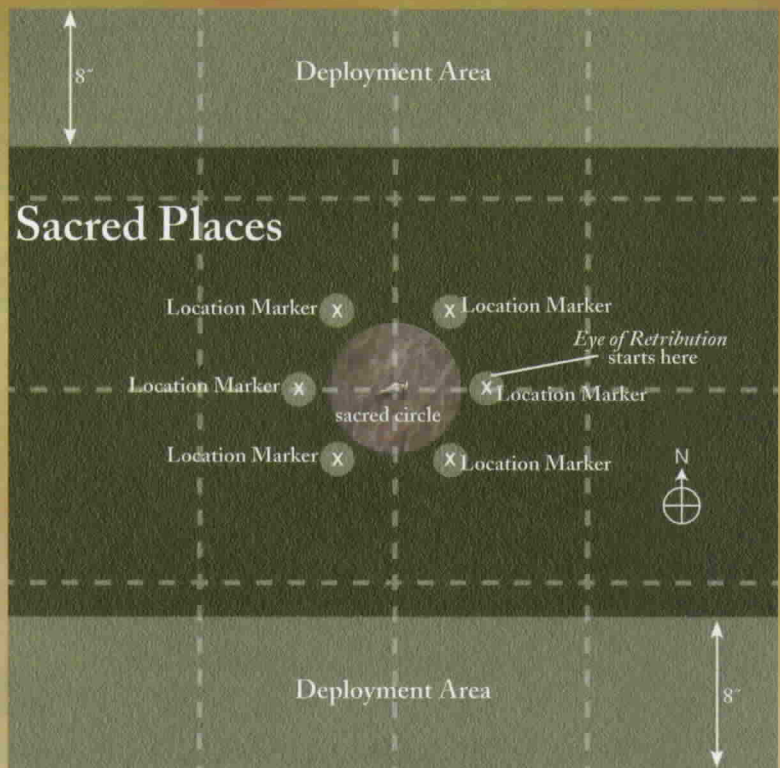
Each player supplies one of the additional terrain pieces. You also need six location markers, and a token to represent the *eye of retribution* (see the Special Rules section below). Coins will work fine—use a distinctive coin to represent the *eye*.

Set up the battlefield as shown on the map, with the sacred circle, location markers, and *eye* token as indicated. The scouting player places one of the terrain pieces at any legal location on the battlefield. The other player then places the other piece.

SPECIAL RULES

A magical device called the *eye of retribution* protects the site. It floats through the air high above the melee, shooting lightning at those who approach the sacred circle.

- Each round, before either player acts, the *eye* attacks and then moves.
- The *eye* has armor 15, health 2, save +2, and ranged attack (only) +4, with a 12" range, dealing 2 damage. It attacks the closest model within range that is not in the sacred circle. It never attacks models in the circle.



- Once it has attacked, the *eye* moves. Roll a d20, divide the result by 5, and round up. Move the *eye* clockwise that many location markers. (For example, you roll a 7, divide by 5, and round up to get a result of 2. You move the *eye* clockwise two markers.) Alternately, if you have a four-sided die (d4) handy, you can roll that for the *eye*'s movement instead.
- For attacks, treat the *eye* as an enemy to all models. It can be attacked, but only with ranged attacks and spells. It is too high above the battlefield to be hit by melee attacks.

VICTORY

Victory goes to the warband that vanquishes its enemy.

The winner is the player who eliminates all of his or her opponent's models. (Models are eliminated if they are destroyed or routed off the battlefield.)

If the battle ends with models from both sides still on the battlefield, whoever has a model closest to the focus is the winner. A player can declare the battle ended if none of his or her models have taken damage, been attacked, or made saves for five consecutive rounds.

Rewards

The Broadaxe stored extra foodstuffs and weapons here, all of which long ago rotted away. One magic weapon, however, remains. The winning player rolls once on Table 5-17: Weapons.

THREE-PLAYER SKIRMISH

The *Ghostwind Campaign* works best with two-player skirmishes. Sometimes, however, you may end up with an odd number of players. In this situation, the three bottom-ranked players should play this Three-Player Skirmish scenario.

ENVIRONMENT

Instead of rolling on Table 4-1: Random Two-Player Scenarios, determine the environment for the skirmish by rolling a d20. On a result of 1–6, the environment is underground (make a separate check for lighting), and on a 7–20 it's aboveground.

The Three-Player Skirmish is the same as the Standard Skirmish scenario, with the following exceptions.

SEQUENCE OF PLAYERS

Players agree in what order they'll sit around the battlefield. If players can't agree, randomly determine seating order.

TERRAIN PLACEMENT

Each warband provides two pieces of terrain if the skirmish is aboveground and three pieces if it is underground. Players agree on how all the terrain is placed. (If players can't agree, they each roll a d20. The winner determines who places the first piece and whether the chance to place the next piece of terrain passes to the left or to the right.)



SCOUTING CHECK

In an aboveground skirmish, the scouting player chooses a spot along the edge of the battlefield to be his or her home spot. The other players get home spots equidistant around the edge of the battlefield. (The battlefield is 192" around; players' home spots must therefore be 64" apart.)

In an underground skirmish, it's difficult for opponents to start at equal distances from one another. Players should agree on three home spots at least 12" apart from one other. The player who wins the scouting check chooses which home spot his or her models will deploy around. The player with the second highest scouting check chooses a home spot next, and so on.

DEPLOYMENT

The scouting player determines who deploys first and whether the next chance to deploy passes to the left or to the right. Players deploy their models entirely within 6" of their home spots.

VICTORY

This scenario rewards early success.

Victory Points: Each model is worth its cost in victory points to the player whose models eliminate it. (Models are eliminated if they are destroyed or routed off the battlefield.) For purposes of this scenario, warlord models are worth 10 victory points, plus 5 per level. For example, Voja at 5th level would be worth 35 points.

Eliminating Your Own Models: Models may not attack allies. If you eliminate one of your own models by some unusual circumstance, you receive no victory points for that model. Both of your opponents do receive victory points for that model.

Winning: The first player to accumulate victory points equal to 70% of the warband size wins immediately. You also win immediately if both of your opponents are left with one model or fewer on the battlefield.

Rewards

The winning player rolls twice on Table 4-2: Random Rewards and picks one of those results.



CRAZED MINOTAUR CULTIST

BONEBREAK

It all comes down to this. The two most powerful warbands in the land face each other in a final battle to control Stratis's first weapon.

Both warlords have figured out the secret of the World Ash and led their warbands to a secret locale on the Ghostwind Plateau, where the great tree will manifest at the appointed time. The victor here will claim *Bonebreak*!

ENVIRONMENT

This is an aboveground scenario for two players.

Setup

The player with the higher score chooses whether to enter the battlefield from the north or south edge. The other player takes the opposite edge.

Deployment

Deployment is standard.

Lighting

Lighting is normal.

Focus

The focus of the battlefield is the center of the giant tree (the World Ash).

TERRAIN

This scenario contains only fixed terrain.

- 4 hill
- 1 giant tree

Set up the battlefield as shown on the map, with the hills and the giant tree as indicated.

PREPARATION

Each spellcaster can cast one preparatory spell on itself or another model in its warband.

SPECIAL RULES

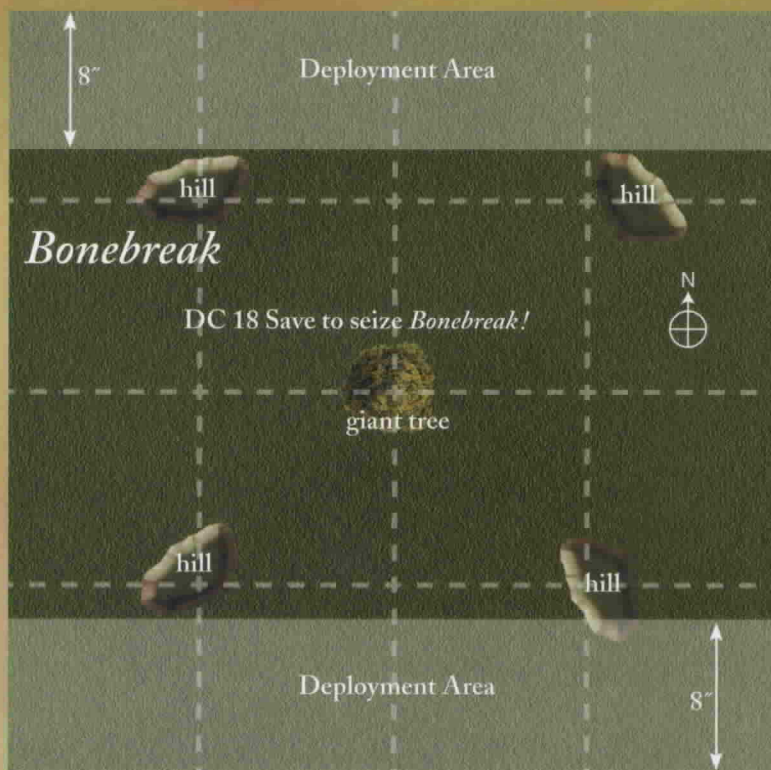
The giant tree represents the trunk of a shoot of the World Ash, which has grown from the spot where *Bonebreak* lies. Its branches spread out well above the battlefield, too high to affect melee combat. The branches do interfere with ranged combat, however, limiting all ranged attacks to 12". This does not affect the range of spells.

Models that do not have the Commander special ability cannot move to within 6" of the World Ash.

Special Actions

Bonebreak lies within the trunk of the World Ash. Only warlords can pick up and use the godly artifact, since only they have the strength of will to wield it.

A warlord model that comes into base-to-base contact with the giant tree can attempt to reach in as a special action. The model's



player makes a save (Difficulty Class 18). If the save is successful, the warlord grasps *Bonebreak*. The model is immediately restored to full health. On a failure, the model takes 1 damage.

Should the warlord wielding *Bonebreak* be slain, place a penny where the model fell to mark the weapon's location. It remains there until another warlord picks it up (making a save to do so).

Bonebreak

Bonebreak is an impressive weapon. Its wielder gains a +4 bonus on its melee attack and a +1 bonus on melee damage. The wielder also gains the following special abilities: Aura of Courage +4, Extra Melee Attack, Fearless, Immune Mind-Affecting Spells, Immune Poison, and Powerful Charge +2. A model that already has Extra Melee Attack still gains the benefit of *Bonebreak*, thus allowing three melee attacks per turn if the model doesn't move.

VICTORY

Victory goes to the warband that vanquishes its enemy.

The winner is the player who eliminates all of his or her opponent's models. (Models are eliminated if they are destroyed or routed off the battlefield.)

If the battle ends with models from both sides still on the battlefield, whoever has a model closest to the focus is the winner. A player can declare the battle ended if none of his or her models have taken damage, been attacked, or made saves for five consecutive rounds.

Rewards

The winning warlord claims *Bonebreak*.

CHAINMAIL

• MINIATURES GAME •



Chapter 5: Experience and Rewards

When warlords successfully lead their warbands against the enemy, they become stronger. They gain personal power from experience, learn to lead more effectively, and gain magic weapons or other items.

This chapter covers the benefits of experience for individual warlords, the new special abilities and spells that they gain, and the magic items they can acquire.

WARLORD EXPERIENCE

Each time warlords guide their warbands to victory, they gain experience and advance a level. Spellcasters learn new spells and cast more of those they already know. Combat-oriented warlords gain better combat ability. All warlords increase their Commander ratings.

Sometimes, however, a warlord is killed in battle. Allies can bring the corpse back to the faction leaders to raise the fallen warlord from the dead. The shock of dying and being brought back to life, however, can leave warlords weaker than they were before. (See "After a Round" in Chapter 3: Running the Ghostwind Campaign for more information.)

COMMANDER CLASS AND LEVEL

Warlords get stronger as they advance in level. The specific benefits of advancement depend on the warlord's class. ("Class" is a feature from the DUNGEONS & DRAGONS roleplaying game.)

A warlord who has two classes can raise one or the other each time it advances a level. The exception to this is the "gnoll" class, which represents the monster's basic nature and does not advance.

Warlord Starting Classes and Levels

Ahmur's Legion

Petrus	Cleric 1/Fighter 1
Bolkart (Half-Orc Fighter)	Fighter 2

Drazen's Horde

Voja	Adept 2
Izrok (Hobgoblin Fighter)	Fighter 2

Mordengard

Grubal	Fighter 1/Cleric 1
Rurik (Dwarf Ranger)	Ranger 3

Naresh

Dragomir	Gnoll 2/Ranger 1
Robu (Tiefling Fighter)	Fighter 3

Ravilla

Oriana	Wizard 2
Jezwyn (Wood Elf Ranger)	Ranger 2

Thalos

Zadkiel	Paladin 2
Belech (Human Sorcerer)	Sorcerer 2

Other Warlords

For a variant of the *Ghostwind Campaign*, or for a campaign of your own design, you may want to use other models as warlords—possibly even independent troops instead of commanders. As well, the six warlords described in this book are less-powerful versions of some Set 3 models; you might prefer to use their standard scores. Listed below are the classes and levels of the commanders and independent troops in Sets 1, 2, and 3.

Some models have more than one class. When such a model gains a level, it can advance in either of its classes. Its total level can't go above 6, and a warlord can't gain levels in the "gnoll" class.

The notation "(I#)" indicates that the model has the Independent Troop special ability, with the listed rating. When advancing an independent troop, bonuses to Commander rating increase the model's Independent Troop rating instead.

Ahmur's Legion

Human Shadow Priest (C5)	Cleric 3/Fighter 1
Human Death Cleric (C4)	Cleric 2
Half-Orc Fighter (C2)	Fighter 2
Halfling Sneak (I0)	Rogue 1

Drazen's Horde

Hobgoblin Adept (C4)	Adept 4
Hobgoblin Fighter (C3)	Fighter 2
Orc Druid (C2)	Druid 2

Mordengard

Dwarf Hammer Priest (C4)	Cleric 3/Fighter 1
Dwarf Fighter (C3)	Fighter 3
Dwarf Cleric (C3)	Cleric 2
Dwarf Ranger (C2)	Ranger 3

Naresh*

Gnoll Cleric (C4)	Gnoll 2/Cleric 2
Demonic Gnoll Adept (C3)	Gnoll 2/Adept 1
Tiefling Fighter (C2)	Fighter 3
Gnoll Ranger (C1)	Gnoll 2/Ranger 1

Ravilla

Gray Elf Imperial Noble (C4)	Aristocrat 4
Gray Elf Wizard (C2)	Wizard 2
Wood Elf Ranger (C1)	Ranger 2
Half-Dragon Mage (I2)	Wizard 4
Gray Elf Snakestrike Duelist (I2)	Fighter 3
Wood Elf Skirmisher (I0)	Fighter 3
Gray Elf Warsinger (I0)	Bard 1
Gray Elf Duelist (I0)	Fighter 2

Thalos

Human Paladin of Stratis (C6)	Paladin 4
Human Paladin (C5)	Paladin 2
Aasimar Cleric (C4)	Cleric 2
Human Sorcerer (C2)	Sorcerer 2
Human Swiftwing Disciple (I0)	Monk 1

*The Abyssal Skulker is an independent troop, but it doesn't have a class and isn't suitable as a warlord.

Example of Level Advancement

Grubal has smashed the oppressive enemies of Mordengard in a decisive skirmish and advances a level. Since Grubal is a fighter 1/ cleric 1, he can choose which class to advance in. He decides to advance as a cleric.

Grubal's player consults the 2nd-level row on Table 5-6: Cleric Advancement. It lists a +1 bonus to the model's health, save, attack, and Commander rating, as well as a new 1st-level spell. The player adjusts Grubal's statistics to health 5, save +7, melee attack +5, and ranged attack +2; Grubal's Commander rating increases to 3. Grubal could choose a new spell off the 1st-level cleric spell list or double up on an existing spell. Grubal's player decides to reinforce the dwarves of his warband by taking *shield of faith* +2 a second time.

Advancement Tables

The following advancement tables set out the benefits gained by each character class on advancing a level. These include classes other than those of the warlords and lieutenants presented in this book, so that you can play different models as warlords or invent new warlords for yourself.

Each table has several columns, whose information is summarized below.

Level: A warlord's level works just the same as a regular model's level. When a warlord attains a new level, find that new level in this column. Then read the row across to see what

benefits the warlord gains. Each table starts at level 2, even though all the standard warlords begin at 2nd level or above. This allows you to play a nonstandard warlord that starts at 1st level.

Warlords in the *Ghostwind Campaign* can rise only to 6th level. If the warlord has two classes, such as Dragomir, this is the total level, not class level. However, each time the warlord gains a level, just one class advances. For example, the first time Dragomir advances, he gains benefits from the 2nd-level row on the ranger advancement table. (He can't advance in the "gnoll" class.)

Health: Add this number to the warlord's health.

Save: Add this number to the warlord's save.

Attack: Add this number to the warlord's melee attack and ranged attack (if any).

Commander: Add this number to the warlord's Commander rating. Some troops cannot be commanders but improve as independent troops. In this case, the column is labeled "Independent" instead.

Special: Not every advancement table has a "Special" column. Entries indicate special bonuses the warlords get at certain levels.

Many classes of warlords have special abilities that improve as they advance in level. For example, a rogue's Sneak Attack rating (and thus the bonus damage it deals with a sneak attack) goes up at 3rd level.

If a warlord does not have a special ability, and that ability is listed as improving, the warlord doesn't gain that benefit.



Spells: Not every advancement table has “Spells” columns. Entries indicate spells the warlords get as they gain levels.

If a column has a number, such as +1 or +3, the warlord gains that number of spells of that level. These can be new spells or additional copies of spells that the warlord already casts—just add extra boxes (□) beside the spell’s name on the warlord’s statistics. If the column has one or more boxes (+□), the warlord can cast more spells of that level, and a separate table determines whether it also gains new spells. The spells available to choose from are listed after the advancement table.

If a model gains a spell that requires a ranged attack roll, and the model does not have a ranged attack, you have to give it one. Assume the model started with ranged attack +1, and then add bonuses for levels above 1st. The model does not gain a ranged damage number. It can only make ranged attacks when casting spells that use ranged attack rolls. For example, Oriana gains *acid arrow* 2 at 3rd level and also gains ranged attack +2 (+1 at 1st level and an additional +1 at 2nd level).

“Swapping Out” Spells

Adepts, clerics, druids, paladins, rangers, and wizards choose new spells as they advance in level. Between skirmishes, these spellcasters can “swap out” their new spells for different new spells. (Do this when you reconfigure your warband, before determining your next opponent and scenario.) During a skirmish, however, they can’t swap out spells this way—although clerics can still spontaneously cast *cure wounds* or *inflict wounds* spells. A spellcaster may not swap out spells that are listed in its base statistics (before adding levels). Those “base spells” are mandatory.

Bards and sorcerers have the Sorcery special ability. Once a bard or sorcerer has chosen a new spell, that warlord may not swap it out. However, it can cast any of its chosen spells as often as it is able during a skirmish.

ADEPT

Adepts are generalist spellcasters, using spells of both clerics and wizards. They are found among the least civilized factions: Drazen’s Horde and Naresh.



HOBGOBLIN ADEPT

Table 5-1: Adept Advancement

Level	Health	Save	Attack	Commander	Spells	
					1st	2nd
2	+1	+0	+1	+1	+0	—
3	+0	+1	+0	+0	+1	—
4	+1	+0	+1	+1	+0	+1
5	+0	+1	+0	+0	+0	+1
6	+1	+0	+1	+1	+0	+0

Adept Spells

1st—*burning hands* 1, *cause fear*, *command*, *cure wounds* 1, *endure elements* 1, *sleep*

2nd—*bull’s strength* +1, *darkness*, *cat’s grace* +2, *cure wounds* 3, *endurance* +2, *invisibility*, *resist elements* 2

ARISTOCRAT

Aristocrats are nobles born and trained to rule. They are most common in Ravilla, with its proud imperial history. They are unknown in Mordengard, where it is ability to do good work that earns the responsibility of directing others.



GRAY ELF IMPERIAL NOBLE

Table 5-2: Aristocrat Advancement

Level	Health	Save	Attack	Commander
2	+1	+0	+1	+1
3	+1	+1	+1	+1
4	+1	+0	+1	+1
5	+1	+1	+0	+0
6	+1	+0	+1	+1

BARBARIAN

Barbarians are fearless, raging combatants. The orc berserkers of Drazen’s Horde are the most infamous, but some dwarves have learned to fight fire with fire.



ORC BERSERKER

Table 5-3: Barbarian Advancement

Level	Health	Save	Attack	Independent*	Special
2	+1	+0	+1	+1	—
3	+2	+1	+1	+1	—
4	+1	+0	+1	+1	—
5	+2	+1	+1	+1	Immune Sneak Attack
6	+1	+0	+1	+1	+1 melee damage

*Barbarians fight in a frenzy of bloodlust, so they can't have the Commander special ability. Instead they improve their Independent Troop rating.

BARD

Bards use magic to help their allies, including their inspiring song. The gray elves of Ravilla are renowned for their bards.

Table 5-4: Bard Advancement

Level	Health	Save	Attack	Commander	Spells	
					1st	2nd
2	+1	+1	+1	+1	+□	—
3	+1	+0	+1	+0	+□	—
4	+0	+1	+1	+1	+□	+□
5	+1	+0	+0	+0	+□	+□
6	+1	+1	+1	+1	+0	+□

Bards cast spells “on the fly” the way sorcerers do, so they gain new spells separately from their spellcasting capacity. For example, a bard who reaches 2nd level “learns” two 1st-level spells (perhaps *cure wounds 1* and *magic weapon +1*), but it gains only one new 1st-level spell slot (□). Thus, in each skirmish the 2nd-level bard can cast one of its 1st-level spells (in this case, *cure wounds 1* or *magic weapon +1*). In this way, the bard (who knows more spells than it can cast) is the opposite of a sorcerer (who casts more spells than it knows).



Table 5-5: Bard Spells Known

Level	Spells Known	
	1st	2nd
2	+2	—
3	+1	—
4	+0	+2
5	+1	+1
6	+0	+0

Bard Spells

1st—*cause fear*, *cure wounds* 1, *mage armor* +4, *magic weapon* +1, *sleep*
 2nd—*blindness*, *bull's strength* +1, *cat's grace* +2, *cure wounds* 3, *daylight*, *glitterdust*, *hold person*, *invisibility*, *summon swarm*



GRAY ELF WARSINGER

CLERIC

Clerics serve the deities tied to their factions: Nerull, God of Death (Ahmut's Legion); Moradin, God of Dwarves (Mordengard); Yeenoghu, Demon Lord of Gnolls (Naresh); and Stern Alia, the Shield Mother (Thalos).

Table 5-6: Cleric Advancement

Level	Health	Save	Attack	Commander	Spells		
					1st	2nd	3rd
2	+1	+1	+1	+1	+1	—	—
3	+1	+0	+1	+1	+0	+3	—
4	+1	+1	+1	+1	+1	+1	—
5	+1	+0	+0	+0	+0	+0	+3
6	+1	+1	+1	+1	+0	+1	+1

Cleric Spells

1st—*cause fear*, *command*, *endure elements* 1, *magic weapon* +1, *shield of faith* +2
 2nd—*bull's strength* +1, *endurance* +2, *hold person*, *remove paralysis*, *resist elements* 2, *sound burst* 1, *speak with animals*, *spiritual weapon* 1
 3rd—*bestow curse*, *blindness*, *daylight*, *invisibility* purge, *protection from elements*, *remove blindness*, *searing light* 3

Cleric Special Abilities

A cleric's deity (and thus its faction) affects its special abilities and spells.

Ahmut's Legion: These clerics have the Death Touch [#] special ability. The cleric's Death Touch rating depends on its level.

Cleric Level

1-2
3
4-5
6

Death Touch Rating

1 □
2 □
3 □
4 □

One, and only one, of this cleric's 2nd-level spells must be *invisibility*. (Even though this isn't normally a cleric spell, Ahmut clerics of 3rd level or higher have access to it.)

One of this cleric's 3rd-level spells must be *bestow curse*.

Mordengard: These clerics have the Turn Undead +[#] special ability. The cleric's Turn Undead rating goes up +3 per level.

One of this cleric's 2nd-level spells must be *endurance* +2.

One of this cleric's 3rd-level spells must be *protection from elements*.

Naresh: These clerics have the Smite [#] special ability. The cleric's Smite rating depends on its level.

Cleric Level

1-3
3-6

Smite Rating

+1 □
+2 □

One of this cleric's 2nd-level spells must be *spiritual weapon* 1.

One of this cleric's 3rd-level spells must be *blindness*.

Thalos: These clerics have the Turn Undead +[#] special ability. The cleric's Turn Undead rating goes up +3 per level.

One of this cleric's 2nd-level spells must be *spiritual weapon* 1.

One of this cleric's 3rd-level spells must be *searing light* 3.

Spontaneous Cures and Inflicts

With the introduction of higher-level spells, models can spontaneously cast more powerful *cure wounds* and *inflict wounds* spells.

Spontaneous Cure

- 0-level spell slot: *cure wounds* 0
- 1st-level spell slot: *cure wounds* 1
- 2nd-level spell slot: *cure wounds* 2
- 3rd-level spell slot: *cure wounds* 4

Spontaneous Inflict

- 1st-level spell slot: *inflict wounds* 1
- 2nd-level spell slot: *inflict wounds* 2
- 3rd-level spell slot: *inflict wounds* 4



DWARF HAMMER PRIEST



GNOLL CLERIC

Table 5-7: Druid Advancement

Level	Health	Save	Attack	Commander	Special	Spells		
						1st	2nd	3rd
2	+1	+1	+1	+1	—	+1	—	—
3	+1	+0	+1	+0	—	+0	+2	—
4	+1	+1	+1	+1	—	+1	+1	—
5	+1	+0	+0	+0	Wild Shape +1 (see sidebar)	+0	+0	+2
6	+1	+1	+1	+1	Wild Shape +2	+0	+1	+1

DRUID

Druids channel the divine strength and fury of nature. They are found among Drazen's wild forces.

Druid Spells

1st—*cure wounds 1*,
endure elements 1,
entangle, *magic fang +1*
 2nd—*flame blade 1*, *resist*
elements 2, *speak with*
animals, *summon swarm*
 3rd—*cure wounds 3*,
greater magic fang +2,
poison, *protection from*
elements



ORC DRUID

New Special Ability: Wild Shape

An experienced druid can take on the shape of a wild animal, such as a wolf. It doesn't become a wild troop (it just looks like one). The druid does not change size. (You can use an animal model instead if you wish, but it must have the same base size.) Using this special ability is a special action.

The special ability has the following effects.

- The druid regains 1 health (only if wounded).
- The druid's speed increases to 10".
- The druid gains a +1 bonus on its save (due to the new form's excellent physical prowess).
- The druid can't cast spells or issue orders.
- The druid may revert to normal form as a special action.



FIGHTER

Fighters are highly trained combat specialists. They are found in all factions.

Table 5-8: Fighter Advancement

Level	Health	Save	Attack	Commander	Special
2	+1	+0	+1	+1	—
3	+1	+1	+1	+1	—
4	+2	+0	+1	+1	+1 melee damage; +1 melee attack (in addition to general attack increase)
5	+1	+1	+1	+1	—
6	+1	+0	+1	+1	—

Table 5-9: Monk Advancement

Level	Health	Save	Attack	Commander*	Special
2	+1	+1	+1	+1	Stunning Attack +□; +1 Stunning Attack; +1 Tumble
3	+1	+0	+1	+0	Deflect Arrows +4 (see sidebar); +2" speed; Stunning Attack +□; +1 Tumble
4	+1	+1	+1	+1	+1 armor; Stunning Attack +□; +2 Stunning Attack; +1 Tumble
5	+1	+1	+0	+0	+1 armor; Stunning Attack +□; +1 Tumble
6	+1	+1	+1	+1	+1 melee damage; +2" speed; Stunning Attack +□; +1 Tumble

*If independent, a monk improves its Independent Troop rating instead.

MONK

Monks are martial artists, often belonging to a specific tradition. The Swiftwing school of Thalos is one such lineage.



HUMAN SWIFTWING DISCIPLE

New Special Ability: Deflect Arrows +4

At 2nd level, a monk gains the ability to knock arrows and other projectiles out of the air as they speed toward it. The monk gets a +4 bonus to its armor against ranged attacks. (Ranged touch attacks still only roll against armor 11.)

PALADIN

Paladins are holy warriors devoted to the cause of good. The Shield Mother, patron deity of Thalos, and Stratis, the dead God of War, both have paladins.

Paladin Spells

1st—*cure wounds* 1, *endure elements* 1, *magic weapon* +1

Cure Wounds

Paladins can heal damage by laying on hands, so they get one *cure wounds* [#] spell in addition to those listed above. The spell's rating, and its level, depends on the paladin's level.

Paladin Level

2-3
4
5
6

Cure Wounds Rating/Level

1 □
2 □
3 □
4 □

Smite Evil

Paladins have the Smite Evil special ability. Its rating increases with level.

Paladin Level

2-4
5-6

Smite Evil Rating

+1 □
+2 □



HUMAN PALADIN
OF STRATIS



HUMAN PALADIN

Table 5-10: Paladin Advancement

Level	Health	Save	Attack	Commander	Special	Spells 1st
2	+1	+0	+1	+1	Aura of Courage +4	—
3	+1	+1	+1	+1	+3 Turn Undead	—
4	+2	+1	+1	+1	+3 Turn Undead	+1
5	+1	+1	+1	+1	+3 Turn Undead	+0
6	+1	+0	+1	+1	+3 Turn Undead; +1 melee damage	+1

Table 5-11: Ranger Advancement

Level	Health	Save	Attack	Commander	Special	Spells 1st
2	+1	+0	+1	+1	—	—
3	+1	+1	+1	+0	+4 Scout	—
4	+2	+0	+1	+1	+1 armor; +1 ranged attack (in addition to general attack increase)	+1
5	+1	+1	+1	+0	Favored enemy (see below)	+0
6	+1	+0	+1	+1	+1 ranged damage	+1

RANGER

Rangers are trackers, hunters, and archers. Wood elves and gnolls are often rangers, though dwarf rangers (who roam the underground wilderness) have also joined the Godwar.



DWARF RANGER



WOOD ELF RANGER

Ranger Spells

1st—*entangle*, *magic fang* +1, *resist elements* 2, *speak with animals*

Favored Enemy

Rangers have favored enemies that they excel at fighting, represented by the Fight TYPE +1 special ability. At 5th level, a ranger's favored enemy bonus improves. Its Fight TYPE rating improves to +2. (If the ranger has two favored enemies, choose one type.) The ranger also gains an additional Fight TYPE +1 special ability.

Available types are: animal, beast, dragon, elemental, evil outsider, fey, giant, good outsider, magical beast, monstrous humanoid, shapechanger, or vermin. Alternatively, the ranger can choose a subtype of humanoid: dwarf, elf, gnoll, gnome, goblinoid, halfling, human, orc, or reptilian. The ranger can't choose the construct, humanoid, ooze, or undead types.

ROGUE

Rogues are tricky sneaks who prefer joining fights to starting them. They have a disconcerting tendency to switch sides, as exemplified by the Human Marine and Goblin Scout.



HALFLING SNEAK



GOBLIN SCOUT



HUMAN MARINE

Table 5-12: Rogue Advancement

Level	Health	Save	Attack	Commander	Special
2	+1	+0	+1	+1	Evasion; +1 Hide
3	+1	+1	+1	+0	+1 Hide; +1 Sneak Attack
4	+0	+0	+1	+1	+1 armor; +1 Hide; +1 ranged attack (in addition to general attack increase)
5	+1	+1	+0	+0	+1 Hide; +1 Sneak Attack
6	+1	+0	+1	+1	+1 Hide; Immune Sneak Attack

Table 5-13: Sorcerer Advancement

Level	Health	Save	Attack	Commander	1st	Spells 2nd	3rd
2	+1	+0	+1	+1	+ □	—	—
3	+0	+1	+0	+0	+ □	—	—
4	+1	+0	+1	+1	+0	+ □□□□	—
5	+0	+1	+0	+0	+0	+ □	—
6	+1	+0	+1	+1	+0	+ □	+ □□□□

SORCERER

Sorcerers draw on inborn power to cast their spells. The learned gray elf wizards of Ravilla distrust sorcerers, but they are welcome in Thalos.

Sorcerers cast spells “on the fly,” so they gain new spells separately from their spellcasting capacity. For example, a sorcerer who reaches 4th level “learns” one 2nd-level spell (perhaps *glitterdust*) and gains four 2nd-level spell slots (□□□□). Thus, in each skirmish the 4th-level sorcerer can cast its 2nd-level spell (in this case, *glitterdust*) four times. In this way, the sorcerer (who casts more spells than it knows) is the opposite of a bard (who knows more spells than it can cast).

Table 5-14: Sorcerer Spells Known

Level	Spells Known		
	1st	2nd	3rd
2	+0	—	—
3	+1	—	—
4	+0	+1	—
5	+1	+1	—
6	+0	+0	+1

Sorcerer Spells

Sorcerers and wizards use the same spell lists.

1st—*burning hands* 1, *endure elements* 1, *mage armor* +4, *magic missile* 1, *magic weapon* +1, *sleep*

2nd—*acid arrow* 2, *blindness*, *bull's strength* +1, *cat's grace* +2, *daylight*, *endurance* +2, *glitterdust*, *invisibility*, *resist elements* 2, *summon swarm*

3rd—*fireball* 4, *greater magic weapon* +2, *hold person*, *protection from elements*



HUMAN SORCERER

WIZARD

Wizards learn their magic from intense study of arcane tomes. Gray elf wizards are the most renowned in the Sundered Empire.

Table 5-15: Wizard Advancement

Level	Health	Save	Attack	Commander	Spells		
					1st	2nd	3rd
2	+1	+0	+1	+1	+1	—	—
3	+0	+1	+0	+0	+0	+2	—
4	+1	+0	+1	+1	+1	+1	—
5	+0	+1	+0	+0	+0	+0	+2
6	+1	+0	+1	+1	+0	+1	+1

Wizard Spells

Sorcerers and wizards use the same spell lists. See the Sorcerer section above.



GRAY ELF WIZARD

SPELLS

Spellcasting warlords gain new spells as they advance in level.

AIMING AREA-AFFECTING SPELLS

Some spells, such as *summon swarm*, affect an area of the battlefield rather than models. Their Range entries include the "[Area]" designator. The caster can cast an area-affecting spell "toward" the nearest enemy model or the nearest friendly model, even if they're out of range. It can also center an area-affecting spell on itself.

See the Set 2 guidebook for more details on area-affecting spells.

EXPIRATION CHANCE

Certain spells have lasting effects but may expire at the end of a round. Such spells are designated by an expiration chance rating. Roll a d20 at the end of each round, including the round the spell was cast. If the number rolled is higher than the expiration chance, the spell effect continues. Otherwise, that spell effect ends immediately.

SPELL DESCRIPTIONS

The following spells are arranged in alphabetical order.

Acid Arrow 2

An arrow of acid streaks from the caster's hand.

The caster makes a ranged touch attack. If the attack hits, the target model takes 2 acid damage.

Level: Sor/Wiz 2

Range: Sight [Offensive]

Save: None

Bestow Curse

The target model is overcome by a curse if it does not make a successful save.

Whenever the cursed model starts its turn or would make an attack of opportunity, its player rolls a die. On 11+, the model acts normally. Otherwise, it does nothing. (If it fails to make an attack of opportunity, the attempt doesn't count against its limit of one attack of opportunity per round.)

Ongoing spells, such as *hold person*, still have their normal chance to expire.

A model with the Unreliable 11 special ability requires two rolls, one for the curse and one for being unreliable.

Level: Clr 3

Range: Touch [Offensive]

Save: 16

Blindness

The target model must make a successful save or be struck blind for the rest of the skirmish.

See Chapter 3: Special Abilities and Spells in the Set 3 guidebook for a complete treatment of blindness.



Level: Brd 2, Clr 3, Sor/Wiz 2
Range: 24" [Offensive]
Save: 14

Bull's Strength +1

The target model gains a +1 bonus on melee attacks and melee damage for the rest of the battle.

Level: Adp 2, Brd 2, Clr 2, Sor/Wiz 2
Range: Touch [Beneficial]

Burning Hands 1

This spell creates a cone of fire. All models touched by the cone take 1 fire damage. A model that makes a successful save takes no damage.

Level: Adp 1, Sor/Wiz 1
Range: 6" cone [Offensive]
Save: 13

Cat's Grace +2

The target model gains a +2 bonus on ranged attacks and a +2 bonus to armor for the duration of the skirmish.

Level: Adp 2, Brd 2, Sor/Wiz 2
Range: Touch [Beneficial]

Cure Wounds [#]

The target model regains the listed amount of health lost to damage. Its health can't be raised above its normal score.

Cure wounds [#] doesn't work on constructs. Against undead, *cure wounds* [#] works as though it were *inflict wounds* [#] and allows a save to avoid the damage.

Cure wounds 0 works differently. See the Starter rulebook. Good clerics cast *cure wounds* [#] spontaneously (see the Spontaneous Cure special ability).

Level: *Cure wounds* 1 Adp 1, Brd 1, Clr 1, Drd 1, Pal 1
Cure wounds 2 Clr 2, Pal 2
Cure wounds 3 Adp 2, Brd 2, Drd 3, Pal 3
Cure wounds 4 Clr 3, Pal 4

Range: Touch [Beneficial (offensive against undead models)]

Darkness

Impenetrable blackness emanates from the spell's center, spreading 4" in all directions. The *darkness* is stopped by terrain that blocks line of sight, such as high walls.

The *darkness* blocks line of sight. Any model whose center is in the dark area does not have line of sight to other models, nor do other models have line of sight to the model. This applies even to models, such as the Drow Warrior, with the Darkvision 24" special ability.

A model that can't see is able to move, but only slowly. A model that starts its turn in a dark area has its speed divided by 2. For example, a Human Paladin that starts its turn within a *darkness* spell has a speed of 2 instead of 4. The model has this speed for the whole turn, regardless of whether it leaves the dark area.



A model that enters a dark area may become disoriented. It must stop as soon as its center is in the dark area unless it makes a successful save (Difficulty Class 15) to continue moving normally. If the model fails its save, it must stop moving, but it can still take the rest of its turn.

A model in melee that can't see has a chance of missing its target. Before attacking, it must roll 11+ on a d20 or its attack automatically misses. A model that can't see can't make attacks of opportunity.

If any part of the *darkness* spell touches part of a *daylight* spell, both spells are immediately negated.

Level: Brd 2, Clr 2, Drow 2, Sor/Wiz 2, Tiefling 2

Range: 6" [Area]

Expiration Chance: 1-5

Daylight

Bright light emanates from the spell's center, spreading 4" in all directions. The *daylight* is stopped by terrain that blocks line of sight, such as high walls.

Models in the lit area are illuminated. In gloom, any model can see an illuminated model regardless of distance. For example, humans can usually only see 6" in gloom, but a human model can see an illuminated model regardless of distance.

The light is so bright that light-sensitive creatures suffer from it. Drow, goblins, and orcs (but not half-orcs) all suffer -1 on attack rolls and saves while in *daylight*.

If any part of the *daylight* spell touches part of a *darkness* spell, both spells are immediately negated.

Level: Aasimar 2, Brd 2, Clr 3, Sor/Wiz 2

Range: 6" [Area]

Expiration Chance: 1-5

Endurance +2

The target model gains a +2 bonus to health. If the model has taken 2 or more damage, this works just like a *cure wounds 2* spell. If the model has taken 1 damage, it is healed, and the model gains a +1 bonus to health. If the model is not damaged, it gains a +2 bonus to health.

Endurance +2 works only on living models.

Level: Adp 2, Clr 2, Sor/Wiz 2

Range: Touch [Beneficial]

Endure Elements 1

The subject of this spell gains the Resist ENERGY 1 special ability for the rest of the skirmish. The caster chooses the energy type: acid, cold, electricity, fire, or sonic.

If a creature winds up with two ratings for resisting the same kind of energy, use the higher one. Don't add them together. For example, casting *endure elements 1* on an Abyssal Ravager would have no effect, since the Ravager already has Resist Cold 4; it can't increase the Resist Cold rating from 4 to 5.

Level: Adp 1, Clr 1, Drd 1, Pal 1, Sor/Wiz 1

Range: Touch [Beneficial]



Fireball 4

A blast of flame spreads 4" in all directions from the spell's center, burning every creature in the area. Terrain that blocks line of sight, such as a dragon skull, blocks the spell.

Models in the spell's area take 4 fire damage if they fail their saves, or half that much if their saves succeed.

Level: Sor/Wiz3

Range: Sight [Offensive]

Save: 16

Flame Blade 1

A swordlike beam of flame sprouts from the caster's hand.

For the duration of the skirmish, that model's melee attack becomes a touch attack and deals 1 fire damage. For any given attack, the model may choose to use its regular melee attack and melee damage.

Level: Drd 2

Range: Personal

Glitterdust

The target model and all models within 2" of the target model's center are covered in a cloud of golden dust. The cloud vanishes almost instantly, but the dust remains on the models it has covered.

The spell outlines invisible models in the area, rendering them visible (no save). Models caught in the cloud also are blinded unless they make a successful save.

Roll a d20 at the end of each affected model's turn. On a 6+, this spell's effects continue for that model. On a 1-5, the spell's effect ends for that model.

Level: Brd 2, Sor/Wiz 2

Range: 24" [Offensive]

Save: 14 (blinding only)

Greater Magic Fang +2

As *magic fang* +1, except that the attack bonus is +2.

Level: Drd 3

Range: Touch [Beneficial]

Greater Magic Weapon +2

As *magic weapon* +1, except that the attack bonus is +2.

Level: Sor/Wiz 3

Range: Touch [Beneficial]

Hold Person

The target model is *held*. It cannot move or act. *Hold person* is a mind-affecting spell, and is effective only on living, humanoid models with bases of 25 mm or smaller.

- Melee attacks against *held* models are automatically successful and deal double damage (as against knocked down models). Ranged attacks against *held* models gain a +4 bonus on the attack roll.
- A model with Sneak Attack gains the bonus damage against a *held* model, unless it is more than 6" away.



- A *held* model can't rout, obey the *command* spell, or make attacks of opportunity.
- An enemy model does not ignore *held* models the way it usually ignores knocked down models.

At the end of each of the casting model's turns, roll a d20; on a 6+ the spell stays in effect. Otherwise it ends.

Level: Brd 2, Clr 2, Sor/Wiz 3

Range: 24" [Offensive]

Save: 14

Inflict Wounds [#]

The casting model makes a melee touch attack. If the attack succeeds, it deals the listed damage to the defender. The model takes half damage if it makes a successful save.

Inflict wounds [#] doesn't work on constructs. Against undead, *inflict wounds* [#] works as though it were *cure wounds* [#] (so there's no save).

Evil clerics cast *inflict wounds* [#] spontaneously (see the Spontaneous Inflict special ability).

Level: *Inflict wounds* 1 Clr 1

Inflict wounds 2 Clr 2

Inflict wounds 4 Clr 3

Range: Touch [Offensive (beneficial to undead models)]

Save: *Inflict wounds* 1 13

Inflict wounds 2 14

Inflict wounds 4 16

Invisibility

The spell's subject vanishes from sight and cannot be seen by other models.

If an invisible model attacks, the spell ends after the invisible model's attack. See Chapter 3: Special Abilities and Spells in the Set 3 guidebook for more information about invisible models and attacks.

Level: Ahmut Cleric 2, Brd 2, Sor/Wiz 2

Range: Touch [Beneficial]

Invisibility Purge

A magical aura surrounds the caster, rendering invisible models visible.

For the rest of the skirmish, any invisible model within 6" of the casting model becomes visible for as long as it remains within the spell's area.

Invisibility purge does not reveal models that are unseen because of *darkness*, blocked line of sight, blindness, or the Hide special ability.

Level: Clr 3

Range: Personal

Magic Fang +1

As *magic weapon* +1, except that the spell works does not affect constructs, fey, giants, humanoids, monstrous humanoids, outsiders, shapechangers, or undead.

Level: Drd 1, Rgr 1

Range: Touch [Beneficial]



Magic Weapon +1

The subject's weapon becomes magical. The target model gains a +1 bonus on melee attacks for the rest of the battle.

Magic weapon +1 can apply to a ranged attack instead if the target model has one. (Such a model could receive the spell twice, gaining a +1 bonus on melee and ranged attacks.) If the target model has a thrown weapon, the bonus from this spell on the model's ranged attack only applies to the next single ranged attack it makes.

Magic weapon +1 does not affect aberrations, animals, beasts, dragons, elementals, magical beasts, oozes, plants, or vermin.

Attacks affected by *magic weapon +1* deal magic damage, which deals full damage to creatures with the Damage Reduction special ability.

Level: Brd 1, Clr 1, Pal 1, Sor/Wiz 1

Range: Touch [Beneficial]

Poison

The caster's touch is poisonous.

The casting model makes a melee touch attack. If the attack hits, the target model must make a successful save or be poisoned. A poisoned model is treated as knocked down, except that:

- its health is irrelevant. It does not gain health if it gets up, and it does not get up if it gains health (such as from *cure wounds 1*);
- *cure wounds 0* doesn't help it;
- if its health is 0 (or drops to 0), it dies immediately; and
- orders can't grant it a bonus on its save to get up.

Construct, elemental, and undead creatures and certain outsiders are immune to poison.

Level: Drd 3

Range: Touch [Offensive]

Save: 16

Protection from Elements

The subject of this spell becomes immune to damage from one type of energy for the rest of the skirmish. The caster chooses the energy type: acid, cold, electricity, fire, or sonic.

Level: Clr 3, Drd 3, Sor/Wiz 3

Range: Touch [Beneficial]

Remove Blindness

This spell restores sight to a blinded model. It does not help a model see through a *darkness* spell.

Level: Clr 3

Range: Touch [Beneficial]

Remove Paralysis

This spell cancels the effects of paralysis and *hold person*. Any number of paralyzed or *held* models of your choice within 6" of the caster recover immediately.

Level: Clr 2

Range: 6" [Beneficial]

Resist Elements 2

As *endure elements 1*, except that the Resist ENERGY rating is 2.

Level: Adp 2, Clr 2, Drd 2, Rgr 1, Sor/Wiz 2

Range: Touch [Beneficial]

Scaring Light 3

A beam of holy power shoots from the caster's hand.

The casting model makes a ranged touch attack. If the attack hits, the target model takes 3 damage. Undead models take 4 damage instead of 3.

Level: Clr 3

Range: 24" [Offensive]

Save: None

Sound Burst 1

The spell blasts a small area with a tremendous cacophony.

The target model and all models within 2" of the target model's center take 1 sonic damage. Each such model is also stunned until the end of its next turn unless it makes a successful save.

Level: Brd 2, Clr 2

Range: 6" [Offensive]

Save: 14

Speak with Animals

The caster becomes able to speak with animal models for the rest of the skirmish.

If the casting model is a commander, it may issue orders to animal models as if they did not have the Wild Troop ability. Those models may maneuver (or stand) like normal troops when under its command.

The caster can issue orders only to animals—not to beasts, magical beasts, vermin, or other models. For example, the spell allows a commander to issue orders to a Dire Boar but not to an Owlbear.

The spell doesn't give the caster any control over animals in enemy or neutral warbands, nor does it provide any benefit to a caster that's not a commander.

Level: Clr 2, Drd 2, Rgr 1

Range: Personal

Spiritual Weapon 1

A magical force in the shape of a weapon attacks the target model.

The *spiritual weapon's* melee attack rating is equal to the caster's level, and it deals 1 damage. Whenever it attacks, if the attack roll is a natural 1–5 (a roll of 1–5 on a d20 regardless of modifiers), the weapon disappears at the end of the caster's turn (even if the roll is a hit). If the roll is a natural 6+, it remains to attack again.

If it remains, the weapon attacks again each time the target model takes its turn. (The attack comes at the start of the model's turn.) If the *spiritual weapon's* damage causes the target model to rout, it routs toward the nearest battlefield edge. If the target model is destroyed or routs off the battlefield, the *spiritual weapon 1* spell ends.

The weapon does not benefit from the multiple attackers bonus nor does it help grant that bonus to others. It does benefit from the defender being knocked down, at a lower elevation, on a low obstacle, stunned, and so on. It suffers a miss chance as normal against invisible opponents, opponents in *darkness*, and the like.

Level: Clr 2

Range: 24" [Offensive]

Save: None

Summon Swarm

A swarm of rats carpets an area spreading 1~ in all directions from the spell's center. The rats viciously attack any model in the area. The spell is blocked by terrain that blocks line of sight, such as the dragon skull.

Any model that starts its turn touching the swarm immediately takes 1 damage. (If this damage makes the model rout, it routs away from the center of the swarm.) The model can avoid the damage by giving up its turn. A knocked down or paralyzed model can't give up its turn in this way (but a stunned or dazed one can).

Any model that contacts the swarm during its turn immediately takes 1 damage. Nonrouting models other than wild troops can treat the swarm as impassable terrain, even if out of command.

A swarm can't be attacked as an individual model. Special abilities and spells that deal damage to models within an area, however, damage the swarm if they touch it. Just 1 damage is enough to destroy the whole swarm. The swarm does not get a save to reduce damage, even if the special ability or spell allows one. For example, the Fire Bomb 2 special ability and the *fireball* 4 spell destroy the swarm, but the Acid Spit 1 special ability and the *magic missile* 1 spell cannot target the swarm and cannot deal damage to it.

Damage dealt by the swarm is normal damage, so the Damage Reduction and Skeletal abilities can protect against it. Swarms do not damage other swarms.

Level: Brd 2, Drd 2, Sor/Wiz 2

Range: 6~ [Area]

Save: None

Expiration Chance: 1–5

MAGIC ITEMS

Scattered about the Sundered Empire are the remnants of mighty battles that have raged across the land. Warlords that succeed in driving off the enemy often recover magic weapons and other valuable items.

There are several different tables to roll on for magic items. Each scenario lists which tables to use and how many rolls to make.

MAGIC ITEM EFFECTS

Some magic items grant bonuses to a model's statistics or special ability ratings. These bonuses are cumulative with other such bonuses (although two magic items of the same type don't stack). For example, a model can have magic armor that grants a +1 bonus to armor and a ring that grants a +2 bonus to armor, for a total bonus of +3. Magic items that grant special abilities are not cumulative with existing special abilities in general (because special abilities are not cumulative with themselves). For example, a model with the Hide 13 special ability gains no additional benefit from a potion that grants the Hide 13 special ability.

Many magic items duplicate the effects of special abilities or spells. Sometimes magic item effects are simple variants on special abilities. For example, the *amulet of protection* provides a model with Spell Resistance 15. This is just like Spell Resistance 12 (Set 2 guidebook) or Spell Resistance 13 (Set 3 guidebook),

except that the caster has to roll 15+ on the level check to affect the model.

The effects of potions are like the effects of spells. Just as the bonuses from two different spells aren't cumulative, the bonuses from two potions (or from a potion and a spell) aren't cumulative. For example, if a model has a ring that grants the Resist Acid 3 special ability and also receives an *endure elements* 2 spell that grants the Resist Acid 2 special ability, it still has Resist Acid 3, not Resist Acid 5.

ASSIGNING MAGIC ITEMS

When your warband gains a magic item, assign it to a model in the warband. Only commanders and independent troops can be assigned magic items.

Once you've assigned magic armor or weapons to a model, you may not reassign that item to another model. (A piece of armor or a weapon that's right for one model might not fit another.) Potions, rings, and wondrous items are "one size fits all" and can be freely reassigned between skirmishes.

Magic Item Limits: A given model can have a maximum of:

- 1 magic armor
- 1 magic melee weapon
- 1 magic ranged weapon
- 2 rings
- 1 amulet
- 1 cloak
- 1 pair of gloves
- 1 pair of boots

Armor

Magic armor grants a bonus to the wearer's armor rating and sometimes grants an additional benefit as well.

Table 5–16: Armor

d20	Armor	Armor Bonus	Effect
1–6	+1 armor	+1	—
7–9	Command	+1	Model gains +1 to Commander rating, if any
10–11	Fortitude	+1	Model gains Immune Paralysis, Immune Poison, and Immune Stun special abilities
12–13	Fearlessness	+1	Model gains Fearless special ability
14	Shadow	+1	Model gains Hide 13 special ability
15	Spell Resistance	+1	Model gains Spell Resistance 13 special ability
16	Charging	+1	Model gains Powerful Charge +2 special ability
17	Darksight	+1	Model ignores darkness spell and gloom lighting condition
18–19	+2 armor	+2	—
20	+3 armor	+3	—



A SHOCK WEAPON DEALS EXTRA ELECTRICITY DAMAGE.

Armor Bonus: Magic armor grants the listed bonus to the model's armor rating.

Assigning Armor: Bards, monks, sorcerers, and wizards cannot be assigned magic armor.

Weapons

Magic weapons provide a bonus on attack rolls and sometimes provide an additional benefit as well.

Melee and Ranged Weapons: When your warband gets a new magic weapon, decide whether it's melee or ranged. If it's a melee weapon, its bonuses apply to melee attacks only. If it's a ranged weapon, its bonuses apply to ranged attacks only. A model can have only one magic melee weapon and one magic ranged weapon.

If a model does not have a ranged attack score, it cannot be assigned a magic ranged weapon. (A spellcaster whose ranged attack score is only for spells also can't be assigned a magic ranged weapon.)

Thrown Weapon: If a model has the Thrown Weapon special ability, it may be assigned a magic ranged weapon. The benefit, however, applies only to the first ranged attack the model makes each skirmish. For example, the Gray Elf Duelist has many daggers that it can throw. If it gets a magic dagger, it has only one, so only the first ranged attack each skirmish gets the bonus.

Bonus Damage: Bonus damage, such as the +1 fire damage from a *flaming weapon*, is not doubled when the base damage is doubled, such as on a critical hit.

Table 5-17: Weapons

d20	Weapon	Attack Bonus	Effect
1-6	+1 weapon	+1	—
7-8	Flaming	+1	+1 fire damage
9-10	Frost	+1	+1 cold damage
11-12	Shock	+1	+1 electricity damage
13-14	Keen	+1	Model rolls for a critical hit on a natural 19 or 20
15	Speed	+1	Model gains Extra Melee Attack or Extra Ranged Attack special ability*
16-17	+2 weapon	+2	—
18	Flaming	+2	+1 fire damage
19	Frost	+2	+1 cold damage
20	Shock	+2	+1 electricity damage

*If the model already has the Extra Melee Attack special ability and uses a melee *speed weapon*, the model can make two additional melee attacks instead of one. Likewise, a model with Extra Ranged Attack can use a ranged *speed weapon* to make two additional ranged attacks instead of one.

Potions

Potions are spells stored in liquid form. Models can drink potions for magical effects or share them with allies. A potion can only be used once. Once it is used, it is gone.

Table 5-18: Potions

d20	Potion	Effect
1	<i>Antidote</i>	Model gains Immune Poison special ability
2-3	<i>Bull's strength +1</i>	As spell
4-5	<i>Cat's grace +2</i>	As spell
6-7	<i>Charisma</i>	Model gains +2 to Commander rating, if any
8-9	<i>Cure wounds 1</i>	As spell
10-11	<i>Cure wounds 2</i>	As spell
12-13	<i>Endurance +2</i>	As spell
14-15	<i>Heroism</i>	+2 attacks and save
16	<i>Hiding</i>	Model gains Hide 13 special ability
17-18	<i>Invisibility</i>	As spell
19-20	<i>Shield of faith +2</i>	As spell

Drinking a Potion: Drinking a potion is a special action. Routing, stunned, paralyzed, *held*, dazed, and knocked down models can't take special actions.

Sharing a Potion: A model can share a potion with an allied model with which it is in base-to-base contact. Sharing a potion is a special action. The other model immediately benefits from the potion. A model can even share a potion with an ally that is stunned, paralyzed, *held*, dazed, or knocked down.

Potion Effects: Some potions duplicate spells. In this case, a model that drinks the potion gains the benefit as if someone

had cast that spell on it. Other potions have described benefits. These benefits last until the end of the skirmish.

Preparatory Potions: If you win the scouting check, each of your models with potions can drink or share a potion as if it were casting a spell. (A model may not, however, both cast a preparatory spell and use a potion before the skirmish.)

Rings

Rings provide continuous magical benefits to those who wear them. A model may wear only two rings. Most rings grant a special ability to a model; *rings of protection* improve a model's armor rating.

Table 5-19: Rings

d20	Ring	Effect
1-2	<i>Resist Acid 3</i>	As special ability
3-4	<i>Resist Cold 3</i>	As special ability
5-6	<i>Resist Electricity 3</i>	As special ability
7-8	<i>Resist Fire 3</i>	As special ability
9-10	<i>Resist Sonic 3</i>	As special ability
11-12	<i>Evasion</i>	As special ability
13-14	<i>Chameleon power</i>	Model gains Hide 15 special ability
15-17	<i>Protection +1</i>	+1 armor
18-19	<i>Protection +2</i>	+2 armor
20	<i>Protection +3</i>	+3 armor

Wondrous Items

Wondrous items have varied magic effects. Most of them grant the user a continuous bonus.

Table 5-20: Wondrous Items

d20	Item	Effect
1	<i>Amulet of fireballs</i>	Model can cast two <i>fireball</i> 4 spells; item is then expended
2-4	<i>Amulet of health +1</i>	+1 health
5	<i>Amulet of health +2</i>	+2 health
6	<i>Amulet of proof against poison</i>	Model gains Immune Poison special ability
7	<i>Amulet of protection</i>	Model gains Spell Resistance 15 special ability
8	<i>Amulet of shielding</i>	Model is immune to <i>magic missile</i> 1 spells
9	<i>Boots of nimbleness</i>	Model ignores penalties to movement from terrain (but still can't enter impassable terrain)
10-11	<i>Boots of running +2"</i>	+2" speed
12-14	<i>Cloak of resistance +1</i>	+1 save
15-16	<i>Cloak of resistance +2</i>	+2 save
17-18	<i>Gauntlets of Dexterity +1</i>	+1 armor and ranged attack
19-20	<i>Gauntlets of ogre power +1</i>	+1 melee damage

Chapter 6: Personalizing Your Miniatures

One of the most rewarding aspects of the miniature-painting hobby is personalizing your miniatures: altering them in some way from the “off the shelf” version to make them truly unique. This may be as simple as adding some scenic detail to a base, all the way to extensive remodeling to change weapons, position, and detail on a figure. Changing miniatures in some way from how they are supplied is called converting, and it is a lot of fun. Most miniature painters will have a go at converting at some point—once you get the taste for it, you’ll understand why. No matter how much time and effort you put in, there’s something particularly satisfying about fighting your battles with a miniature that you know no one else has.

This chapter takes a look at a series of conversions done by Wizards of the Coast’s painting and modeling expert, Jason Soles. All of the warbands pictured here were put together by Jason, and all have at least a couple of converted miniatures in their ranks. We’ll start with the tools you need and then move on to simple techniques. Once you’ve mastered those, you might want to try something a little more ambitious—like the Slaughterpit Zombie Gnoll conversion described later in the chapter.

TOOLS AND MATERIALS

You will need only a few things to get started on converting your miniatures. Some of these are the same tools that you would use for basic miniature assembly, so chances are you’ve already got them. You should have the following: needle files, needlenose pliers, clippers, craft knife, pin vise and drill bits, and modeling saw. A variety of sculpting tools can also be handy.

Needle Files: These are the best sort of file for removing any rough edges caused by clipping or sawing away components.

Needlenose Pliers: These are very useful for holding and bending components.

Clippers: These are great for removing components from a miniature—if you want to change a weapon you just clip the old one away, leaving a clean surface to attach a new one. I prefer to use clippers with a flat surface on one side of the blade, which make a far cleaner cut.

Craft Knife: The best sort of craft knife is one with sturdy, interchangeable blades. It always pays to keep the blade sharp; most accidents are caused by a dull blade slipping.

Pin Vise and Drill Bits: A pin vise is a miniature drill that you hold in the palm of your hand. It’s great for joining new pieces onto a conversion; you just need a couple of 1 mm drill bits. I use straightened-out metal paper clips to make pins.

Modeling Saw: There are two different types, each with its own advantages and disadvantages. A razor saw has a stiff blade that resists breaking, but the blade is wide so you can only cut in a straight line. A fret saw uses a thin blade held under tension; it’s great for removing fine pieces, but the blade is very delicate and easy to break.

Sculpting Tools: These aren’t vital, but they are handy when you are using modeling putty to fill the gaps between pieces.

SAFETY

Safety is a very important consideration when you are doing any modeling work. Most of the tools you will be using are sharp, and it’s easy to injure yourself if you don’t take proper precautions.

The basic rule is: Never cut or drill toward yourself. The best approach is to cover your work surface with something thick and protective. This not only protects the surface you are working on, but it also gives you something to cut and drill down onto, away from your fingers. Special cutting mats are available from art and craft shops, which are ideal, but as a cheaper alternative you can use a piece of dense card, such as mounting board. You also need to be careful when using clippers; it’s easy to pinch skin between the blades or even the handles.



When using any new equipment or materials, be sure to follow the manufacturer’s instructions for safe handling and proper disposal methods. Always store your tools in a sturdy container, such as a box with a lid, or better still, a toolbox. Never store sharp tools point up with the blades exposed! If you don’t have a box to store them, use corks to cover the blades.



ADDING DETAIL

The easiest conversion technique for miniatures is to add some extra detail. This can be a component removed from a different miniature or a simple item, such as a bag, made of modeling putty. The example shown here is of a Gnomish Trooper with a skull added to a belt at its waist. Jason used clippers to carefully remove the skull from the shield of another miniature, then fastened it in place with superglue and filled the surrounding space with modeling putty.



The two Goblin Troopers pictured here are more examples of simple conversions. The first has a pile of skulls added to the base and is posed as if taking cover behind them; a crow has also been added to its shoulder. The second miniature was cut off at the waist and glued onto the base. With the addition of some modeled groundwork, it looks as if it is taking cover in a foxhole.



The next step from these simple conversions is adding further levels of detail. This Human Shadow Priest has had the original gemstone at the top of its staff clipped away and replaced with a skull. Jason also sculpted a tattered cloak with modeling putty. These look like complex processes, but they are in fact fairly straightforward if approached properly.

CHANGING COMPONENTS

A popular miniature conversion is to remove one component and replace it with another. The most common variation of this is changing weapons. You can either swap one weapon for another of the same kind or substitute something completely different.

The Human Paladin of Stratis and Aasimar Cleric shown on the next page are both good examples of simple weapon swaps. Using clippers, Jason cut the morningstar off the Paladin directly above the fist, taking care not to damage it in the process, as it was going to be used on the Aasimar. The next stage was to drill a hole into the top of the fist and insert a short length of wire, gluing it into place with a spot of superglue. The replacement sword was cut off right below the crossguard, with a hole drilled in the underside. Gluing the sword onto the pin required care to ensure that the blade lined up with the angle of the pommel. Jason followed the same procedure with the Aasimar Cleric, clipping away the old weapon, then filing flat the join area and pinning the morningstar from the Paladin in its place.





It's also possible to add a weapon that you have made specifically for the figure, as was done with the pictured Orc Berserker. This isn't as difficult as it sounds. Jason removed the greataxe from the Berserker's hands and fashioned a huge cleaverlike blade from thick plastic card to replace it. He carefully cut the outline of the shape out of the plastic, then added an edge to the blade with a file.



THE "BITS BOX"

Every hobbyist who has been collecting and painting miniatures for some time has a collection of random bits and pieces from different models. Once you start converting your miniatures, this collection will grow rapidly—after all, what use is that fighter once you've removed its weapon? Rather than throwing those pieces away, put them in a box with all your other bits. You never know when a piece will be perfect for the next conversion you're planning. After a while, your "bits box" will grow into a veritable treasure chest of long-forgotten goodies. Every time you dig through it there's a chance you'll find just the piece you've been searching for—something you didn't even know you had—lurking at the bottom!

Don't limit yourself to just saving pieces of miniatures: All sorts of things can be used to good effect on your conversions. I always have a supply of fine jewelry chain to use as leashes for beasts and monsters, and I have even seen tiny rhinestones used as decoration on miniatures and shields.

—Mike McVey



COMPLEX CONVERSIONS

Once you've done a few simple conversions, you'll probably be itching to try something a little more ambitious. The Slaughterpit Zombie Gnoll and Hammerer shown below are examples of what you can achieve with a little practice. The Slaughterpit Zombie shows fairly extensive modification: a flail has replaced the axe, with a skull added to the pommel; another head has been added to the chest; and the upper arm was repositioned. Jason modified the Hammerer by removing the pincers and creating a three-headed flail in their place, adding curved exhaust pipes to the back and modeling spikes onto the knees.

When you are planning complex pieces of modeling it pays to think ahead. Try to visualize what you are trying to achieve before you start working. Sketching out the finished piece works really well—even if the drawing is really rough, it will still give you an idea of what to aim for. Once you are sure of the direction you are going in, you can start to assemble all the pieces. The first place to look is your bits box: Search through it for weapons and components, and even small pieces that may add to the flavor of the model. As a last resort you can remove pieces from complete miniatures, but if you do, don't forget to put what's left in your bits box.

To begin, remove all of the pieces that you are going to replace. In the case of the Slaughterpit Zombie Gnoll, this required clipping off the axe and lower head and separating the hand from the upper head. Next is repositioning, if needed: Here it was necessary to move the lower head so as to make room for a second head on the body, then glue these pieces in place and fill in the gaps with modeling putty. Finally, when all the pieces were thoroughly dry, Jason attached the flail to the right hand and glued the upper sword arm into place, bending it slightly so that it is a little more upright than it was originally.



PAINTING CONVERTED MODELS

Once all the conversion work is done, you still need to paint the miniatures. This is no different from the process that you normally go through, first cleaning and priming the model. It's best to clean the components you are adding before attaching them—the pressure of filing or scraping away mold lines may well be enough to break them off again. You may also find that the surface is not as clean on a converted miniature, and there may be slight gaps or areas of roughness. You can fill these in with modeling putty, painted in a plain and simple way so as not to draw attention to it. Generally more imperfections come to light once you've applied the undercoat; if this is the case, just touch up the area and reapply the paint. The miniature can then be painted as normal.

Chainmail® Warlord Sheet

CHAINMAIL®
MINIATURES GAME

WARLORD

COMMANDER

SPECIAL ABILITIES, SPELLS & MAGIC ITEMS

FACTION & TYPE

LEVELS

SPEED

ARMOR

HEALTH

SAVE

MELEE

Attack:

Damage:

RANGED

Attack:

Damage:

Chainmail® Campaign Warband Sheet



WARLORD

FACTION

COMMAND CAPACITY

POINT TOTAL

TACTICAL ADVANTAGE

ABOVEGROUND TERRAIN

1) _____

2) _____

3) _____

UNDERGROUND TERRAIN

1) _____

2) _____

3) _____

4) _____

MAGIC ITEMS

Model Assigned

MODEL NAME

Number

Cost
Each

Cost
Total

Cross
Faction

Commander*
Command

Needed

_____	_____	_____	_____	<input type="checkbox"/>	_____
_____	_____	_____	_____	<input type="checkbox"/>	_____
_____	_____	_____	_____	<input type="checkbox"/>	_____
_____	_____	_____	_____	<input type="checkbox"/>	_____
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_____	_____	_____	_____	<input type="checkbox"/>	_____
_____	_____	_____	_____	<input type="checkbox"/>	_____

MAGIC ITEMS

Model Assigned

*No commander in the warband can have a higher Commander rating than your warlord.

PETRUS, HUMAN SHADOW PRIEST

Ahmur's Legion - Evil Humanoid (Human)



LEVEL 2

⚔️ SPEED	4"	⚔️ MELEE	
🛡️ ARMOR	19	Attack: +3	
♥️ HEALTH	3	Damage: 1	
🛡️ SAVE	+3	➔ RANGED	
		Attack: —	
		Damage: —	

SPECIAL ABILITIES

Commander 3

Blind-Fight

Death Touch 1 ☐

Spontaneous Inflict

SPELLS

1st - *cause fear* ☐

1st - *magic weapon* +1 ☐

1st - *shield of faith* +2 ☐



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VOJA, HOBGOBLIN ADEPT

Drazn's Horde - Evil Humanoid (Goblinoid)



LEVEL 2

⚔️ SPEED	6"	⚔️ MELEE	
🛡️ ARMOR	16	Attack: +4	
♥️ HEALTH	3	Damage: 2	
🛡️ SAVE	+4	➔ RANGED	
		Attack: —	
		Damage: —	

SPECIAL ABILITIES

Commander 3

Ape Master*

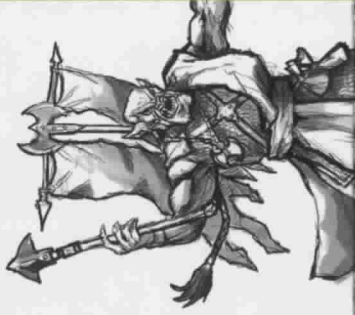
Fight Dwarf, Gnome +1

SPELLS

1st - *burning hands* 1 ☐

1st - *command* ☐

*Any War Ape in Voja's warband with line of sight to Voja can attempt to rally as if under command. The first War Ape does not count towards Voja's limit of wild troops.



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DRAGOMIR, GNOLL RANGER

Nareesh - Evil Humanoid (Gnoll)



LEVEL 3

⚔️ SPEED	6"	⚔️ MELEE	
🛡️ ARMOR	17	Attack: +4	
♥️ HEALTH	4	Damage: 1	
🛡️ SAVE	+3	➔ RANGED	
		Attack: +5, 24"	
		Damage: 1	

SPECIAL ABILITIES

Commander 2

Extra Melee Attack

Fight Elf +1

Point Blank Shot +2

Precise Shot

Scout +4



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GRUBAL, DWARF HAMMER PRIEST

Mordengard - Good Humanoid (Dwarf)



LEVEL 2

⚔️ SPEED	3"	⚔️ MELEE	
🛡️ ARMOR	18	Attack: +4	
♥️ HEALTH	4	Damage: 2	
🛡️ SAVE	+6	➔ RANGED	
		Attack: +1 ☐, 6"	
		Damage: 1	

SPECIAL ABILITIES

Commander 2

Spontaneous Cure

Thrown Weapon

Turn Undead +1

SPELLS

1st - *command* ☐

1st - *magic weapon* +1 ☐

1st - *shield of faith* +2 ☐



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ZADKIEL, HUMAN PALADIN OF STRATIS

Thalos - Good Humanoid (Human)



LEVEL 2

⚔️ SPEED	4"	⚔️ MELEE	
🛡️ ARMOR	19	Attack: +3	
♥️ HEALTH	4	Damage: 1	
🛡️ SAVE	+5	➔ RANGED	
		Attack: —	
		Damage: —	

SPECIAL ABILITIES

Commander 3

Aura of Courage +4

Extra Melee Attack

Fearless

Smite Evil +1 ☐

SPELLS

1st - *cure wounds* 1 ☐



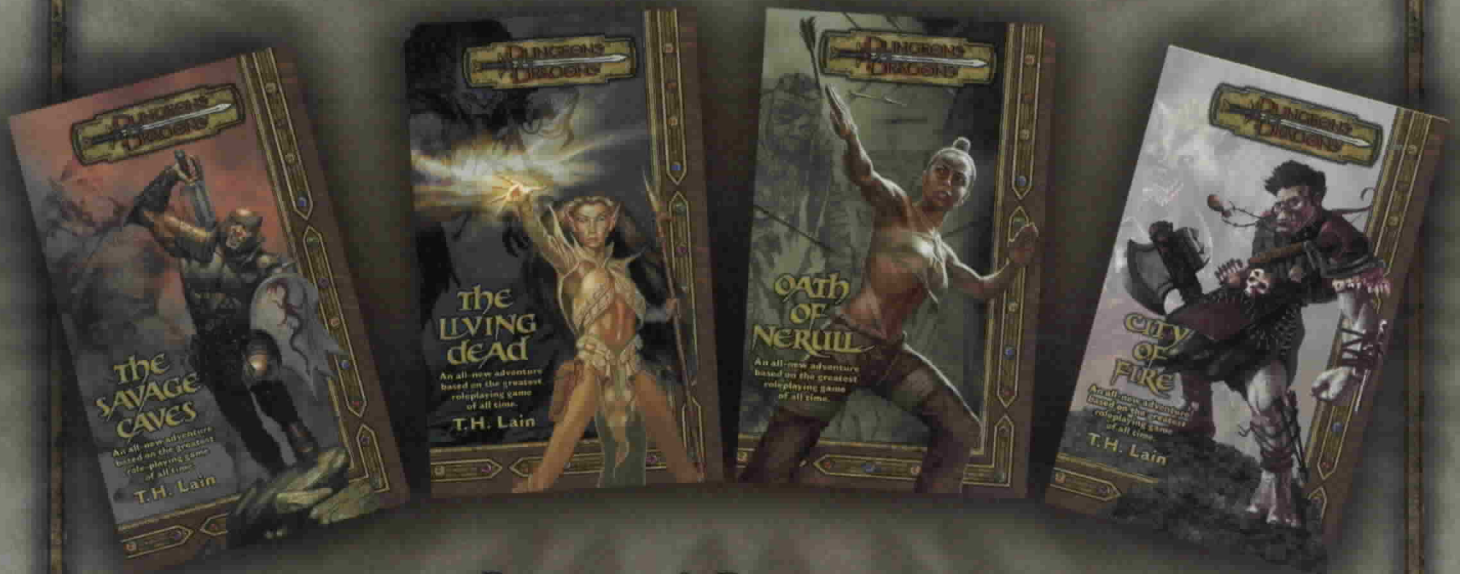
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LARGE HILL



Large Hill

Movement Cost: -1" per (uphill)

Line of Sight: special

Provides Elevation (An elevated model gets a +1 bonus to attack a lower model.)

Grande colline

Coût de déplacement : -1" par (en montée)

Champ de vision : spécial

Procure élévation (Une figurine surélevée obtient un bonus de +1 pour attaquer une figurine située plus bas.)

Grande collina

Costo di movimento: -1" per (in salita)

Linea di vista: speciale

Fornisce elevazione (Una miniatura elevata ottiene un bonus +1 a un attacco contro una miniatura più in basso.)

Großer Hügel

Bewegungskosten: -1" pro (bergauf)

Sichtlinie: spezial

Sorgt für Erhöhung (Eine weiter oben stehende Figur erhält bei einem Angriff auf eine niedriger stehende Figur einen Angriffsbonus von +1.)

Gran Colina

Coste de Movimiento: -1" por (hacia arriba)

Línea de Visión: especial

Provee elevación (Una figura elevada obtiene un bonificador de +1 al atacar a un modelo más bajo).

RUINED TOWER



GIANT TREE



Ruined Tower (Rubble and Wall)

Rubble Movement Cost: -2" max

Rubble Cover: yes

Wall Movement Cost: no movement

Wall Line of Sight: blocked

Tour en ruines (décombres et mur)

Coût de déplacement (décombres): -2" max

Abri (décombres): oui

Coût de déplacement (mur): aucun déplacement possible

Champ de vision (Mur): bloqué

Torre diroccata (macerie e muro)

Costo di movimento sulle macerie: -2" max

Copertura dalle macerie: sì

Costo di movimento oltre il muro: nessun movimento

Linea di vista oltre il muro: bloccata

Eingestürzter Turm (Schutt und Mauer)

Schutt Bewegungskosten: -2" max

Schutt Deckung: ja

Mauer Bewegungskosten: unpassierbar

Mauer Sichtlinie: blockiert

Torre Destruída (Escombros y Muro)

Coste de Movimiento de los escombros: -2" max

Cobertura de los escombros: si

Coste de Movimiento del Muro: sin movimiento

Linea de Visión del Muro: bloqueada

Giaŋl Tree

Movement Cost: no movement

Line of Sight: blocked

Arbre géaŋl

Coût de déplacement : aucun déplacement possible

Champ de vision : bloqué

Albero gigantesco

Costo di movimento: nessun movimento

Linea di vista: bloccata

Riesenbaum

Bewegungskosten: unpassierbar

Sichtlinie: blockiert

Árbol Gigante

Coste de Movimiento: sin movimiento

Linea de Visión: bloqueada

The Ghostwind Campaign



The Might of Stratis Lies within Your Grasp

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