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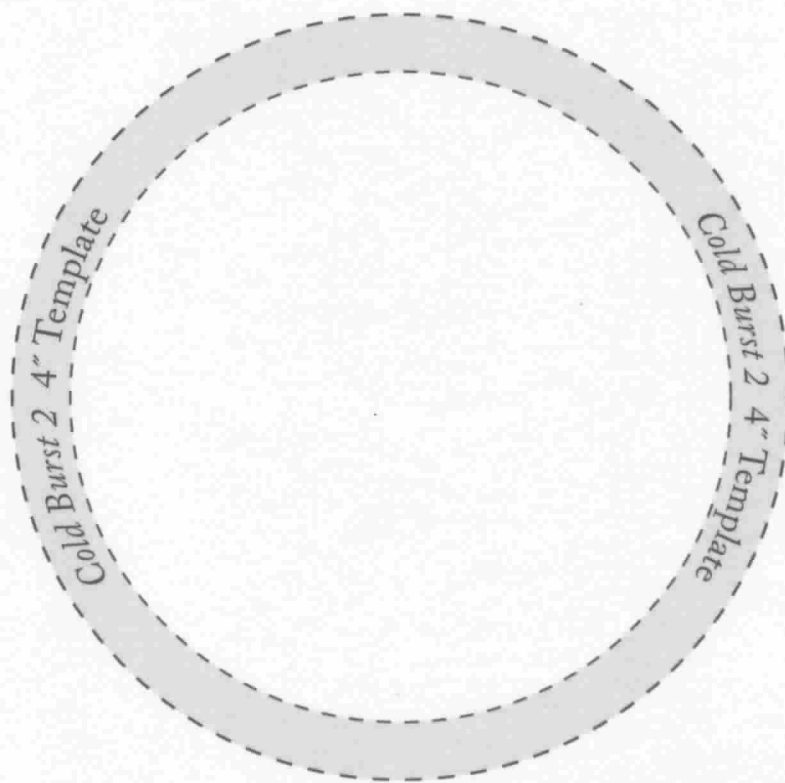

Shadow of the Drow

Set 4 Guidebook
FOR USE WITH SET 4 MINIATURES

DUNGEONS & DRAGONS

Cold Burst 2 4″ Template

Cold Burst 2 4″ Template

Cold Burst 2 4″ Template

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Credits

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Chapter 1: Shadow of the Drow

(TWENTY MINUTES AGO)

They passed the fifth body. Before its head had been smashed into its chest, it appeared to have been a gnome.

"It doesn't take a ranger to follow this trail," whispered a soldier ten paces behind Severn, softly enough that he must have imagined that his commander would not hear. Severn might have let it pass; he had, after all, just spotted the Underdark shrine that was the patrol's destination, half-hidden in the gloom. But fear was healthy before a fight—so long as it was fear of one's own leaders instead of the enemy. Severn flicked a tight smile back over his cloaked shoulder. He kept his scimitar pointing toward the shrine and used his empty hand to draw a finger across his own throat. He turned away to spare his subordinate the shame of flinching before his commander's gaze.

Whoever had killed the humans and their allies in a running battle across the last two miles of Underdark cavern was somewhere around the shrine. Severn drew sidearm, unsheathing his second scimitar. He crossed the blades above his head and invoked a veil of shadow, cloaking himself in swirling darkness. His troops responded to the signal to prepare for battle, watching for the commands they were trained to recognize through the shadow veil. As Severn waved the left blade over his shoulder, motioning the archers up to cover the advance, huge drumbeats from the direction of the shrine shook the ground.

Severn's drow and troglodyte troops looked about in confusion, searching for targets or the source of the drums. Severn wasn't confused; he'd seen enough in a flicking silhouette against a distant flame, a figure with giant windmilling arms, moving behind cover toward the Kilsek patrol's position. It wasn't drumbeats. It was footsteps.

"It's an ettin, you fools! Coming from . . . there!" He pointed with his blade. "Stinkswords, keep between it and the shrine. Don't let it get past you. Don't attack one at a time. Go!" The troglodyte warriors bobbed their helms in obedience and went around the wall.

"The rest of you, with me! Before we deal with the ettin there'll be more of them on the flanks; they like to—" the rest of his command choked in Severn's throat. He threw himself sideways to avoid the rush of a raging orc who'd leapt out of a side passage. The orc bellowed and sprayed Severn with spittle as the ranger recovered his balance, pushing off its axe. Severn ducked too slowly to avoid a second blow and realized he'd been right when he argued with Minahk—not that it was going to do him any damn good.

(TWO WEEKS EARLIER)

"It's charming, really," said Minahk. "They've never heard of us, not even as legends. The only elves they know are woodsy

flower-pressers and tower-spire bookbinders. If we enter this sweet little war, what have we to fear? Darkblind humans, stumpy runts, and flower-pressers? We won't even have to cast twice."

Severn glanced at his comrade. The wizard appeared to be serious, not just talking to hear the sound of his own voice instead of the things moving behind the webs on either side of their path. It was hard to tell, though, given the nervous twitches that plagued Minahk whenever he approached Venrit's inner sanctum.

"With respect, honored darkwalker, iceblaster wizardling, it's not the humans or the runts or even the bookbinders that I'm worried about. Servants of the light won't have what it takes to win a Godwar. It's the enemies who walk in darkness that we have to worry about. The demon hounds of this Jangir, the zombie-makers who follow Ahmut."

"Worry? Who'd worry when they have a clear thinker such as you scouting ahead? And sword-sharp leaders like Venrit and Kejjel to show us the path to victory!" Minahk's right eyelid spasmed as he raised his voice to deliver his final praise for the nest mother.

Severn felt sorry for him. Crossing the bridge over the Hell-crack into Venrit's private realm was nerve-racking enough. It was taxing to watch the webs for the monsters that Venrit encouraged to eliminate the weak. But unlike Minahk, Severn didn't have the magic senses to sniff the horrible powers that coiled just beneath the visible surface, in the dimensions surrounding what normal people thought was real.

Severn shuddered. He would not think about it anymore. Just keep his eyes open and hope they found the portal into Venrit's sanctum. Soon. The priests whispered that the unwelcome who went looking for Venrit wandered in her webs until something ate them. Severn decided, again, not to think about it.

They found the portal into the study a couple of minutes later. "That was easy," said Minahk, and Severn had to agree. Perhaps the high priestess of House Kilsek was in a good mood.

They stepped through the portal into Venrit's study, and for once it looked like a study, a pleasant sitting room with cushions against the walls and a desk bearing a chess set. Venrit sat behind the desk, facing a dark window that Severn could not see through. He had attended the priestess when her inner sanctum appeared to be a windswept plain, and once more when it was a torture garden. On those occasions, the high priestess had appeared as a mountain-sized spider demon and as a barbed steel golem, respectively. Today, Venrit looked normal: a strikingly attractive drow woman, dressed in leather armor and bearing a spider amulet.

"Welcome," said House Kilsek's living icon of Lolth, swiveling to face her subjects. "I summoned the two of you because I would like to hear what the common folk have to say about our path. You will tell me everything you think." She waved her hand, and even Severn knew that her last words had been a spell, not a request.

Severn worried a moment when he saw Minahk go pale. Venrit took no notice, saying, "It is common knowledge that the lesser races war amongst themselves. Is the cause of the squabble known?"

Severn replied. "They fight because their God of War cursed them to fight with his dying breath. They will fight until someone takes up his power."

"And who was this war god? To us, I mean?" asked Venrit.

"A brother to Hextor and Heironeous," said Minahk. "Neither so dangerous as the first nor quite so insufferable as the second. One of those who fight for the sake of conflict rather than for the power that can be gained. In other words, exactly the type of fool who can get himself killed despite the advantages of being a god."

"Can you think of any other such fools? Among the leadership of our own people, perhaps?" said Venrit, all silk and calm.

Minahk had regained his poise. He wasn't even twitching. "The only member of House Kilsek's leadership who troubles me is Baron Shan. He means to slay all of my family to pay us back for a slight during the Migration."

"Ah, I thought as much. Dear baron, your report of Minahk's disloyalty was self-serving," said Venrit. She moved one of the pawns, taking the dark knight on the chessboard. She lifted the knight and inspected it close up. It squawked in her hand with a man's voice, terrified, before she fed the piece to the familiar coiling around her left arm. Severn did not watch the snake swallow. Instead he looked more carefully at the chess set. The pieces were all members of House Kilsek's nobility and the high priestess's council. Several stared back at Severn, and a couple nodded to say hello. As he had suspected, one was never truly alone with the priestess.

Venrit half-listened to Minahk's and Severn's answers to the rest of her questions, but it seemed that Minahk's loyalty test had been her principal reason for bringing them in. She waved them into silence and addressed herself to the chess set.

"Counsel, wizard?"

One of the bone rooks stepped forward. She spoke with the voice of Kejjel, the high wizard. "We could hide a while longer. But once one of those hapless goblins or sun priests has bumbled into possession of the panoply of Stratis, they will come looking for us. Eventually."

"I would rather not lose a second home," said the onyx rook, and Severn recognized the voice of his own commander, the ranger called Shadow.

"Nor I," said Venrit. "Unless, of course, we were to be gifted with our original home. I speak of the best type of gift: the type you take from unwilling hands."

"I follow your meaning," said Kejjel, "but I beg you to speak your mind so that all may understand."

Venrit stood, and the room grew smaller. "If we take up this war god's power and add it to our own, we may choose our home: the magic-rich grounds that still seethe beneath the Empire of Dragons—or our true home in darkness, the halls we lost to the judgment of the Council."

"Vengeance." "The East." "The Vault of the Drow." The words rose as a dozen whispers from the chess set, and even from Severn's and Minahk's lips.

"Hear my pronouncement," said Venrit. "We will not hide from this Godwar. We will fight it—and we will win. Mark me. First, we will fight to seize the power to take back our true home and destroy the Council of Drow."

She paused, and Severn found himself prostrate, averting his face from streaming dark glamours. In fact, he was facedown on hard black onyx, a pawn on the chessboard averting his eyes from a goddess-sized Venrit. "And second," boomed the high priestess, "we will fight because I feel like killing some surface dwellers."

(Nineteen-and-a-Half Minutes Ago)

Severn shook the blood out of his eyes. The second orc's axe had carved a good-sized chunk out of his helmet and a smaller one out of his forehead. The berserkers were dead, along with one of Severn's soldiers, who'd paused too long yanking his rapier out of the first orc's belly.

The ettin, though . . . the ettin was still very much alive, swinging its clubs and scattering Severn's troglodytes with ease. For his mission to have any hope of success, he needed to keep it out of the shrine. "Curse Minahk and his happy family!" yelled Severn, startling the soldier and the archer at his side. Minahk's family had inherited several of the titles left behind by Baron Shan. Minahk was on his way into the field, but he was somewhere behind the patrol with another wizard and more troops. *Hopefully coming fast,* thought Severn.

Not fast enough to solve the problem of the ettin. He would have to cut off its head—not one of the two on its shoulders, but the commander that told it what to do. "With me!" shouted Severn, charging into the open space around the shrine. An armored orc with a spear tried to cut away from them, toward the side dominated by the ettin's clubs, but Severn detoured to catch it atop one of the old gith murder slabs. *A sacrifice for you, dread Lolth,* prayed Severn, brushing aside its spear to cut it down. "Couldn't have planned that better," he muttered as the orc's life force flowed up into him from the swirling red marble. The blood stopped dripping into his eyes, and his ears no longer rang.

He turned back just in time to see a hobgoblin adept step out of the shadows of the shrine. "Down!" yelled Severn to his troops. But they were too slow, and the sheet of flame bursting from the hobgoblin's hands caught them both in the midsection. The archer broke and ran, until Severn barked a threat that penetrated her fear and brought her up short.

Severn and the surviving soldier threw their three blades against the adept's feeble parries. In seconds, the hobgoblin fell. The soldier finished it with his rapier, and Severn found himself looking into the grinning face of the one who'd been yapping before the battle.

"Well fought," said Severn. "Now let's hold the other end of the hall." They charged down the length of the shrine, the archer just a few steps behind.

(Fifteen Minutes Ago)

Severn leaned on the wall of the shrine. Without its commander, the ettin had been easy enough to lure away—the drow archers peppered it with shots until it bellowed and stomped away from the fight.

He surveyed his remaining forces. Of the troglodytes who'd done the heavy work against the ettin, one survived. Two soldiers guarded the ends of the hall. The one, named Skorn, who'd helped kill the hobgoblin adept had also managed to slay two orcs in the final melee. One troglodyte, two soldiers, two archers, and himself.

The ritual that Venrit's council had asked him to perform in the shrine had taken only moments. He didn't know what it accomplished, but it had something to do with capturing pieces of the dead god's essence, trapped in the shrines that were active when Stratis died. Now he had to get the ritual artifacts back to the city. And that wasn't going to be easy. They could leave the troglodyte behind if speed was required, but they weren't going to be able to handle anything heavy.

"Finish the dying. Leave the dead. The rest of us need to get home. You've fought well, so let's make sure that others hear that." The troops took Severn's compliment well. They fell into marching order and moved back through the Underdark toward Kilsek's tunnels.

To himself, Severn muttered, "Minahk, if you're going to get your fat spellbook into the field at all this season, meet us in hours, not days."

(Two Minutes Ago)

Five human-shaped wolves loped into the cavern containing the shrine. They circled the scene of the battle, paying particular attention to the ettin's track away from the fight. They took a bite or two out of the tastiest-looking corpses, then homed in on the passage taken by Severn's troops, out through the rock. One by one they sniffed the traces. They lifted their heads as if to howl but kept their voices silent, shaking with the force of the repressed scream. They took to the trail running.

(Now)

A bear-man, carrying a giant axe, and three half-elves slide into the cavern from yet another tunnel. "Here's where the last of them died," says the bear-man, in a voice like falling rocks.

"Orcs, goblins, and now these dark elves. This may be a pocket war, but it's starting to feel full," says the half-elf with the sorcerer's staff.

"Something else too, from the smell of it. Werewolves . . .," says the bear-man, letting the last word linger like the name of his favorite food.

"Then there's no time to lose. Someone has already performed the shrine ritual here. They went that way," says the half-elf with the holy symbols on her shield.

The bear-man answers by striding down the trail.

Chapter 2: New Rules

This chapter spells out new, revised, and clarified **Chainmail** rules. This includes new and revised rules introduced in the Set 2 and Set 3 guidebooks.

Where a rule has changed, the relevant text is highlighted in **bold text**.

COMBAT: ATTACK MODIFIERS

The Starter rulebook lists "cover" and "intervening model" modifiers as applying only to ranged attacks.

Revised Rule: A melee attack against a model that is not in base-to-base contact with the attacking model **is** affected by the "cover" and "intervening model" modifiers, as for ranged attacks. For example, when making an attack of opportunity against an enemy 1˝ away in the woods, the defender gains a +4 cover bonus.

The rulebook also lists modifiers for being "on" a wall for melee attacks only.

Revised Rule: **The attack penalty and the armor penalty for the defender for being "on" a wall or other low obstacle also apply to ranged attacks.** (In addition to the low wall, low obstacles include the dragon claw, the hedgerow, and the window of the hut.)

COMBAT: CONSTRAINED MODELS

Knocked down, routing, dazed, paralyzed, *held,* and stunned models are **constrained**. In addition to the effects particular to each condition, being constrained includes a number of qualities.

A constrained model can't attack, cast spells, take special actions, make attacks of opportunity, grant the multiple attackers bonus to allied models, use optional special abilities, spend command points, or issue orders. A constrained model does not have melee contact against any other model. Being constrained does not prevent a model from routing, but the condition that makes the model constrained might do so.

MOVEMENT AND ATTACKS OF OPPORTUNITY: NEAREST ENEMY MODEL

The Starter rulebook says a model can avoid attacks of opportunity by moving toward the nearest enemy model.

Clarification: Knocked down models don't count, just as when deciding which enemy model is "nearest" to a maneuvering, out of command model. A model can safely maneuver past a knocked down enemy model and toward another enemy model.

It is the model that is **currently closest** that counts (**not the one closest at the start of the moving model's turn**), **regardless of line of sight**. For example, an out of command model ignores unseen models when determining which enemy model it moves toward, but not when determining whether its movement provokes attacks of opportunity.

GENERAL RULES: MOVING "TOWARD" THE NEAREST ENEMY MODEL

The Starter rulebook says that an out of command model, if it moves at all, must maneuver or charge "toward" the nearest enemy model, defined as "along the shortest path between itself and the nearest enemy model."

Clarification: Chart the shortest path without regard to models to which the acting model does not have line of sight at the start of its movement. If the moving model moves into base-to-base contact with such a model, it may have to stop. If not, chart the rest of the path around and past the contacted model.

EXPERT RULES: ACCIDENTALLY ENCOUNTERING ENEMY MODELS

The Starter rulebook says that a charging model must stop if it moves to where an enemy model has melee contact against it or if it moves into base-to-base contact with an enemy model.

Revised Rule: A charging model must stop if it moves into base-to-base contact with an enemy model that has melee contact against it, **but it cannot stop if it moves to where an enemy model is only in base-to-base contact with it or only has melee contact against it**.

COMMAND POINTS: ADVANCED RULES, 4-POINT ORDER TO TARGET ANY MODEL OR POINT

The Starter rulebook (with errata) says that a model can use the 4-point order to target a point on the battlefield to target an unseen model on that point.

Clarification: Using this order, some ranged spells can target a point on the battlefield but others can't.

- If a spell requires an attack roll, it works like a normal ranged attack (with a chance to miss an unseen target outright).
- If a spell affects an area, such as *sleep*, it operates normally, with the point on the battlefield as the spell's center.
- If a spell affects a target directly, such as *magic missile 1,* it can't target a point on the battlefield. (This would be an indirect way of affecting an unseen model.)

COMMAND POINTS: ADVANCED RULES, CROSS-FACTION DIFFICULT TROOPS

The Starter rulebook says that a cross-faction difficult troop in a warband counts as two cross-faction models.

Revised Rule: A cross-faction difficult troop counts as **a number of cross-faction models equal to its Difficult Troop rating**.

SPECIAL ABILITIES AND SPELLS: TERRAIN BLOCKING EFFECTS

Terrain that blocks line of sight also blocks spell effects. (This rule has been implied in diagrams but not stated outright.) See the diagram on page 10 for an example.

SPECIAL ABILITIES AND SPELLS: BONUSES TO HEALTH

Some special abilities (such as Steal Life [#]) and spells (such as *endurance +2*) grant bonuses to a model's health. Such bonuses do not affect the point at which a model must make a morale save for dropping to half health, nor do they allow the model to be healed above its normal health score.

SPECIAL ABILITIES AND SPELLS: FIRE BOMB 2

The Starter rulebook explains what happens if the bomb misses because the attack roll is too low. It does not deal with the case where it misses because the target is out of range.

Clarification: If the target is out of range, then the bomb lands short and may still deal damage to nearby models. Start at the point at the end of the attack's range along the line toward the target. Then roll on the scatter diagram to see where the bomb ends up.

SPECIAL ABILITIES AND SPELLS: INSPIRE COURAGE +[#]

This special ability does not function while this model is constrained (knocked down, routing, and so on).

SPECIAL ABILITIES AND SPELLS: HIDE [#]

If this model's target does not have line of sight to it when it attacks (such as with a ranged attack from behind cover), then this model gets the +3 bonus for attacking a model that can't see it (provided it can see the target).

SPECIAL ABILITIES AND SPELLS: SNEAK ATTACK +[#]

In addition to the circumstances listed in the Starter rulebook, a model gains its Sneak Attack bonus to damage when it gets the +3 bonus for attacking a model that can't see it (and that it can see). It only gets this bonus if it's within 6˝ of the target model.

SET 2 SPELLS: *DARKNESS* AND *DAYLIGHT*

The Set 2 guidebook says that the *darkness* and *daylight* spells last indefinitely.

Revised Rule: Darkness and *daylight* each have an expiration chance of 1–5. At the end of each round, roll a d20 for each *darkness* and each *daylight* spell. If the die roll is 1–5, that spell ends.

NEW AND REVISED RULES FROM SETS 2 AND 3

These rules first appeared in the Set 2 and Set 3 guidebooks and are reproduced here for easy reference. Where a rule has changed, this is indicated in **bold text**.

Out of Command Models with Ranged Attacks: When an out of command model with a ranged attack is moving, it can stop at the first point in its path at which it is in range of and has line of sight to an enemy model. If it does not stop at that point, it must move full speed (as any other model). If the maneuvering model was not advancing toward the model to which it lined up the shot (if it was advancing toward the focus point or toward a different enemy model), then it can't attack this turn.

Proximity Awareness: If an out of command, maneuvering model has line of sight to no models, but there are enemy models within 6˝ of it (out of line of sight), the model must move full speed toward the nearest of these models instead of toward the focus point.

Attacks against Blinded Enemies: An attacker gets a +3 bonus when attacking a model that can't see it (**but only if the attacker can see the defender**).

Touch Attacks: A model with the "touch" designator in its Melee Attack or Ranged Attack line rolls against armor 11 instead of the target's actual armor.

Magic Damage: Some models deal magic damage. Magic damage is not reduced by the Damage Reduction special ability (see Chapter 3: Special Abilities and Spells).

Melee and Ranged Energy Damage: Bonus energy damage is not doubled when base damage is doubled, such as on a critical hit. If the only damage dealt by an attack is energy damage, though, it is still doubled on a critical hit.

Morale Saves and Special Attack Abilities: When a model takes damage and is affected by a special ability or effect (such as poison) from the same attack, resolve the special effect before making any morale save for the damage dealt.

Command and One-Way Line of Sight: For a commander to issue an order to another model, the two models must have line of sight to each other (or be within 6˝ of each other).

Order to Target "Any Model": A model that receives the 4-point order to target "any enemy model" can target a knocked down model or even a point on the battlefield. With this order, a model can even make a ranged attack against a model that it can't see (such as a hiding Halfling Sneak). Before attacking in this case, it must roll 11+ on a d20 or its attack automatically misses. Of course, a model can't make a ranged attack against a model or point on the battlefield if terrain blocks the attack, such as when the target is on the other side of a high wall.

Routing Commanders and Orders: A routing commander can take no action other than rallying itself. A routing commander can't spend command points or issue any orders—not even a 0-point order.

Scent: Scent has a range of **12˝**.

Wild Troops and Cross-Faction Models: Wild troops and cross-faction troops count together against the warband's total command points (not counting cross-faction commanders). Cross-faction commanders and independent troops **do** count normally against the limit of cross-faction troops in the warband.

Command Spell and the Board Edge: A model affected by the *command* spell treats the board edge as impassable terrain.

Leaders in "Kill the Leader": The leader is the model with the highest Commander rating **that's not cross-faction.**
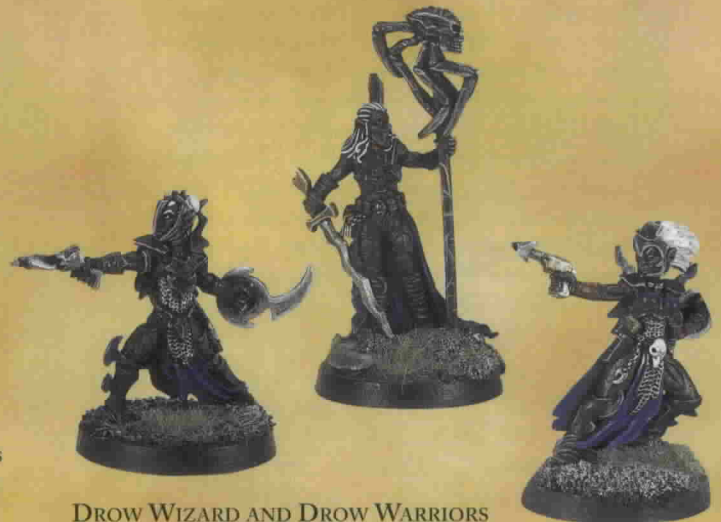
DROW WIZARD AND DROW WARRIORS

Chapter 3: Special Abilities and Spells

SPECIAL ABILITY DESCRIPTIONS

The following special abilities are arranged in alphabetical order.

Aid Attack +[#]

Orc Gangfighters are trained to distract and interfere with enemies, allowing their allies to strike more easily.

All melee attacks against an enemy model that is in base-to-base contact with this model get the listed bonus. This special ability does not function while this model is constrained (knocked down, routing, and so on).

Aura of Protection +[#]

The Ancestral Guardian fills the forces of Mordengard with added vigor.

All allied models of this model's faction within 6˝ of this model gain the listed bonus to all saves (including morale saves and saves to get up). This special ability does not function while this model is constrained (knocked down, routing, and so on).

Blind-Fight

This model is less susceptible than others to difficulty fighting when it can't see, such as when it is in the area of a *darkness* spell.

When an unseen enemy model makes a melee attack against this model, the enemy model does not get the usual +3 bonus on the attack roll. (The enemy model still gets that bonus with ranged attacks.)

When this model can't see, it can still move at normal speed (rather than at half speed), and it does not risk getting disoriented when it enters a dark area.

A model with Blind-Fight that is unable to see an enemy model only needs to roll 6+ on a d20 (instead of 11+) to make a normal melee attack against that enemy. A model with Blind-Fight also has a better chance to hit with a melee attack against a model protected by Displacement or Veil of Shadow (see their entries, below). When a model would normally have to roll 11+ to avoid automatically missing the enemy model, a model with Blind-Fight only needs to roll a 6+. When a model would normally have to roll 6+, a model with Blind-Fight doesn't need to roll at all.

Blindsight [#]˝

The Spiked Felldrake's senses are so sharp that it can interact normally with nearby models that it can't see. It effectively has line of sight to models within the listed distance. Since this "line of sight" doesn't actually rely on vision, it operates without regard to gloom, *darkness*, or invisibility. (Terrain, however, blocks it normally.)

This model does not suffer a miss chance when it makes an attack, regardless of *darkness*, *invisibility*, Displacement, or Veil of Shadow, provided the model being attacked is within this model's Blindsight range.

Aid Attack +3

+3 attack
+2 attack
Orc Gangfighter

Ice Paraelemental

Ettin Trooper
+3 attack
+2 attack

Orc Gangfighter
+3 attack
+2 attack

The Orc Gangfighters are in melee contact with the Ice Paraelemental, so they give other models a +3 bonus on melee attack rolls against the Paraelemental. The Gangfighters even give each other the bonus. In addition, the Ettin Trooper and Gangfighters each get the +2 multiple attackers bonus. (The Ettin, with Reach 1˝, is in melee contact with the Paraelemental.)

Blindsight 12˝

Spiked Felldrake

high wall

Troglodyte Warrior

12˝

Displacer Beast

Drow Wizard

The Spiked Felldrake can make a ranged attack against the Displacer Beast with no miss chance. The Drow Wizard is outside of Blindsight range, so its Veil of Shadow special ability works normally. The Felldrake does not have line of sight to the Troglodyte Warrior.

When measuring Blindsight range, measure from base edge to base edge, along a line from center of base to center of base.

Damage Reduction 1

This model takes 1 less damage from normal attacks (including blunt damage). The model takes full damage from energy damage, magic damage, spells, special abilities that deal damage, and melee attacks by other models that have Damage Reduction 1.

Darkvision [#]″

A model with Darkvision in gloom has line of sight to the listed range instead of 12″. (See Chapter 4: Scenarios for a discussion of gloom.)

A model with Darkvision still can't see in a *darkness* spell.

Death Attack [#]

Just before making an attack to which bonus damage from the Sneak Attack special ability will apply, this model can declare that its attack is a death attack. If the attack hits, the model deals its Sneak Attack damage and has a chance to kill the enemy model outright. The struck model can avoid being eliminated by making a successful save (at the listed Difficulty Class).

Only living models can be hit with the Death Attack special ability. This is a death effect.

Deflect Arrows +[#]

The model's armor gains the listed bonus against ranged attacks.

This bonus does not apply to touch attacks.

Difficult Troop x[#]

When this model receives an order, multiply the order's cost in command points by the model's Difficult Troop rating. If the order already costs extra command points (such as because the commander and troop are from different factions), apply the multiplier after the increase.

As a cross-faction troop in a warband, this model counts as a number of cross-faction troops equal to its Difficult Troop rating.

Displacement

The Displacer Beast always appears to be in a slightly different location from where it actually is, so attacks against it usually miss.

Just as if it were attacking an unseen enemy, a model making an attack against this model must roll an 11+ on a separate d20 roll or automatically miss. Blind-Fight and Blindsight both help the attacker, just as they help when attacking a model in *darkness*.

The miss chance from Displacement is not cumulative with any other miss chance this model may gain from being unseen in another way.

Only attacks that involve an attack roll are affected. Attacks that don't involve attack rolls, such as cones or the *magic missile 1* spell, have no miss chance. Other models determine line of sight to this model normally, regardless of Displacement.

Extra Melee Attack x[#]

If this model doesn't move, it can make the listed number of extra melee attacks (each just like the first melee attack). This special ability doesn't allow a model to make extra attacks of opportunity.

If no rating is given, the model gets only one extra melee attack.

Hide [#]

As Hide 13, but the save instead has the listed Difficulty Class.

If this model's target does not have line of sight to it when it attacks (such as with a ranged attack from behind cover), then this model gets the +3 bonus for attacking a model that can't see it (provided it can see the target).

Immune Spells

Golems cannot be affected by spells. They can't even be helped by allied spellcasters' spells.

The Immune Spells special ability is like Spell Resistance (see that entry, below), with the following exceptions.

- It always works. A spellcaster can never overcome the immunity.
- This model's player can't choose for it not to resist a spell (such as a beneficial one).

Mighty Fortitude

This model automatically succeeds at saves against death effects, paralysis, poison, and stun effects.

Scout +[#]

As Scout +4, but with the listed rating.

Shield Mate +[#]

The Dwarf People's Guard are trained to defend those who fight by their side. Any allied model that is in base-to-base contact with this model gets the listed bonus to armor.

When an enemy model makes a melee attack against a model benefiting from this model's Shield Mate bonus, it can make that attack against this model instead. Cover and intervening model modifiers apply as if this model were in the original target's position.

This special ability does not function while this model is constrained (knocked down, routing, and so on).

Sneak Attack +[#]

As Sneak Attack +1, but instead add the listed bonus to damage.

In addition to the circumstances listed in the Starter rulebook, a model gains its Sneak Attack bonus to damage when it gets the +3 bonus for attacking a model that can't see it (and that it can see). It only gets this bonus if it's within 6″ of the target model.

Spell Resistance [#]

Certain creatures, such as the Drow Wizard and the Drider Trooper, are difficult to affect with spells.

After casting a spell that can affect a model with Spell Resistance, the casting model must make a level check (d20 + the casting model's level). If the result is the listed rating or more, the spell affects the model normally. Otherwise the spell has no effect on it.

The model's player may choose for it not to resist spells, such as those that are beneficial.

Spell Resistance does not apply to area spells (such as *darkness*), which affect areas of the battlefield rather than targeting models, nor does it apply to spells that affect other models. For example, the Drow Wizard cannot ignore another model's armor bonus from *mage armor +4*. Finally, Spell Resistance does not apply to spells that did not take effect on the resistant model at the time that they were cast (such as an enemy model using a +1 bonus from *bull's strength +1* on an attack against the Drow Wizard).

Steal Life [#]

The Gith Revenant sucks the life out of others with its touch.

If this model hits and deals damage to a living model, it gains health equal to the listed rating. This bonus health can raise the attacking model's health above its normal score. This bonus health does not affect the point at which the model must make a morale save for dropping to half health, nor does it allow the model to be healed above its normal health score.

Unlike other special abilities, the bonuses to health from Steal Life are cumulative with themselves.

Stench

The Trogolodyte Warrior exudes a disgusting odor.

Living models in base-to-base contact with this model suffer a −2 penalty on their attack rolls. Models with the Stench special ability are immune to this effect.

If this model is within 12″ of a model with the Scent special ability, the model with Scent is not aware of any model within range that does not have the Stench special ability.

Stunning Attack [#]

As Stunning Attack 12, but the save instead has the listed Difficulty Class.

Tyrannical Rally

Some commanders are so fearsome that their troops dare not disobey.

If this model puts a routing model under command, the morale save to rally automatically succeeds. Tyrannical Rally does not work on commanders, wild troops, or cross-faction models.

Veil of Shadow

Some drow can cloak themselves in shadow, concealing their precise location. The degree of concealment depends on how dark the battlefield is.

- If the lighting condition is gloom, a melee or ranged attack made against this model automatically misses unless the attacker rolls an 11+ on a separate d20.
- If the lighting condition is normal light, a melee or ranged attack made against this model automatically misses unless the attacker rolls a 6+ on a separate d20.
- Veil of Shadow is ineffective if this model's center is in the area of a *daylight* spell.

A model with the Blind-Fight special ability only needs to roll 6+ on a d20 (instead of 11+) to avoid the automatic miss against this model in gloom, and in normal light it doesn't need to roll at all. Blind-Fight, however, doesn't help with ranged attacks.

Attackers with the Blindsight special ability ignore the effects of the Veil of Shadow, provided that this model is within the Blindsight's listed range.

If two different circumstances require miss chances (such as when someone attacks a model with Veil of Shadow in the area of a *darkness* spell), only apply the higher miss chance.

Only attacks that involve an attack roll are affected. Attacks that don't involve attack rolls, such as cones or the *magic missile 1* spell, have no miss chance. Other models determine line of sight to this model normally, regardless of Veil of Shadow.

Shield Mate +2

The Dwarf People's Guard is in base-to-base contact with the Dwarf Hammer Priest, so the Hammer Priest gets a +2 armor bonus against melee attacks from the Ettin Trooper. Also, the Ettin can make melee attacks against the People's Guard, even though it's more than 1″ away. The intervening model penalty does not apply to attacks against the People's Guard because there's no such penalty for attacks against the Hammer Priest.

The Hammer Priest, however, does not get the armor bonus against the Hobgoblin Fighter's ranged attack.

Stench

Since the Troglodyte Warrior is in base-to-base contact with the Ettin Trooper, the Ettin suffers a −2 penalty on its attack rolls, whether against the Troglodyte or the Drow Soldier.

The War Ape's Scent special ability makes it aware of the Troglodyte, but the Troglodyte's Stench ability prevents the War Ape from being aware of the Soldier. If the War Ape maneuvers toward the nearest enemy model, it must move toward the Troglodyte, not toward the Soldier.

Web Spinner [#]

The Ettercap can throw webs that hold other creatures in place.

A model hit by the Ettercap's ranged attack is entangled. The Difficulty Class to break free is the listed rating.

An entangled model is unable to move. Each turn that it attempts to move, an entangled model must make a save. If it succeeds, it moves normally and is no longer entangled. If it fails, it can't move this turn. Being entangled has no effect on a model's ability to attack, cast spells, make attacks of opportunity, grant the multiple attackers bonus to allied models, use special abilities, spend command points, or issue orders. If an entangled model routs and fails its save, it does not move but is still considered to be routing.

Web Walk

The Ettercap can move through webs without being stopped.

The web terrain (see Chapter 4: Scenarios) does not affect this model's movement but still affects its ranged attacks. It cannot be entangled by models with the Web Spinner special ability.

SPELL DESCRIPTIONS

The following spells are arranged in alphabetical order.

Benediction

The caster and all allied models within 12˝ of the caster at the moment of casting gain a +1 bonus on saves until the end of the skirmish.
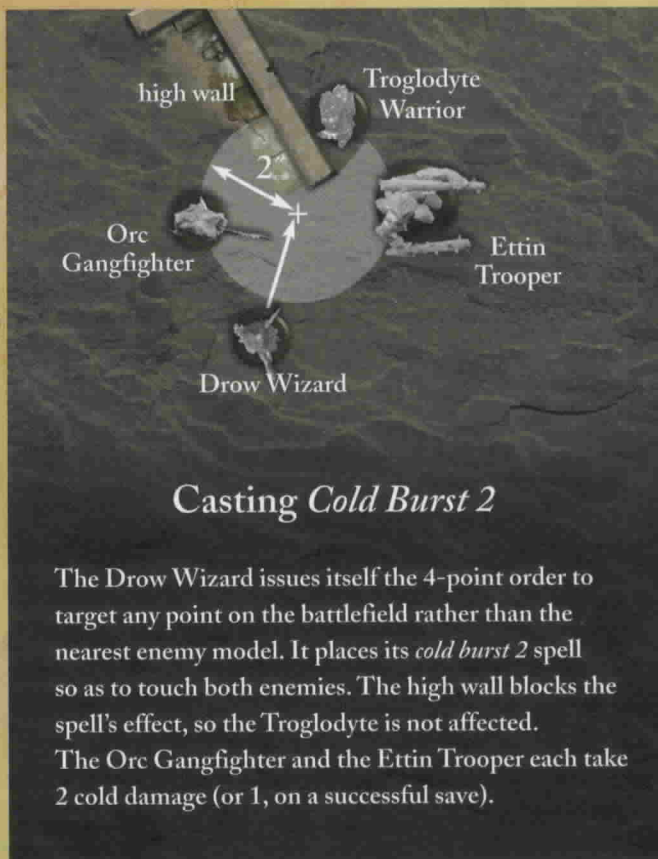
Casting *Cold Burst 2*

The Drow Wizard issues itself the 4-point order to target any point on the battlefield rather than the nearest enemy model. It places its *cold burst 2* spell so as to touch both enemies. The high wall blocks the spell's effect, so the Troglodyte is not affected.

The Orc Gangfighter and the Ettin Trooper each take 2 cold damage (or 1, on a successful save).

Level: Clr 1
Range: 12˝ [Beneficial]

Bless

The caster and all allied models within 12˝ of the caster at the moment of casting gain a +1 bonus on attack rolls until the end of the skirmish.

Level: Clr 1
Range: 12˝ [Beneficial]

Cold Burst 2

An explosion of cold energy spreads 2˝ in all directions from the spell's point of origin (usually the center of the target model), hitting everyone in the area.

Models in the area take 2 cold damage if they fail their saves, or 1 cold damage if their saves succeed.

Level: Sor/Wiz 2
Range: 24˝ [Offensive]
Save: 14

Hold Person

The target model is *held*. It cannot move or act, and it is constrained. *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 the Sneak Attack special ability gains the bonus damage against a *held* model, unless it is more than 6˝ away.
- 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

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* 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, on a low obstacle, stunned, and similar situations. It suffers a miss chance as normal against opponents who are invisible, in *darkness*, protected by Veil of Shadow, and so on.

Level: Clr 2
Range: 24˝ [Offensive]

Chapter 4: Scenarios and Terrain

*Shadow of the Drow* focuses on battles fought in the accursed underground of the gith ruins.

This chapter covers warbands, scenarios, and terrain. The normal rules for scenarios and warbands are in effect, except as specified here.

SET 4 SCENARIO RULES

Set 4 scenarios are different from scenarios described in the Starter rulebook. You construct a scenario from a variety of elements, detailed in the sections that follow.

WARBAND

A standard Set 4 warband comprises 100 points of models.
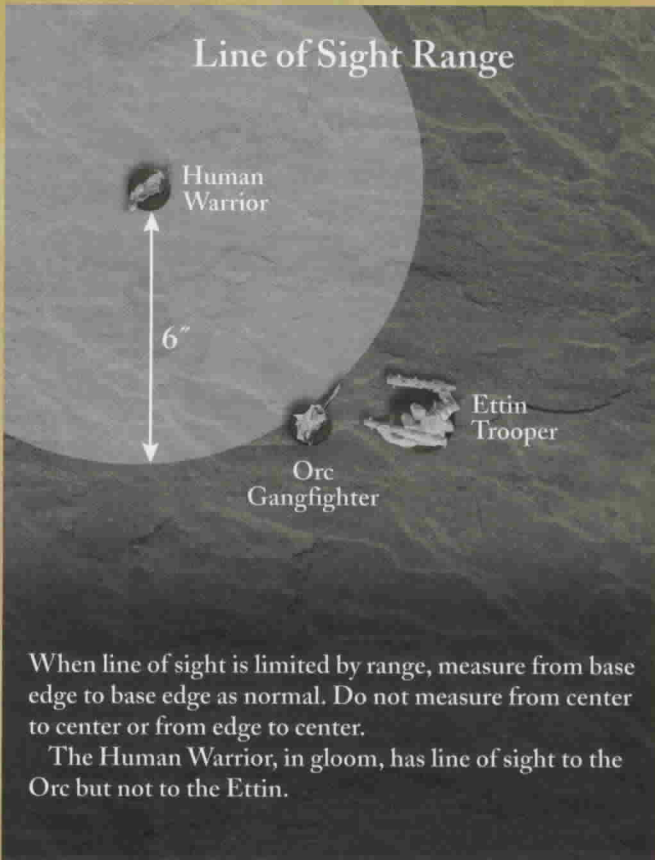
Line of Sight Range

When line of sight is limited by range, measure from base edge to base edge as normal. Do not measure from center to center or from edge to center.

The Human Warrior, in gloom, has line of sight to the Orc but not to the Ettin.

A Set 4 warband has up to four pieces of terrain, depending on the skirmish. Certain scenarios require special additional terrain, as shown on Table 4–1: Random Scenarios.

Skirmish	Number of Terrain Pieces
Two-player	4
Team	2
Multiplayer (3 players)	3
Multiplayer (4+ players)	2

LIGHTING CONDITIONS

Before the skirmish, roll a d20 to determine whether it will be fought in normal light or gloom.

d20 Roll	Lighting Conditions
1–10	**Normal Light:** The area is lit by phosphorescent fungus, occasional shafts of daylight, and even ancient *continual flame* spells.
11–20	**Gloom:** The battlefield has some light, but it's so dim that line of sight is limited to 12". Humans and halflings, however, can't see as well in the dark as other creatures, so their line of sight is limited to 6" in gloom. Gloom does not limit line of sight to models that are illuminated, such as by the *daylight* spell. (Models that are "lit up" can be seen from far away, as normal.) When measuring distance between two models to see whether they have line of sight to each other, measure from base edge to base edge, along a line from center of base to center of base.

Scouting Check and Lighting

If you win the scouting check by 10 or more, you may choose to change the lighting conditions from normal light to gloom or from gloom to normal light (unless the scenario says that the lighting condition cannot change).

BATTLEFIELD

The Set 4 battlefield is 3´ long by 2´ wide, with each player taking an opposite narrow end. The two long sides of the battlefield are impassable. Models may exit the board only by moving off one of the two narrow ends. Only the narrow ends count as battlefield edges for rules such as routing. The long sides don't count.

TWO-PLAYER SCENARIOS

Roll on Table 4–1: Random Scenarios to see what scenario you play.

Table 4–1: Random Scenarios				
Roll	Name	Deployment	Victory	Special
1–8	Rapid Strike	Standard	Score kills	—
9–11	Rapid Strike Pincer Move	Split	Score kills	Underground, battlefield ends are focuses
12–14	Kill the Leader	Standard	Eliminate the enemy leader	—
15–17	Take the Hall	Standard	Capture hall of good or hall of evil	Additional terrain: hall of good or hall of evil
18–20	Cave of Pain	Standard	Eliminate the enemy	Always gloom; +1 damage

DEPLOYMENT

The accompanying diagrams show standard and split deployment for Set 4 scenarios.

Standard Deployment

Choose one narrow end of the battlefield. Your opponent takes the opposite end. Each player's deployment area is the strip within 4″ of his or her end of the battlefield.

Split Deployment

Roll a d20. The winner chooses whether to be the middle warband or the split warband.

The middle warband player must set up his or her models 16″ from the two narrow ends (that is, entirely within a 4″-wide strip along the middle of the battlefield). The split warband player must set up half of his or her models within 4″ of one end and the rest within 4″ of the opposite end.

VICTORY

Set 4 has four different victory conditions. These are presented in alphabetical order.

Capture Hall of Good or Hall of Evil

Victory is possible on the fourth and subsequent rounds. Starting on the fourth round, the winner is the only player to have a model or models touching the hall of good or hall of evil terrain piece at both the beginning and the end of the round. It doesn't have to be the same model at the start of the round as at the end of the round. Enemy models that touched the hall terrain during the round, but move away or are eliminated before the end of the round, do not prevent victory.

Your constrained models do not count toward your victory, but enemy constrained models do prevent your victory. To win, you need a model that's not constrained to be at the hall at both the beginning and end of a round, and no enemy models can be at the hall, constrained or not. (Knocked down, routing, paralyzed, *held*, dazed, and stunned models are constrained.)

Eliminate the Enemy

This follows the normal rules for the Standard Skirmish scenario as presented in the Starter rulebook.

Eliminate the Enemy Leader

This follows the normal rules for the Kill the Leader scenario as presented in the Starter rulebook.

Score Kills

This scenario rewards early success.

Victory Points: Each model is worth its cost in victory points to the player whose models eliminate it. Causing an enemy model to rout off the battlefield counts as eliminating that model.

Eliminating Your Own Models: As usual, models may not attack allies. If you eliminate one of your own models by some unusual circumstance, such as the Half-Elf Sorcerer's *cold burst 2* spell, you receive no victory points for that model. Your opponent does receive victory points for that model.

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

If you are playing with other than 100-point warbands, consult the table below to determine how many victory points are required for victory.

Warband Size	Victory Points Required*
50	35
70	50
100	70
140	100

*You also win immediately if you reduce your opponent's warband to 1 model.

SPECIAL SCENARIO CONDITIONS

Some Set 4 scenarios have special rules. These are presented in alphabetical order.

+1 Damage

Every time a model takes damage, it takes an additional 1 magic damage. This applies to all sources of damage: weapons, special abilities, spells, terrain effects, and so on.

If an attack deals two types of damage (such as 1 + 1 fire), that still only counts as dealing damage once. The target takes the additional 1 magic damage once, not twice.

If a special ability or spell prevents all the original damage (as Skeletal, Damage Reduction, or Spell Resistance might), then the target does not take additional damage.

4″

Your opponent's models deploy within this area.

Set 4 Standard Deployment

2′ by 3′

Your models deploy within this area.

4″
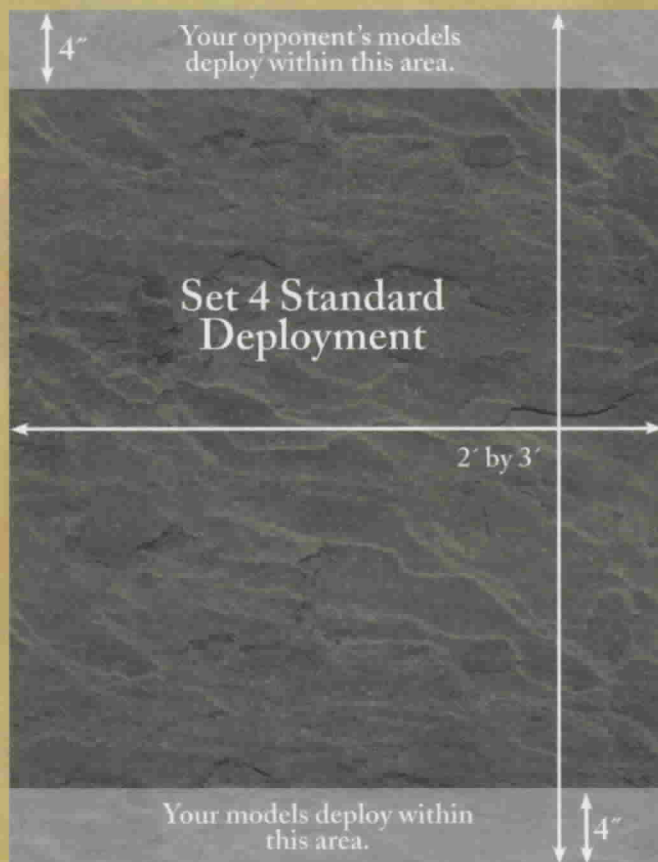
Additional Terrain: Hall of Good or Hall of Evil

In addition to the terrain each player brings, this scenario requires the hall of good or hall of evil terrain piece.

Before terrain is placed, the scouting player chooses which player places the hall (the other player places normal terrain first). The chosen player places a hall in the center of the board. This is either the hall of good or the hall of evil (placing player's choice), and the terrain must cover or touch the center of the battlefield.

After one player has chosen and placed the hall, normal terrain placement begins, with the other player placing terrain first.

Always Gloom

The lighting condition is always gloom, and not even a good scouting check can change it to normal light.

Underground, Battlefield Ends are Focuses

When this scenario is played underground, the battlefield ends (as well as the center of the battlefield) are focuses. An out-of-command troop maneuvering toward the focus point may maneuver toward either battlefield end or toward the center. A single model, however, may not maneuver toward more than one focus point on a given turn.

TEAM SCENARIOS

Just as with a two-player skirmish, roll on Table 4–1: Random Scenarios. Setup and preparation follow the same rules as those for two players, except as noted below.

TEAM DEPLOYMENT

The diagram on this page shows standard team deployment. Split deployment for team play is just like two-player split deployment (see diagram). The split team sets up one warband on each end of the battlefield. Both warbands on the middle team deploy in the middle zone.

TEAM VICTORY

Set 4 team skirmishes have four different victory conditions. These are presented in alphabetical order.

Eliminate the Enemy

This follows the normal rules for the Standard Skirmish (Team) scenario as presented in the Starter rulebook.

Eliminate the Enemy Leader

This follows the normal rules for the Kill the Leader (Team) scenario as presented in the Starter rulebook.

Score Kills

This follows the rules for two-player scenarios (see page 12), except for the following.

- To win, a team has to score double the number of victory points for a two-player skirmish (for example, a score of 140 is needed for 100-point warbands). This is the total for models eliminated by either team member.
- A team wins automatically if each enemy warband is reduced to a single model.
- The enemy team, not your team, scores points if your model eliminates your teammate's model.

Half of the split warband deploys here.

4″

Set 4 Split Deployment

Middle warband deploys here.

4″

2′ by 3′

Half of the split warband deploys here.

4″

Players A and C are teammates.

8″

Player A

Player B

5″

5″

Set 4 Standard Team Deployment

2′ by 3′

Player D

Player C

5″

5″

8″ Players B and D are teammates.
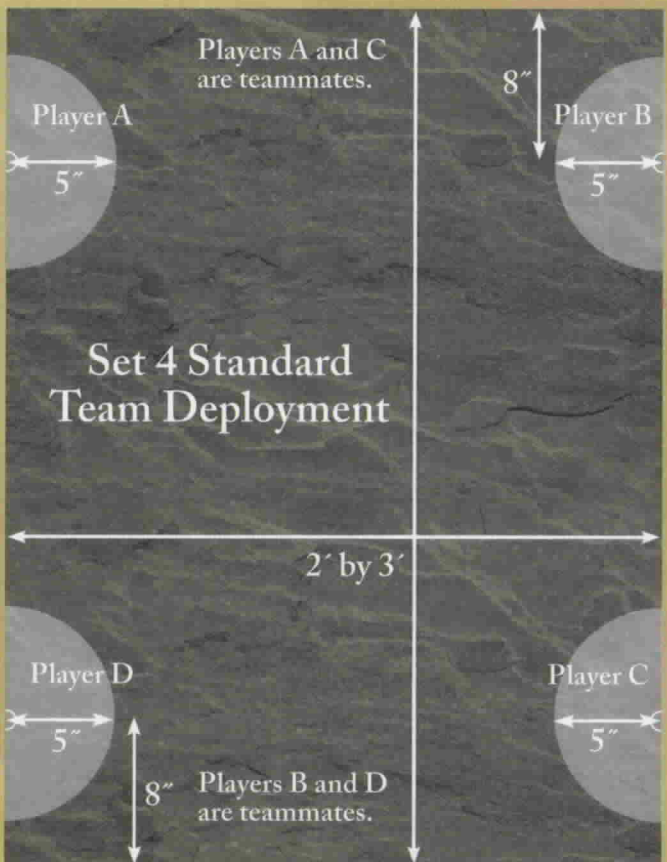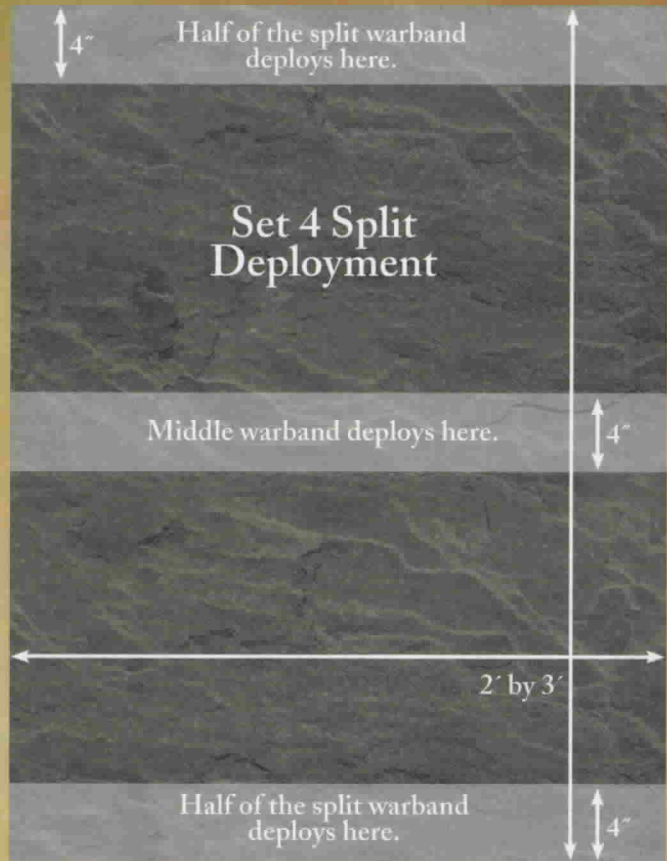
Table 4–2: Set 4 Terrain

Terrain	Movement Cost	Line of Sight	Cover	Special
Hall of evil (floor)	—	—	—	One only; evil +1 attacks
Hall of evil (wall)	No movement	Blocks line of sight	If line of sight	One only
Hall of good (floor)	—	—	—	One only; good +1 attacks
Hall of good (wall)	No movement	Blocks line of sight	If line of sight	One only
Murder slab	—	—	—	Heal for kill
Web	Save or stuck	—	—	Save or stuck; block attack 16

Other legal underground terrain: dragon claw; dragon skull; hissing pool; hut; mausoleum; quagmire; row of headstones; sacred circle; stake barrier; wall, high and wall, low.

Capture Hall of Good or Hall of Evil

This follows the rules for the two-player Take the Hall scenario. The model that starts the turn at the hall and the model that ends the turn there can be from different warbands on the same team rather than members of the same warband.

SPECIAL TEAM SCENARIO CONDITIONS

These follow the same rules as for the two-player scenario conditions, except as noted below.

Additional Terrain: Hall of Good or Hall of Evil

After the hall is placed, the next player starts regular placement of terrain. The scouting player determines whether terrain placement passes to the left or right around the table.

MULTIPLAYER SKIRMISH

The Set 4 Multiplayer Skirmish scenario follows the same rules as the Multiplayer Skirmish in the Starter rulebook, with the following exceptions.

MULTIPLAYER DEPLOYMENT

On the narrow underground battlefield, it's difficult for opponents to start at equal distances from one another. Instead, the players designate several starting points along the sides of the battlefield, one per player. These starting points should be at least 12″ apart. The scouting player chooses a starting point first, then the player with the second-highest scouting check, and so on.

MULTIPLAYER VICTORY

Use the "score kills" victory condition, as described in Two-Player Scenarios (see page 12).

NEW SET 4 TERRAIN

All terrain that's legal underground, as well as new terrain introduced in the Set 3 guidebook, *Fire & Ice*, is legal in Set 4 scenarios.

The pieces of terrain that can be chosen are listed on Table 4–2: Set 4 Terrain.

SPECIAL TERRAIN RULES

These are descriptions of special terrain rules listed in Table 4–2. They are presented in alphabetical order. A given piece of terrain can have several special rules.

Block Attack 16

For any attack that goes through the web, the attacking player rolls a d20. On a 16+, the web has no effect on the attack. Otherwise the attack is negated. Attacks that deal energy damage or that don't involve attack rolls are not affected.

An attack goes through the web if the line from the center of the attacker's base to the center of the target's base touches the web. (If the attacker and target are in base-to-base contact, the attack is not blocked.)

Evil +1 Attacks

An evil model touching this terrain piece (or this part of the terrain piece) gets a +1 bonus on its melee attack and ranged attack rolls.

Good +1 Attacks

A good model touching this terrain piece (or this part of the terrain piece) gets a +1 bonus on its melee attack and ranged attack rolls.

Heal for Kill

A living model that destroys one or more models while touching this terrain piece (or this part of the terrain piece) heals 1 damage per model destroyed (if it is wounded). This effect triggers whether or not the model destroyed was a living model and regardless of whether the destroyed model was itself touching the murder slab. Causing a model to rout off the battlefield does not trigger this effect.

One Only

You can bring only one piece of terrain of this type to a skirmish. You can never have more than one terrain piece that has the "one only" special feature, even if they are different terrain pieces (such as the hall of good and the hall of evil).

Save or Stuck

When a model touches the web terrain piece, it must make a save (Difficulty Class 13). If it succeeds, it moves normally. If it fails, it must stop. If a model starts its turn touching the web, it must succeed at this save to move at all.

When determining which enemy model is nearest, ignore the web terrain.

When determining the shortest path to a point (such as the focus point), a model may treat the web terrain as impassable. A wild troop or routing model, however, must determine the shortest path without regard to the web.

Chapter 5: Warriors of the Sundered Empire

Set 4 includes new models for each of the original six factions and the Kilsek faction, and models with no faction. You may want to use commanders and independent troops when playing the *Ghostwind Campaign* or a campaign of your own design. Their class and level information is provided for reference.

AHMUT'S LEGION
Ahmut's troops range from the subtle to the monstrous.

HALF-ORC ASSASSIN
Rogue 5/Assassin 1*
(*Can advance only in the rogue class.)
All rightly dread being the target of an assassin's blade. With the sudden return and patronage of Ahmut, the assassins' guild accepts contracts not only for simple gold but also for greater rewards promised should Ahmut prove victorious. The Half-Orc Assassin deals in death and duplicity, using fear to command others. It can strike at an enemy's vitals with extra cruelty, and with its special training, turn a stealthy blow into a lethal attack.

Sculptor: Will Hannah

ZOMBIE MINOTAUR
Ahmut's necromantic power knows few bounds, and his foul priests have recently harnessed the dark craft necessary to animate minotaurs. Fell and vicious in life, in undeath a Zombie Minotaur is unstoppable and unfeeling, its only desire destruction. Standing close to nine feet tall, it can reach into enemy ranks, magnifying the threat of its mighty axe.
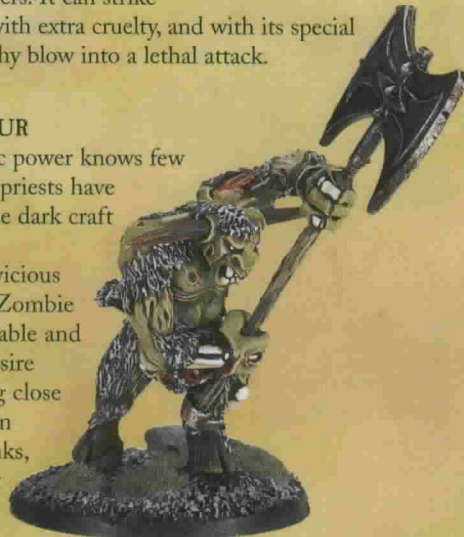
Sculptor: Will Hannah

GITH REVENANT
Before there were githyanki and githzerai, an ancient gith civilization lay beneath what is now the Sundered Empire. Ahmut's necromancers found the sacred gith burial sites and defiled them. Now the last remnants of the original gith walk as undead in service to Ahmut, accoutered in strangely funerary breastplates. A Gith Revenant's most feared attack is its life-stealing touch—it drains a victim of life and hope while strengthening the Revenant itself.

Sculptor: Will Hannah

DRAZEN'S HORDE
Drazen's followers excel at hitting hard and fast.

ETTIN TROOPER
Ettins are vicious and unpredictable two-headed giants. Always hungry for flesh, they stalk anything that moves. Ettins are impressionable, through, and orc druids have recruited several of the brutes into Drazen's Horde. They are supremely headstrong, best set loose to wreak havoc with their two clubs. It's a lucky or exceptional enemy that can survive an Ettin's attacks for more than mere seconds.

Sculptor: John Winter

ORC RAGER
Sometimes an orc's intrinsic bloodthirstiness gives it special status in Drazen's Horde. The Orc Rager is too unpredictable and wayward to command effectively, even with the threats typical of orc leadership. Wielding its double axe in a fit of bloodlust, the Orc Rager strikes twice for every blow delivered by its lesser kin.

Sculptor: Will Hannah

ORC GANGFIGHTER
Even Drazen has use for subtlety, however brief. Young orcs drafted into relentless tribal warfare sometimes initially serve their more seasoned companions as "gangfighters" or "spearslaves." A competent soldier in its own right, the Orc Gangfighter aids its allies in combat, unsettling an enemy with its spearwork. The distracted opponent is less able to defend itself, allowing the Gangfighter's allies to better land their attacks.

Sculptor: Will Hannah

KILSEK

The rumors are true—the drow have surfaced, drawn by the Godwar from deep below the Sundered Empire. Led by the proud Venrit, the drow of House Kilsek seek victory over all others.

DROW WIZARD
Wizard 4

When House Kilsek was exiled from the Vault of the Drow, many powerful wizards accompanied the exodus. Those same Drow Wizards, shrouded in magical shadows, make ideal commanders of the Kilsek forces. On the battlefield, their word is law, and their spells are unstoppable.

Sculptor: Paul Muller

DROW RANGER
Ranger 4

The umbral caverns of the Underdark stretch for thousands of miles around the Vault of the Drow. This was the realm of House Kilsek's legendary rangers, sundered from their haunts when their clan was banished. Now these versatile commanders guide the Kilsek troops to win new lands. The Drow Ranger is vicious on the attack, defended by shadow, resistant to enemy magic, and able to surprise enemies in the gloom that drow prefer.

Sculptor: Paul Muller

DISPLACER BEAST

When Venrit led the Kilsek exodus from their homeland, she also secured her kennel of trained displacer beasts. (The Grand Hunt using such beasts was a mainstay of House Kilsek.) Savage and stealthy, these carnivores now prowl the perimeter of Kilsek encampments. The Displacer Beast's tentacles strike from afar at its enemies, while its innate misdirection hampers effective counterattacks.

*Sculptor: Will Hannah*

TROGLODYTE WARRIOR

A tribe of troglodytes has been called to fight for House Kilsek in all of its campaigns of the Godwar. Troglodytes savor the taste of humanoid flesh, and willingly offer their servitude in return for a steady supply of such sweetmeats. The Troglodyte Warrior is a strong combatant with a tough hide that turns many blows. Its true weapon, however, is its vile, musklike stench, which nauseates and confuses its enemies.

Sculptor: Jim Warner

DROW SOLDIER

In the cruel politics of the Underdark, the difference between life and genocide is a well-trained House infantry. All drow who are not tapped for higher callings must spend years drilling in the darkness, honing their blades and sharpening their skills. The discipline of the Drow Soldier on the battlefield is legendary. Its blade hews enemies, while its eyes pierce all shadows.
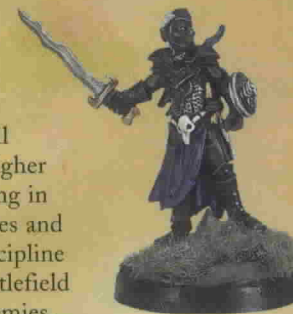
Sculptor: Paul Muller

KUO-TOA TROOPER

All noble drow Houses "recruit" the so-called lesser races as soldiers whenever the opportunity presents itself. When Venrit and her people fortified and renovated their new underground city, they scouted the nearby region and ran across a tribe of the fishlike kuo-toa. Now a contingent of slave Kuo-Toa Troopers fights in service to House Kilsek. Kuo-toa are vicious by nature but all the fiercer on the battlefield under their drow masters' goads.

Sculptor: Jerzy Montwill

MORDENGARD

The dwarves combine outstanding defenses with a new, powerful short-range attack.

ANCESTRAL GUARDIAN

Moradin the Soul Forger, leader of the dwarven pantheon, provides for his children. Mordengard clerics, with Moradin's blessing, can call to life stone monuments of legendary dwarven warriors. The Ancestral Guardian is a rocky behemoth whose influence uplifts any dwarf who fights in its shadow. Against its might enemy spells, and spirits, falter.

Sculptor: Roy Eastland

DWARF LIGHTNING LANCER

Dwarf Lightning Lancers are special units who reverently train in Mordengard's halls, becoming proficient with the lightning lance. This is a dwarven elemental weapon that channels electricity from the thunderheads that strike the mountain peaks. Cumbersome in the hands of a novice, it hurls deadly bolts when wielded by these expert troops. In a pinch, they swing their lightning lances as polearms.

Sculptor: Roy Eastland

DWARF PEOPLE'S GUARD

The dwarves know the advantages of strategy and teamwork, with centuries of war experience in their subterranean realms. All dwarves who reach adulthood must serve in the People's Legion, the backbone of Mordengard's army. The Dwarf People's Guard is trained to protect comrades from enemy attacks with skillful shieldwork. It is an indispensable member of many warbands.

Sculptor: Roy Eastland

NARESH

The Naresh forces are mobile and dangerous.

GNOLL MONK

Gnoll monks are elite soldiers who've received special training from masters of secret martial arts. They wield their hands and feet like weapons and strike furiously with three-section staffs—all fear their stunning blows. The Gnoll Monk is as adept at tumbling away from threats as it is in creating threats of its own. Its speed and mobility are crucial to Naresh's success.

Sculptor: Ben Siens

WEREWOLF TROOPER

Some werewolves have learned to love their lycanthropic curse and the savage passions it unleashes. The Werewolf Trooper is one of those who joined Naresh, drawn by Jangir's promises of slaughter. On the field, its brutality is hard to match, and with its supernatural toughness, it can shrug off even the strongest blow from an ordinary weapon.

Sculptor: Jason Wiebe

ETTERCAP

Ettercaps are ghastly, spiderlike monsters that subsist on the juices of other living creatures, often consuming incapacitated prey before it dies. Swept up by Naresh's advance, some have become warriors for the cause. The Ettercap casts webs at its enemies from a distance, entangling them in choking cords, then moves in to deliver its poisonous bite.

Sculptor: Jerry Knowles

RAVILLA

The elves, masters of long-range warfare, boast two new additions to their ranged attackers.

SPIKED FELLDRAKE

There are many different types of felldrakes serving Ravilla, but few are as powerful as the Spiked Felldrake. It can stand up to terrible punishment while dealing out plenty of its own with swordlike claws. The spikes on its tail are not just for show—it can project them in a hail of deadly fire at approaching enemies. With its keen senses, the Spiked Felldrake can target even hidden enemies reliably.

Sculptor: Will Hannah

GRAY ELF LAJATANG DUELIST
Fighter 4

Dueling societies are popular in the gray elf cities, and their adherents specialize in various unique weapons, sometimes taking them to the field of war. The Gray Elf Lajatang Duelist is named after its martial weapon of choice. The lajatang is a double weapon, bearing a steel crescent on either end of the shaft. With it, the Lajatang Duelist is supremely capable of dealing death to its enemies.

Sculptor: Paul Muller

WOOD ELF STARSTRIKE ARCHER

The Wood Elf Starstrike Archer is an elite member of any Ravillan Oathband. Renowned for their skill with the bow, the Starstrike Archers sport magic longbows and arrows. Few enemies can avoid their deadly shafts, which are particularly useful against foes that resist damage from common weapons.

Sculptor: Paul Muller

THALOS

Queen Almira XXI has learned to send half-elves and constructs into subterranean conflicts. Their eyes are better suited to the gloom than humans'.

HALF-ELF SORCERER
Sorcerer 4

Half-elves are generally shunned by the gray elves and rarely allowed to study wizardry within their cities. Those with an inherent capacity for magic must turn to sorcery, which is forbidden in Ravilla. Leaving their homes behind, they sought those more tolerant of their gifts and found welcome in Thalos. The Half-Elf Sorcerer is a born leader, capable of sending volley after volley of spells against enemies near or far.

Sculptor: Jerzy Montwill

HALF-ELF CLERIC
Cleric 3

Ravillan expansion was checked, and the nation of Thalos has thrived ever since. Unknown to many, some humans and elves remained in contact outside the arena of war. From these unions many half-elves were born, with most settling among the humans. Some found a special reception by the Shield Mother and so took holy vows. The Half-Elf Cleric's arsenal of divine spells can prove invaluable to its Thalish companions on the battlefield.

Sculptor: Jerry Knowles

THALISH CLAY GOLEM

The gnomes are famed for crafting autonomous war machines that walk and move like living creatures. But the Thalish Clay Golem is something more—it is animated by an elemental spirit sent directly to Thalos through the Shield Mother. Magic has no effect against its massive bulk, and its clay fists are engines of destruction.

Sculptor: John Winter

MERCENARIES

Various nonaligned creatures have been drawn into the struggle, for the promise of reward or for the joy of combat.

WEREBEAR TROOPER

Like a werewolf, a werebear can transform into a hybrid—half human, half bear—but unlike that monster, it is a creature of good. Tired of hiding among normal folk, the Werebear Trooper is eager to join those fighting against the forces of evil. Though difficult to command, it is a valuable ally. It's too tough to succumb to poison and similar attacks, and it is supernaturally resistant to damage from common weapons. Few enemies can stand up to even a single swing from the Werebear Trooper's mighty axe.

Sculptor: Jason Wiebe

SALAMANDER TROOPER

The Elemental Plane of Fire is home to legions of salamanders, serpentine beings that glow with their own heat. The Salamander Trooper, like all its kin, is selfish and cruel; it has a special love for combat, where it can apply its hot metal spear to cool flesh. The Plane of Fire seems especially congenial for recruiting mercenaries, and the Salamander Trooper is eager to join any evil cause—for a time.

Sculptor: Roy Eastland

DRIDER TROOPER

Drow who revere Lolth, the Spider Queen, are sometimes singled out to take her legendary test. Those found wanting are transformed into driders, monstrous hybrids of drow and spider. Outcasts, spurned by Lolth and shunned by drow communities, driders hate all creatures equally. Those who survive their first few years make excellent sell-swords. Despite its size, the Drider Trooper lurks in the shadows, choosing the perfect time to surprise enemies with its poisonous bite.

Sculptor: Paul Muller

SET 4 MODEL CHECKLIST

Models with "C[#]" are commanders with [#] command points. Models with "I[#]" are independent troops with [#] independence points.

AHMUT'S LEGION

Name	Cost
☐ Half-Orc Assassin (C2)	21
☐ Zombie Minotaur	34
☐ Gith Revenant	20

DRAZEN'S HORDE

Name	Cost
☐ Ettin Trooper	56
☐ Orc Rager	17
☐ Orc Gangfighter	6

KILSEK

Name	Cost
☐ Drow Wizard (C5)	32
☐ Drow Ranger (C2)	23
☐ Displacer Beast	43
☐ Troglodyte Warrior	13
☐ Drow Soldier	11
☐ Kuo-Toa Trooper	5

MORDENGARD

Name	Cost
☐ Ancestral Guardian	23
☐ Dwarf Lightning Lancer	17
☐ Dwarf People's Guard	8

NARESH

Name	Cost
☐ Gnoll Monk	20
☐ Werewolf Trooper	14
☐ Ettercap	9

RAVILLA

Name	Cost
☐ Spiked Felldrake	35
☐ Gray Elf Lajatang Duelist (I2)	15
☐ Wood Elf Starstrike Archer	15

THALOS

Name	Cost
☐ Half-Elf Sorcerer (C3)	31
☐ Half-Elf Cleric (C1)	20
☐ Thalish Clay Golem	40

MERCENARIES (NO FACTION)

Name	Cost
☐ Werebear Trooper	52
☐ Salamander Trooper	35
☐ Drider Trooper	25

Chapter 6: Warbands

The warring factions aren't going to just concede the Godwar to their new enemy, Kilsek. Here are six warbands using Set 4 models that stand a chance of sending the drow back to the deep darkness where they belong—as well as one Kilsek warband that might stake a claim to Stratis's power.

AHMUT'S LEGION: HIT TEAM

The Half-Orc Assassin isn't a solitary stalker. It works best fighting alongside other troops that distract an enemy and allow it to strike the killing blow. "Hit Team" is all about exploiting opportunities. This warband has supporting troops—particularly the Zombie Minotaur and the Orc Gangfighters—chosen to help the Assassin land its devastating attacks.

As long as at least one other friendly model has melee contact against an enemy model, the Assassin benefits from the +2 multiple attackers bonus to its melee attack and deals an additional 3 damage with its Sneak Attack +3 ability. Teaming up like this, the Half-Orc Assassin deals 4 damage with each hit! (It is even more deadly if it can use its Extra Melee Attack.)

The Zombie Minotaur rates highly as a supporting troop; with its immense 16 health, it can keep fighting in the face of damage that would obliterate lesser models. Keeping the Assassin near the Zombie Minotaur reduces your warband's maneuverability, but it should pay off better than rushing the Assassin away on its own.

Especially in Rapid Strike scenarios, an opponent might decide that the Zombie Minotaur is too big to bother attacking, opting to eliminate the rest of your warband instead. Your two Orc Gangfighters can make the enemy pay for ignoring the Minotaur, using their Aid Attack +3 special ability to enhance it in combat. Alone, the Zombie Minotaur's melee attack score isn't high enough to guarantee dealing its fearsome damage, but the +3 bonus from a Gangfighter that has melee contact against its

Model	Cost
Commander	
1 Half-Orc Assassin (C2)	21
Troops	
1 Zombie Minotaur	34
1 Gith Revenant	20
2 Skeletal Dwarf Soldier	10
2 Orc Gangfighter (cross-faction)	12
	97
Terrain	
1 Hall of evil	
2 High wall	
1 Sacred circle	
Tactical Advantage	
+3	

target makes it much more likely to land that big hit. The Gangfighters are immensely helpful to the Assassin as well: Paired with a single Gangfighter, it gets an awesome +5 bonus to hit vulnerable models.

The Gith Revenant fits into "Hit Team" as the model that can hit any enemy—and survive longer the more often it hits. Its Steal Life 1 special ability requires only a touch attack, so it can hit any foe (no matter how well-armored) by rolling a 7+. The longer the Revenant stays up, the more health it gains by draining that of living enemies, thus keeping it around even longer to do the same again.

Be warned: This warband's success depends on living opponents. If you fight against construct or undead creatures—models that are immune to Sneak Attack—the Assassin becomes little more than a lightly armored leader with low command ability.

DRAZEN'S HORDE: BRUTE SQUAD

The premise of this warband is simple enough: Deal a lot of damage, on your terms. Key to this warband's success is the fact that it has only four models, which activate one at a time. Instead of having a fifth model in reserve, "Brute Squad" deliberately uses its last 3 points for tactical advantage.

Ordinarily, players put at least five models in their warbands so they can activate two at a time. The Ettin Trooper changes the game plan. Most models want to get in the first attack, but the Ettin much prefers to act last. Its great strength is its ability to make four melee attacks in a round—but only if it stands, instead of maneuvering. By activating one model at a time, you can be assured that the Ettin will have the option to act after all, or nearly all, of your enemy's models.

With 4 command points, the Hobgoblin Adept is just able to maneuver or rally the warband's biggest brute, so don't risk it unnecessarily until after the Ettin has passed its half-health morale save. The Adept also adds value to the warband by casting *bull's strength +1* on the Ettin, raising its damage potential in a round from the already frightening 12 to a truly terrifying 16 damage!

MODEL	COST
Commander	
1 Hobgoblin Adept (C4)	18
Troops	
1 Ettin Trooper	56
1 Orc Rager	17
1 Orc Gangfighter	6
	97
Terrain	
2 Dragon skull	
1 Hall of evil	
1 High wall	
Tactical Advantage	
+3	

Since the Orc Rager also has the Extra Melee Attack special ability, it makes an excellent companion for the Ettin. The Hobgoblin Adept doesn't have enough command to control both difficult troops in the same round, though, so you might want to let the Rager stay back until the enemy wave has broken on the Ettin's "prow."

The Orc Gangfighter can help ensure a kill for either the Ettin or the Rager, depending on the situation. Don't wait for the slower Gangfighter to lead the attack, since it will almost certainly die immediately if it's at the front of your warband. Let it straggle into the combat to lend a hand when the enemy is already occupied with the brutes.

KILSEK: TRIO

This team of three depends on its big gun—the Displacer Beast. Clever use of lighting conditions and the web terrain pieces allow its twin commanders to exploit the battlefield to best advantage.

MODEL	COST
Commanders	
1 Drow Wizard (C5)	32
1 Drow Ranger (C2)	23
Troops	
1 Displacer Beast	43
	98
Terrain	
4 Web	
Tactical Advantage	
+2	

Winning the scouting check is important, and the Drow Ranger's big Scout bonus should ensure that most of the time. In gloom, all three of your models have a 50% chance to avoid attacks by most enemy models. If you don't get lucky on the initial lighting roll, you might still win the scouting check by a high enough margin to swing the lighting conditions to gloom. Even in normal light conditions, the Veil of Shadow special ability affords a 25% miss chance. Being the scouting player also gives you time to cast a preparatory *bull's strength +1* spell on the Displacer Beast.

If your enemies want to fight at a distance, the Drow Wizard's *cold burst 2* and *magic missile 1* spells should convince them otherwise. When they come in close, the Displacer Beast can suck up most of their attacks. Try to fight near the center of the battlefield so that the Displacer Beast has room to rout for one turn if it fails its morale save; with its Tyrannical Rally special ability, the Drow Wizard ensures that one turn of routing is all. Since the Drow Ranger doesn't have enough command points to maneuver or rally the Displacer Beast, it is the expendable commander. Use it to keep enemies off the Wizard.

Scenario by scenario, "Trio" holds its own, but some are less favorable. Rapid Strike and Rapid Strike Pincer Move aren't so good for you: As with other warbands that depend on a single large model, you risk losing to an enemy who targets everything but your big gun.

Kill the Leader is also risky, since fast enemies with enough command can swarm past the Ranger and the Displacer Beast to get at the Wizard. Place the web terrain pieces to slow them down. In fact, don't be shy about sending the Wizard into a web—its spells work just as well there. With 5 command points, it can hide inside a web and still drop its spells just about anywhere it likes within line of sight. The Displacer Beast is fast enough to threaten an attack against any enemy leader who sticks its neck out too far.

Seize the Hall is usually an excellent scenario for "Trio," since the Displacer Beast is fast enough to get into the hall when necessary. Once there, it is very difficult to dislodge, which gives the Wizard enough time to milk its spells for all their nasty damage.

Cave of Pain makes the Wizard's spells even more effective—dealing an extra 1 damage from *cold burst 2* spells, which already affect all models in an area, is almost too good to be true. "Trio" also does well in this scenario because so many attacks against its

models completely miss. Still, if you get unlucky and those attacks hit, the low-health drow commanders won't live long (but at least you'll probably lose quickly and have time for another game).

MORDENGARD: ANCESTRAL BASTION

"Ancestral Bastion" strides inexorably forward to claim the field. With the Ancestral Guardian leading the way, this warband presents a moving bulwark that's almost impossible to hit and resists spells to boot.

Set up with your Ancestral Guardian in front, the Dwarf Hammer Priest behind, and the Dwarf Lightning Lancer in a protected position behind them both. The Dwarf People's Guards grant allies they touch a bonus to armor against melee attacks, so keep at least one in contact with the Ancestral Guardian and one with the Hammer Priest. (Should the battle get ugly, remember that two touching People's Guards also give each other the armor boost.)

Model	Cost
Commander	
1 Dwarf Hammer Priest (C4)	30
Troops	
1 Ancestral Guardian	23
1 Dwarf Lightning Lancer	17
3 Dwarf People's Guard	24
1 Dwarf Shock Trooper	6
	100
Terrain	
1 Hall of good	
3 High wall	

The Hammer Priest's first priority is effective spellcasting. Whether or not you win the scouting check, it should spend some time casting "buffing" spells to get your troops ready for combat. With both a *shield of faith +2* spell from the Hammer Priest and a People's Guard partner, the Ancestral Guardian has a daunting armor of 28. If you don't have time to cast all the spells you'd like, the Hammer Priest can swap unused ones out later for *cure wounds 1* or *2* spells. At some point when two or more enemy models are close together, it should cork off with its *sound burst 1* spell. It's best not to catch your own troops in the blast, but if you can't help it, at least the Ancestral Guardian will boost their saves.

This warband is weak in melee without the Hammer Priest's clout, so go ahead and commit it to battle (it could well be the best recipient for its own healing spells). Try to get the maximum use out of its spells first, but don't be shy about using it to pound enemies already weakened by *sound burst 1* or the Ancestral Guardian's melee attacks.

The Dwarf Shock Trooper teams up well with the Hammer Priest's *sound burst 1* spells. The Shock Trooper's one-shot ranged attack frequently misses—unless it can target a stunned enemy! The Dwarf Lightning Lancer, with its ranged touch attack, can strike high-armor models with ease, dealing 2 points of damage from up to 6˝ away; even against an enemy in melee with your other troops, it needs to roll only 11+ to hit. It's best to keep this

model an inch or two back from the front, but keep one of your three People's Guards with it—a canny opponent will attempt to engage your Lancer to nullify its ranged attack.

Make effective use of the Hammer Priest's 4 command points. "Ancestral Bastion" provides the unusual luxury of a warband consisting entirely of troops that are not difficult, wild, or cross-faction. As long as models stay within 6˝ of the Ancestral Guardian, they will already have excellent saves, so the Hammer Priest is free to give multiple troops bonuses to hit instead of waiting to grant morale bonuses.

NARESH: QUICKSILVER

"Quicksilver" is designed to quickly eradicate your enemy's commander in a Kill the Leader scenario.

The strength of this warband is its three Gnoll Monks. Thanks to their good speed, ability to tumble past attacks of opportunity, and willingness to follow orders, the Gnoll Cleric can maneuver the Monks nearly anywhere on the battlefield within two rounds. Your opponent will have to be very good to beat the following recipe for success.

First, cast *shield of faith +2* on the Gnoll Cleric—it's already no slouch in melee, and this just makes it tougher. Second, if possible, crowd the center of the battlefield, forcing your opponent to send up at least some of his or her forces so you can't win by default. Third, keep most of the Monks ready, but out of harm's way. A wise opponent will try to keep his or her leader barricaded behind other troops, but even the wisest opponents sometimes slip up. The moment a gap opens that can let at least two models get at the enemy leader, rush up with a couple of Monks; if you still have all five of your models, you can do this on the same activation. Once they have melee contact against the enemy commander, they should make short work of the situation, even if it costs most of their health.

Model	Cost
Commander	
1 Gnoll Cleric (C4)	26
Troops	
3 Gnoll Monk	60
1 Werewolf Trooper	14
	100
Terrain	
1 Hall of evil	
2 High wall	
1 Low wall	

The Werewolf Trooper has Damage Reduction 1 and is fast, but even so, it's relatively weak. Even if it goes down quickly, it serves a valuable purpose in keeping your Monks free to move about the board until they decide to engage. Keep it near the front to screen your Monks or to deflect the charge of your opponent's big models. If the enemy leader is weak and the enemy troops are strong, you might want to swap your troops' roles, sending in the Werewolf to perform the assassination. However, being a difficult troop, it's not as easy to maneuver into position.

If you're not playing Kill the Leader, you'll have to change your tactics unless your opponent's warband self-destructs without its commander. You probably don't want your Monks to engage the enemy commander—even if they kill it, your opponent's bruisers will probably make short work of them. Instead, keep your forces together and advance as a group. Three Monks can win against one big model. As before, keep the Werewolf near the front to screen charges from your foe, and don't forget to use the Cleric's *cause fear* spell against living enemy models of 5th or lower level.

RAVILLA: BLESSED SPIKE

For a faction full of elven archers, it's ironic that Ravilla's most fearsome ranged attacker is the Spiked Felldrake. Supported by the extremely accurate Wood Elf Starstrike Archer, the Spiked Felldrake deals enough damage at range that enemies must close or be killed.

Closing on the Spiked Felldrake, supported by the Gray Elf Lajatang Duelist, is also hazardous. Both have the Extra Melee Attack special ability, and while they're smacking around enemies in melee, the Half-Elf Cleric can support them in a number of ways. It can cast *command* spells at the most dangerous enemies, use *hold person* on an enemy commander or high-cost troop, or swap out spells to heal allied combatants.

Used properly, the Half-Elf Cleric can boost the performance of the entire warband. Earlier Ravilla warbands used the Gray Elf Warsinger to increase the effectiveness of ranged attackers. Now that Drow Wizards have entered the Godwar with 5 command points and *magic missile 1* spells to burn, the Warsinger, with its 1 health, is too fragile to survive for long. The Cleric takes over that role with its *bless* and *benediction* spells, whose effects last even if the Cleric is eliminated. As a cross-faction commander with only 1 command point, the Cleric can't issue orders to any of your Ravilla models. Use it to reroll initiative so that the Gray Elf Imperial Noble can use all of its 4 command points to issue orders.

With bonuses to attack from the Cleric's spells, you don't have to use the Noble's command points to boost models' attacks. Instead, it can help your troops target the proper enemies with their ranged attacks. It can order the Spiked Felldrake to attack the second-nearest enemy, have the Cleric cast a spell on the second-nearest enemy, or direct the Starstrike Archer's 1 magic damage at any enemy.

THALOS: COLD CLAY

"Cold Clay," like its namesake, can be molded to suit varying needs.

You can adjust this warband's tactics to fit the scenario. Where quick victory depends on seizing contested terrain or destroying the enemy leader, pair up the Thalish Clay Golem and the Ogre Penitent as a rapid deployment team. They're both quite fast and easily maneuverable, since neither is a difficult troop. Rush them to where they can do the most damage, with each relying on the other to survive long enough for your other models to be effective. Against enemies with the Damage Reduction special ability, don't forget to take the time to cast *magic weapon +1* on the Golem and the Ogre Penitent.

Model	Cost
Commander	
1 Half-Elf Sorcerer (C3)	31
Troops	
1 Thalish Clay Golem	40
1 Ogre Penitent	18
1 Human Conscript	2
1 Dwarf People's Guard (cross-faction)	8
	99
Terrain	
1 Hall of good	
2 High wall	
1 Low wall	
Tactical Advantage	
+1	

A second strategy is to use the Thalish Clay Golem as the vanguard of the attack. Try to get as many enemy troops as possible engaged with the Golem, then have the Half-Elf Sorcerer cast *cold burst 2* spells into the melee. The Golem is immune to spells and won't take any damage, but enemies caught in the burst are likely to get hurt. When the Golem finally goes down, the Ogre Penitent and the Dwarf People's Guard stand ready to finish off the weakened opposition.

Because most of your warband's points are sunk into two high-cost models, you may have trouble protecting the Half-Elf Sorcerer in a Kill the Leader scenario. Against most fast-moving opponents, consider using the People's Guard and the Human Conscript as moving shields to keep enemy models from rushing the Sorcerer and chopping it up before help can arrive. The Conscript is otherwise fairly ineffectual, but so long as you have five models on the table, you get to activate two at a time, so don't throw its life away needlessly. (Buying another conscript as a reserve, on the other hand, is probably a bad idea, because it could make it too easy for you to take half casualties and penalize morale saves for the Sorcerer and the People's Guard.)

Model	Cost
Commanders	
1 Gray Elf Imperial Noble (C4)	13
1 Half-Elf Cleric (cross-faction, C1)	20
Troops	
1 Spiked Felldrake	35
1 Gray Elf Lajatang Duelist	15
1 Wood Elf Starstrike Archer	15
	98
Terrain	
2 Murder slab	
2 Sacred circle	
Tactical Advantage	
+2	

Chapter 7: Painting Drow

This is the first time I have written a model painting guide, but I jumped at the chance when Mike McVey offered it to me. Ever since I played in AD&D® games as a kid, it was the drow that most excited my imagination. I find everything about them fascinating—from their dangerous society and chaotic goddess to their stark appearance and lethal weapons. I had already had the opportunity to experiment quite a lot with drow paint schemes. The amazing Kilsek models in the **Chainmail** line only added to my excitement. This was a challenge I could get into.

—*Jason Soles*

PREPARATION

The first thing to do is remove mold lines or flash from the model with a hobby knife, clippers, and needle files. It is impossible to get any degree of finish without first cleaning the model in this way. I have found the **Chainmail** drow very easy to clean for the most part, as their their sharp details make flash simple to remove.

▼ The drow are a study in "less is more."

The next step is priming. I used black paint, which provides a good base for the dark colors that will dominate the look of Kilsek models while at the same time muting warmer colors. Most of the time a dark area should be painted white before applying reds or yellows to keep them vibrant. With the drow, though, I used these warm colors sparingly and painted them directly over black.

PALETTE

A well thought-out color palette is essential for painting drow, who are striking creatures by their very nature. With drow, "less is more." The contrast between black skin and white hair is their most obvious feature. I decided to maintain that contrast yet keep them interesting and menacing, which for me involves dark, muted colors. With these principles in mind, I sat down to design a palette. I realize that not everyone will choose the same colors I did, so this section focuses on theory and technique rather than on the specifics.

Before I even picked up a brush, I turned to my trusty *Monster Manual*. A lot of things have changed since I last played the DUNGEONS & DRAGONS® game, so I wanted a refresher before I began painting. Although I recall drow eyes as white, the *Monster Manual* describes them as having "vivid red" eyes, with the white hair and jet-black skin I remember. I decided my drow would have dark gray-brown skin with cooler highlights and stark white hair and eyebrows.

Looking over the models first gives some idea of how many colors are needed. The idea is to bring out the most detail while maintaining a consistent look. Cool colors seem to work best

against the very dark skin of the drow. Since too much bright metallic paint would detract from the overall look, I preferred to keep the armor plates dark with pale highlights, matching the tonal qualities of the skin.

▼ It is important to keep a consistent palette in mind as you paint drow.

▼ It is important to keep a consistent palette in mind as you paint drow.

INDIVIDUAL FEATURES

The various features of a drow model demand different approaches to painting.

SKIN

The skin is the trickiest and most important detail of any drow model. It should be dark, but it also needs effective shading and highlighting to create the illusion of life. Skin that is too black will lose detail, but if the skin is too pale, the model will not only not look like a drow but also lose the contrast between light and dark.

I chose to build up skin tones directly over the black undercoat with layers of thinned-out paint over the raised areas, leaving the recesses black. The **Chainmail** drow models have very sharp details, making them well-suited to this technique. I began by adding a cool brown (raw umber) to black and thinning with water to form the first coat. Additional thin layers added more brown and less black, until I was applying pure brown.

Next, I added a touch of black and white to the brown to create a muddy gray color for highlighting. Using a mix of white and brown, I highlighted the edges of the skin, wet blending where possible into the previous coat of brown. (To wet blend, apply a thin layer of paint over a previous layer that has not fully dried; the motion of the brush and the consistency of the paint cause the two to mix.) The final touch was a wash of thinned black and brown inks over the entire surface of the skin. You might need to add more washes or highlights as the model nears completion, to adjust skin tones that are too dark or too light.

Hair

The hair should be the brightest part of any drow model, a shocking contrast to the near-black skin. White eyebrows help to frame the dark eyes and even out the facial features.

I have developed two different techniques for painting drow hair. The first and simplest is to paint the hair white while keeping a sharp boundary between it and the rest of the model. If the line becomes muddy, paint a black line to separate the areas more distinctly. (You might need a couple of layers of white over the black undercoat.) A very thin wash helps "pop out" the surface details. I used thinned-out grays tinted with either blue or purple. Once the wash has completely dried, add white highlights to clean up any muddiness. This effect produces pale, soft-looking hair.

The second method is to clean and paint each individual strand of hair white, which produces a stark effect. Again, a couple layers of white may be required. Only models sculpted with well-defined strands of hair are suited to this method.

▼ The starker hairstyle works only with models that have well-defined strands of hair.

Armor Plates

The armor plates of models such as the Drow Soldier cast a threatening outline. To enhance this effect without becoming distracting, they should be dark and subtle. I began with a base coat made by thinning black paint and adding tints of blue or purple. Layering on more thin coats makes the colors richer, each gradually reducing the amount of black and increasing the blue or purple. The surface should remain dimmed by the black undercoat, however.

To highlight, I added white to the base color mixture and wet blended this with the edges of the plates. This creates the look of torchlight illuminating the armor. A thin wash of lightly tinted black further ties the layers together. Once the wash is thoroughly dry, you may add highlights of pure white to a couple of the plate edges. Use these very sparingly to avoid overwhelming the muted effect.

▼ Armor plates should be painted subtly to enhance their threatening outline.

Metals

It's important not to overdo metallic surfaces—drow should never appear to be knights in shining armor!

I first applied steel metallic paint to completely cover the weapons, followed by a wash of mixed brown and black to stain the metal. Silver was then used to highlight the edges and relief details. Occasionally I also added bits of gold to the silver and steel to give weapons a two-tone quality.

I painted chainmail lightly with steel, then washed it in the same way with silver highlights on the edges for a clean look.

Clothing

Leather and clothing presented some difficulty. Leather offers the chance to add more color to the model, but it requires care. Warm leather tones might overpower or clash with the dark skin, while cool leathers can blend and disappear into the dark armor plates. In the end I kept the armor and leather very similarly colored for a uniform look. I also achieved some very nice effects with leathers that were slightly warmer than drow skin coloration.

I gave skirts and cloaks special attention, painting them in rich, dark purples that did not clash with the blue and purple in the armor plates or draw attention away from the rest of the model. I began with a mix of black and purple, then added additional highlights of pure purple until I had the look that I wanted. Occasionally I added a bit of white to the purple, taking care to keep the colors stronger than those in the armor highlights, which tend to be pale.

▼ Rich, dark colors complement the severe drow.

Eyes

Drow eyes are relatively easy to paint, but their small size may be a problem. I painted the area immediately around each eye black, then painted the eye in white. A spot of medium brown creates a pupil, with a dot of red over it to create the unique drow color.

Accessories

There are a lot of small details to the drow—weapons, chains, skulls, jewels, and the like—that help to tie a palette together. Hints of red jewels match nicely with the color of drow eyes. The occasional skull adds a contrasting element that goes with the white hair. Such details add a lot of interest to the model but can easily become distracting. When in doubt, I turned to muddy colors that would stand out very little but still add a finishing touch to the model.

FINISH

Once the model is completely painted, it is time to add a protective sealant. I favor flat finishes for most everything. Glossy finishes are distracting and may conceal the effect of painted surfaces in some light. A flat finish keeps the detail clean and crisp.
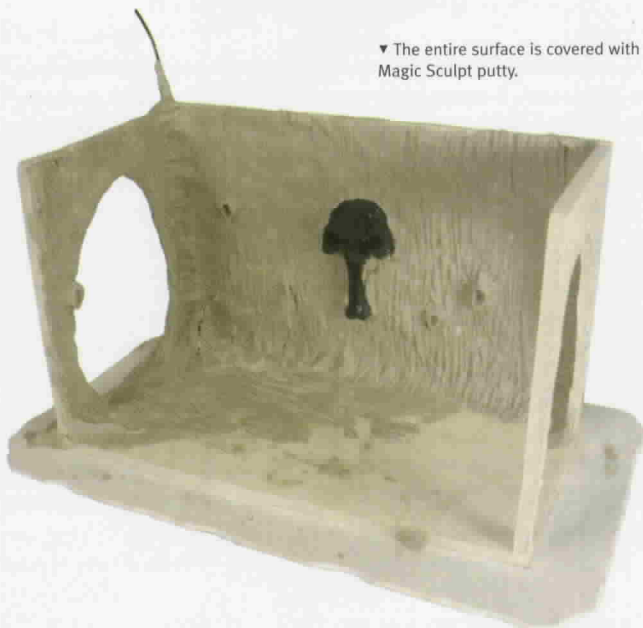
BASING

I kept the bases simple for these drow to avoid detracting from their fine detail. My harsh palette is also unsuited to adding a lot of color to the base. I decided on gravel flocking, using a base coat of black with a quick white drybrush. Bits of pale green static grass add some visual interest, but all in all the bases look uniform and unassuming.

▼ With their distinctive features, drow do not require rigidly uniform colors.

DROW TERRAIN

When I started on terrain concepts for House Kilsek, I knew I had to build something great and terrible. I pictured vast, sprawling cities, cyclopean towers brimming with alien menace, endless caverns, and subtle web patterns. I wanted a very special feel for the drow, something I had not seen before.

To get the effects I wanted, I decided to hand-sculpt the surface of the terrain over a framework of wire and foam using a two-part epoxy compound called Magic Sculpt. This is a water smoothable, special-effects grade putty and is available from art supply stores. It sets in three hours and can be sanded in eight. Sculpting tools work well with it, but I prefer to use dental picks.

HALL OF EVIL

The hall of evil is meant to evoke dark rites, so I aimed for a grim appearance.

Materials include foam core, wire, toothpicks, wood glue, plastic card, and Magic Sculpt putty. I began by cutting the rough shape of the structure out of foam core. Then I covered the interior walls, floor, and ceiling in Magic Sculpt, lightly textured with a dental pick. Taking care to keep clean any joining surfaces, I then glued the walls together, holding them in place with toothpicks. The whole structure was then glued down on a piece of plastic card to act as a base.
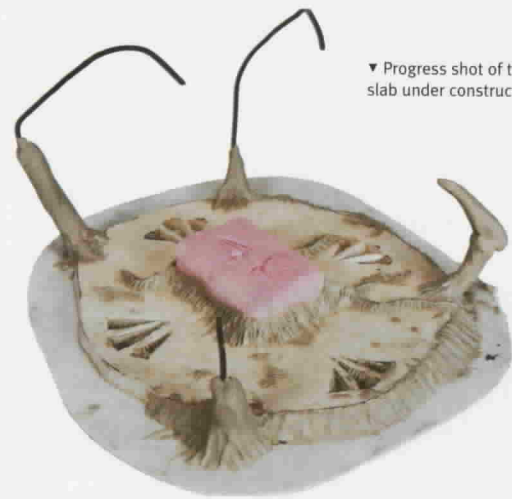
To sculpt the surface of the hall, I applied Magic Sculpt in small patches, texturing one patch before I moved on to the next. All the seams have thick, heavily sculpted layers of putty for a rounded, organic look. Finally I pressed wire into the ceiling and built rows of wild-looking spikes. Additional details enhance the hall's grisly look.

▼ Putty gives a rounded, organic look to the edges and seams.

▼ The entire surface is covered with Magic Sculpt putty.

MURDER SLAB

The murder slab is a place of bloody sacrifice. To get the desired effect, I used lengths of wire, foam core, plastic card, foam insulation, wood glue, and putty. I cut the slab itself from foam insulation and glued it to rest in the center of a dais, which was cut from foam core and glued to plastic card. I then coated the whole thing in wood glue to make it rigid. Wire pressed into the edges of the foam core was bent into spider-leg shapes. Putty builds up the legs and adds texture to the dais. Additional details, such as runes, can be easily added by cutting or sculpting.

DROW CITY

This is my masterpiece. Incorporating over seven pounds of putty, the entire surface of the city has been hand-sculpted. I was able to draw upon additional resources from my own art production company: Much of the highly detailed relief features, such as bones and grinning skulls, are cast resin pieces I had lying around the studio. Additionally my partner, Ann Koi, sculpted such creepy decorations as the spider door, the trilobites, and the clockwork spider.

Here is a city that grew as much as it was carved. A place where a secretive race can carry out mad sacrifices to inhuman gods. A suitable home for the drow.

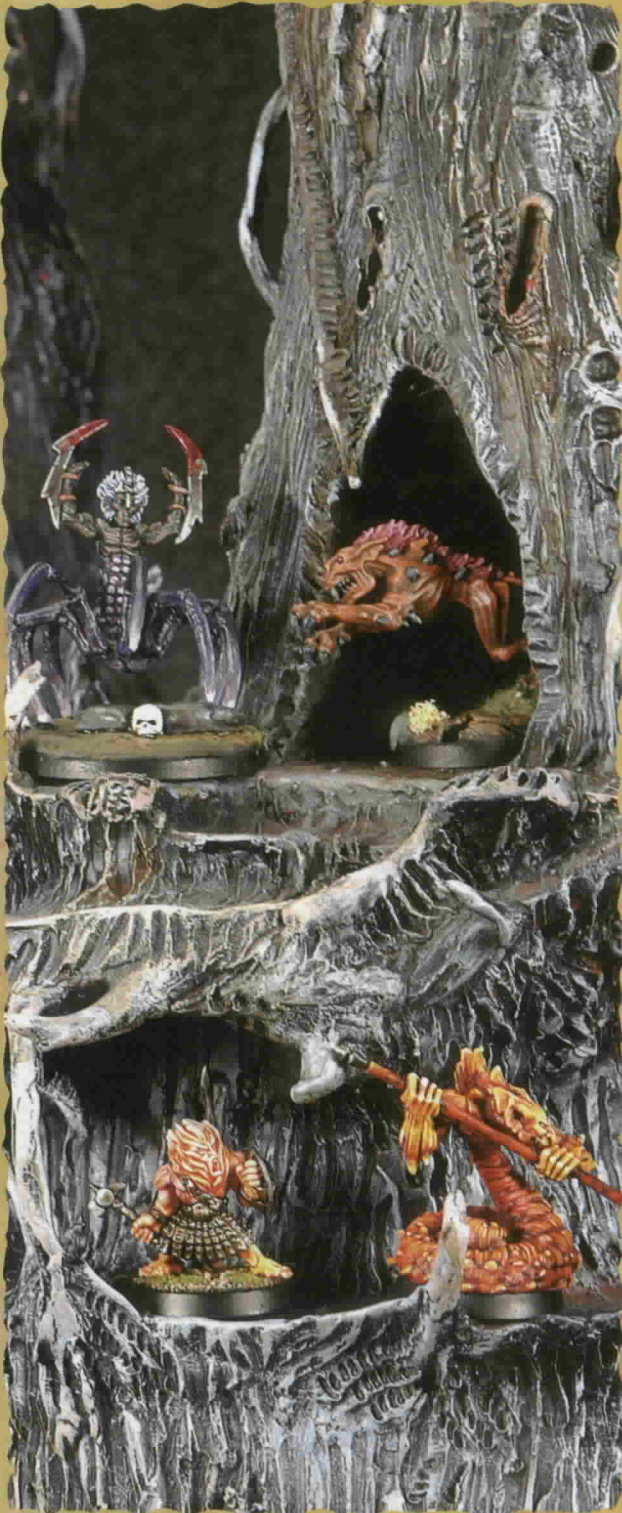▼ Progress shot of the murder slab under construction.

▼ The final murder slab in all its gory detail.

▼ Jason with his labor of love, the drow city.

Appendix 1: Set 3 Models

This appendix reproduces the game statistics for all twenty-one models in Set 3, in game-card format so that you can copy them as needed when creating your warbands.

GALLOWSGAUNT
Ahmut's Legion – Evil Undead
LEVEL 3

10 PTS.

CHAINMAIL MINIATURES GAME

SPEED	4"
ARMOR	11
HEALTH	4
SAVE	+1

X MELEE
Attack: +2
Damage: 2

→ RANGED
Attack: —
Damage: —

SPECIAL ABILITIES
Undead Creature
Reach 1"
Scary 4

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SKELETAL EQUICEPH
Ahmut's Legion – Evil Undead
LEVEL 4

27 PTS.

CHAINMAIL MINIATURES GAME

SPEED	6"
ARMOR	18
HEALTH	5
SAVE	+2

X MELEE
Attack: +5
Damage: 3

→ RANGED
Attack: —
Damage: —

SPECIAL ABILITIES
Difficult Troop x2
Undead Creature
Reach 1"
Skeletal

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HUMAN SHADOW PRIEST
Ahmut's Legion – Evil Humanoid (Human)
LEVEL 4

32 PTS.

CHAINMAIL MINIATURES GAME

SPEED	4"
ARMOR	21
HEALTH	6
SAVE	+4

X MELEE
Attack: +5
Damage: 2

→ RANGED
Attack: —
Damage: —

SPECIAL ABILITIES
Commander 5
Death Touch 2 ☐
Spontaneous Inflict

SPELLS
1st – cause fear ☐☐
1st – magic weapon +1 ☐
1st – shield of faith +2 ☐
2nd – invisibility ☐
2nd – sound burst 1 ☐☐

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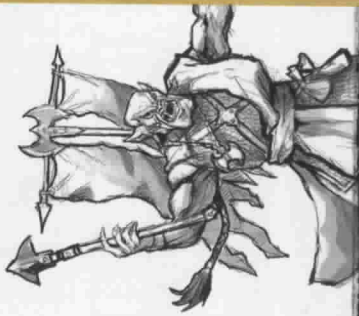
ORC CHAMPION — 14 PTS.
Drazen's Horde – Evil Humanoid (Orc)
LEVEL 3

CHAINMAIL MINIATURES GAME

SPEED	5"
ARMOR	17
HEALTH	6
SAVE	+3

MELEE
Attack: +8
Damage: 2

RANGED
Attack: +4 ☐, 6"
Damage: 1

SPECIAL ABILITIES
Thrown Weapon

Art by Sam Wood

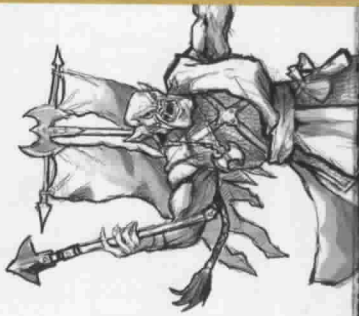™ & ©2002 Wizards. Permission granted to photocopy for personal use.

DWARF ZEALOT — 14 PTS.
Mordengard – Good Humanoid (Dwarf)
LEVEL 2

CHAINMAIL MINIATURES GAME

SPEED	4"
ARMOR	15
HEALTH	5
SAVE	+4

MELEE
Attack: +5
Damage: 3

RANGED
Attack: —
Damage: —

SPECIAL ABILITIES
Difficult Troop x2
Fearless
Immune Sneak Attack
Powerful Charge +1

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DIRE BOAR — 29 PTS.
Drazen's Horde – Neutral Animal
LEVEL 7

CHAINMAIL MINIATURES GAME

SPEED	8"
ARMOR	15
HEALTH	10
SAVE	+6

MELEE
Attack: +12
Damage: 3

RANGED
Attack: —
Damage: —

SPECIAL ABILITIES
Wild and Difficult
  Troop x2
Death Strike
Scary 2
Scent

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ICE PARAELEMENTAL — 26 PTS.
Mordengard – Neutral Elemental (Air, Cold)
LEVEL 6

CHAINMAIL MINIATURES GAME

SPEED	6"
ARMOR	18
HEALTH	8
SAVE	+5

MELEE
Attack: +7
Damage: 2 + 1 cold

RANGED
Attack: —
Damage: —

SPECIAL ABILITIES
Difficult Troop x2
Elemental Creature
Fire Vulnerability
Immune Cold
Reach 1"
Scary 1

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HOBGOBLIN ADEPT — 18 PTS.
Drazen's Horde – Evil Humanoid (Goblinoid)
LEVEL 4

CHAINMAIL MINIATURES GAME

SPEED	6"
ARMOR	15
HEALTH	4
SAVE	+4

MELEE
Attack: +4
Damage: 1

RANGED
Attack: —
Damage: —

SPECIAL ABILITIES
Commander 4

SPELLS
1st – burning hands 1 ☐
1st – cure wounds 1 ☐
2nd – bull's strength +1 ☐

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DWARF HAMMER PRIEST — 30 PTS.
Mordengard – Good Humanoid (Dwarf)
LEVEL 4

CHAINMAIL MINIATURES GAME

SPEED	3"
ARMOR	18
HEALTH	6
SAVE	+7

MELEE
Attack: +7
Damage: 2

RANGED
Attack: +3 ☐, 6"
Damage: 1

SPECIAL ABILITIES
Commander 4
Cleave
Spontaneous Cure
Thrown Weapon
Turn Undead +6

SPELLS
1st – command 1
1st – magic weapon +1 ☐ ☐
1st – shield of faith +2 ☐
2nd – endurance +2 ☐ ☐
2nd – sound burst 1 ☐

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Demonic Gnoll Archer — 18 PTS.
CHAINMAIL Miniatures Game
Naresh – Evil Outsider (Gnoll) – Level 2

Speed	4"
Armor	19
Health	3
Save	+2

Melee — Attack: +6, Damage: 2
Ranged — Attack: +4, 24", Damage: 2

Special Abilities
Immune Poison
Point Blank Shot +2
Resist Acid, Cold, Electricity, Fire 4

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Wood Elf Skirmisher — 18 PTS.
CHAINMAIL Miniatures Game
Ravilla – Good Humanoid (Elf) – Level 3

Speed	6"
Armor	14
Health	5
Save	+3

Melee — Attack: +5, Damage: 1
Ranged — Attack: +5, 24", Damage: 1

Special Abilities
Independent Troop 0
Extra Ranged Attack
Immune Sleep
Point Blank Shot +2
Precise Shot

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Abyssal Eviscerator — 27 PTS.
CHAINMAIL Miniatures Game
Naresh – Evil Outsider – Level 4

Speed	6"
Armor	20
Health	8
Save	+6

Melee — Attack: +10, Damage: 2
Ranged — Attack: —, Damage: —

Special Abilities
Blind-Fight
Extra Melee Attack
Immune Poison
Resist Acid, Cold, Electricity, Fire 4
Scent

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Half-Dragon Mage — 30 PTS.
CHAINMAIL Miniatures Game
Ravilla – Good Dragon – Level 4

Speed	6"
Armor	17
Health	4
Save	+4

Melee — Attack: +6, Damage: 2
Ranged — Attack: Cone, Damage: Cold Blast 5

Special Abilities
Independent Troop 2
Blind-Fight
Cold Blast 5
Immune Cold, Paralysis, Sleep

Spells
1st – mage armor +1 ☐
1st – magic missile 1 ☐☐
1st – magic weapon +1 ☐
2nd – glitterdust ☐
2nd – invisibility ☐

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Gnoll Cleric — 26 PTS.
CHAINMAIL Miniatures Game
Naresh – Evil Humanoid (Gnoll) – Level 4

Speed	4"
Armor	20
Health	5
Save	+4

Melee — Attack: +7, Damage: 2
Ranged — Attack: —, Damage: —

Special Abilities
Commander 4
Spontaneous Inflict
Smite +1 ☐

Spells
1st – cause fear ☐
1st – magic weapon +1 ☐☐
1st – shield of faith +2 ☐☐

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Gray Elf Imperial Noble — 13 PTS.
CHAINMAIL Miniatures Game
Ravilla – Good Humanoid (Elf) – Level 4

Speed	4"
Armor	18
Health	3
Save	+3

Melee — Attack: +4, Damage: 1
Ranged — Attack: —, Damage: —

Special Abilities
Commander 4
Immune Sleep

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OGRE PENITENT
Thalos – Good Giant
LEVEL 4

18 PTS.

CHAINMAIL
MINIATURES GAME

SPEED	8"
ARMOR	13
HEALTH	5
SAVE	+2

X MELEE
Attack: +7
Damage: 3

RANGED
Attack: –
Damage: –

SPECIAL ABILITIES
Fearless
Reach 1"

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AZER TROOPER
No Faction* – Neutral Outsider
LEVEL 2

8 PTS.

CHAINMAIL
MINIATURES GAME

SPEED	6"
ARMOR	19
HEALTH	2
SAVE	+4

X MELEE
Attack: +2
Damage: 1 +1 fire

RANGED
Attack: +3 ☐ 6"
Damage: 1

SPECIAL ABILITIES
Cold Vulnerability
Illuminated
Immune Fire

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

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HUMAN TEMPLAR
Thalos – Good Humanoid (Human)
LEVEL 4

18 PTS.

CHAINMAIL
MINIATURES GAME

SPEED	6"
ARMOR	17
HEALTH	6
SAVE	+3

X MELEE
Attack: +8
Damage: 3

RANGED
Attack: –
Damage: –

SPECIAL ABILITIES
Cleave
Sidestep

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HELL HOUND
No Faction – Evil Outsider
LEVEL 4

10 PTS.

CHAINMAIL
MINIATURES GAME

SPEED	8"
ARMOR	16
HEALTH	4
SAVE	+5

X MELEE
Attack: +5
Damage: 1

RANGED
Attack: Conc ☐
Damage: Fire Blast 1

SPECIAL ABILITIES
Cold Vulnerability
Fire Blast 1
Immune Fire
Scent

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

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HUMAN PALADIN OF STRATIS
Thalos – Good Humanoid (Human)
LEVEL 4

22 PTS.

CHAINMAIL
MINIATURES GAME

SPEED	4"
ARMOR	19
HEALTH	6
SAVE	+5

X MELEE
Attack: +6
Damage: 1

RANGED
Attack: –
Damage: –

SPECIAL ABILITIES
Commander 6
Aura of Courage +4
Extra Melee Attack
Fearless
Smite Evil +1 ☐
Turn Undead +5

SPELLS
1st – magic weapon +1 ☐
2nd – cure wounds 2 ☐

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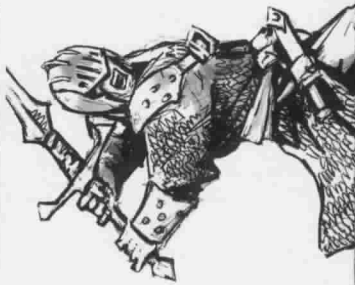™ & ©2002 Wizards. Permission granted to photocopy for personal use.

DROW ARCHER
Kilsek – Evil Humanoid (Elf)
LEVEL 2

11 PTS.

CHAINMAIL
MINIATURES GAME

SPEED	6"
ARMOR	17
HEALTH	3
SAVE	+3

X MELEE
Attack: +3
Damage: 1

RANGED
Attack: +6, 24"
Damage: 1

SPECIAL ABILITIES
Darkvision 24"
Immune Sleep
Point Blank Shot +2
Precise Shot
Spell Resistance 13

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Appendix 2: Set 3 D&D Game Statistics

Here are D&D® game statistics for some Set 3 models.

AHMUT'S LEGION

Gallowsgaunt: CR 2; Large undead; HD 3d12+3; hp 22; Init −1; Spd 20 ft.; AC 11 (touch 8, flat-footed 11); Atk +2 melee (2d6+3, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SQ Undead, darkvision 60 ft.; AL N; SV Fort +1, Ref +0, Will +2; Str 14, Dex 8, Con —, Int —, Wis 8, Cha 14.

Feats: Toughness.

Fear Aura (Su): This ability operates continuously as a *fear* spell, Will save DC 13.

Undead: Undead immunities.

GALLOWSGAUNT

Skeletal Equiceph: CR 2; Large undead; HD 4d12; hp 26; Init +5; Spd 30 ft. (base 40 ft.); AC 18 (touch 10, flat-footed 18); Atk +5 melee (2d8+6/×3, Huge axe); Face/Reach 5 ft. by 5 ft./10 ft.; SQ Undead, half damage from piercing and slashing weapons, cold immunity, darkvision 60 ft.; AL N; SV Fort +1, Ref +2, Will +4; Str 18, Dex 12, Con —, Int —, Wis 10, Cha 1.

SKELETAL EQUICEPH

Feats: Improved Initiative.

Undead: Undead immunities.

Possessions: Huge axe, splint mail.

MORDENGARD

Ice Paraelemental: CR 4; Large elemental (Air, Cold); HD 6d8+12; hp 39; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 13); Atk +7 melee (2d6+1 and 2d4 cold, icicle); Face/Reach 5 ft. by 5 ft./10 ft.; SA *Chill metal*; SQ Cold subtype, darkvision 60 ft.; AL N; SV Fort +4, Ref +9, Will +2; Str 13, Dex 19, Con 15, Int 5, Wis 11, Cha 11.

Skills and Feats: Listen +7, Spot +7; Combat Reflexes, Weapon Finesse (icicle).

ICE PARAELEMENTAL

Chill Metal (Su): At will as the druid spell.

Cold Subtype: Cold immunity, double damage from fire or half damage on a successful save.

NARESH

Abyssal Eviscerator: CR 4; Medium-size outsider (Chaotic, Evil); HD 4d8+20; hp 38; Init +0; Spd 30 ft.; AC 20 (touch 10, flat-footed 20); Atk +10 melee (1d6+5, 2 claws); SQ Acid, cold, electricity, fire resistance 20, poison immunity, darkvision 60 ft., scent; AL CE; SV Fort +9, Ref +4, Will +5; Str 20, Dex 10, Con 20, Int 8, Wis 12, Cha 11.

Skills and Feats: Climb +12, Jump +12, Listen +8, Spot +8; Blind-Fight, Weapon Focus (claw).

ABYSSAL EVISCERATOR

Demonic Gnoll Archer: Half-fiend gnoll; CR 3; Medium-size outsider (Chaotic, Evil, gnoll); HD 2d8+4; hp 13; Init +2; Spd 20 ft. (base 30 ft.); AC 19 (touch 12, flat-footed 17); Atk +4 ranged (1d8+4/×3, mighty (+4) longbow) or +6 melee (1d8+6/19–20, longsword); SQ Acid, cold, electricity, fire resistance 20, poison immunity, darkvision 60 ft.; AL CE; SV Fort +5, Ref +2, Will +0; Str 19, Dex 14, Con 15, Int 12, Wis 11, Cha 10.

Skills and Feats: Hide +0, Listen +5, Move Silently +0, Spot +5; Point Blank Shot.

Possessions: Mighty (+4) longbow, 20 arrows, longsword, breastplate.

DEMONIC GNOLL ARCHER

RAVILLA

Half-Dragon Mage: CR 6; Medium-size dragon; HD 4d4+8; hp 19; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +6 melee (1d6+6, quarterstaff); SA Breath weapon; SQ Dragon, elf traits; AL NG; SV Fort +5, Ref +4, Will +3; Str 18, Dex 16, Con 14, Int 17, Wis 9, Cha 10.

Skills and Feats: Appraise +4, Concentration +9, Intimidate +3, Knowledge (arcana) +10, Knowledge (history) +9, Listen +1, Search +5, Spellcraft +10, Spot +1; Blind-Fight, Great Fortitude, Scribe Scroll.

HALF-DRAGON MAGE

Breath Weapon (Su): Cone of cold, 30 ft. long, 1/day; damage 6d8, Reflex half DC 18.

Dragon: Immune to sleep and paralysis effects; darkvision 60 ft.; low-light vision.

Wizard Spells Prepared (4/4/3; save DC 13 + spell level): 0—*daze* (2), *detect magic, resistance;* 1st—*mage armor, magic missile* (2), *magic weapon;* 2nd—*glitterdust, invisibility* (2).
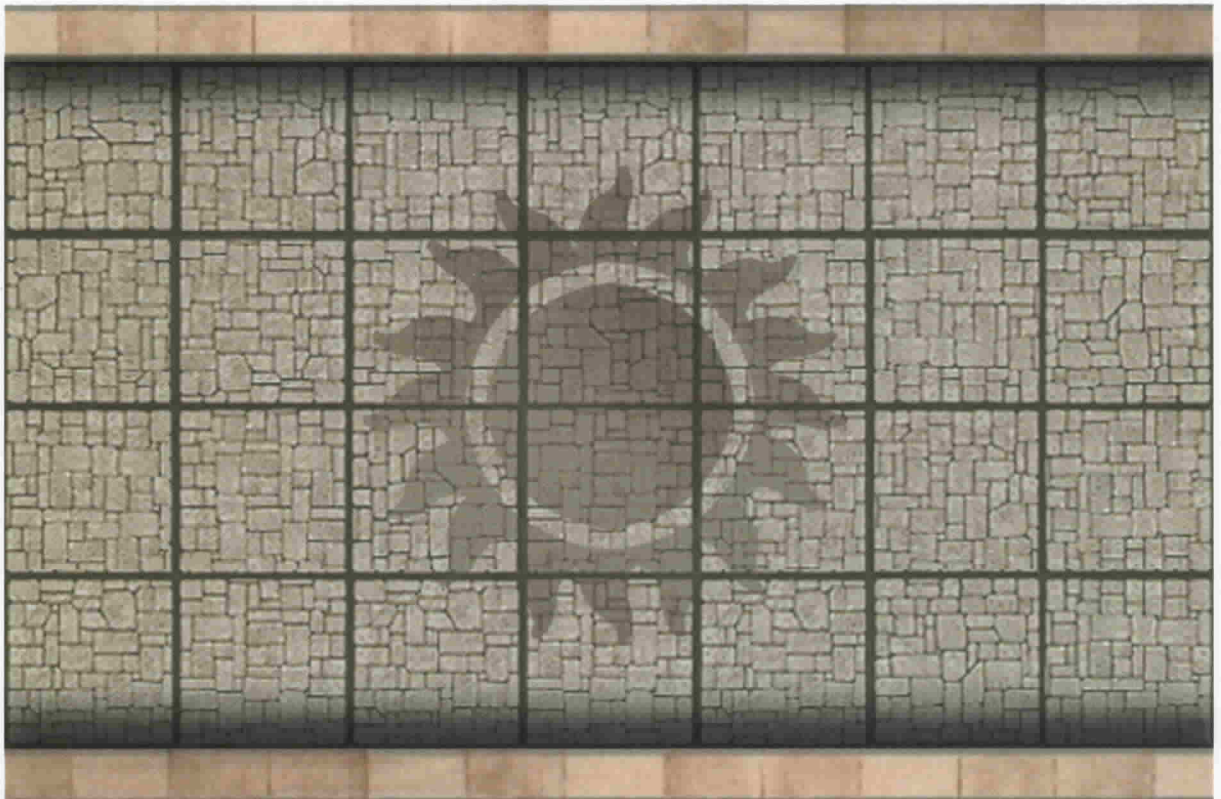
Possessions: Quarterstaff.
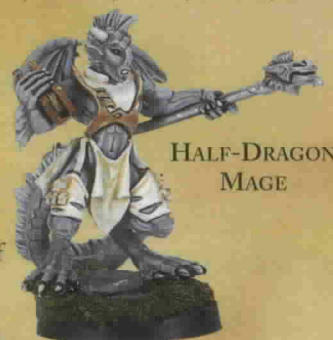
Hall of Evil

Hall of Good

Hall of Evil
(Walls and Floor)

Wall Movement Cost: no movement
Wall Line of Sight: blocked
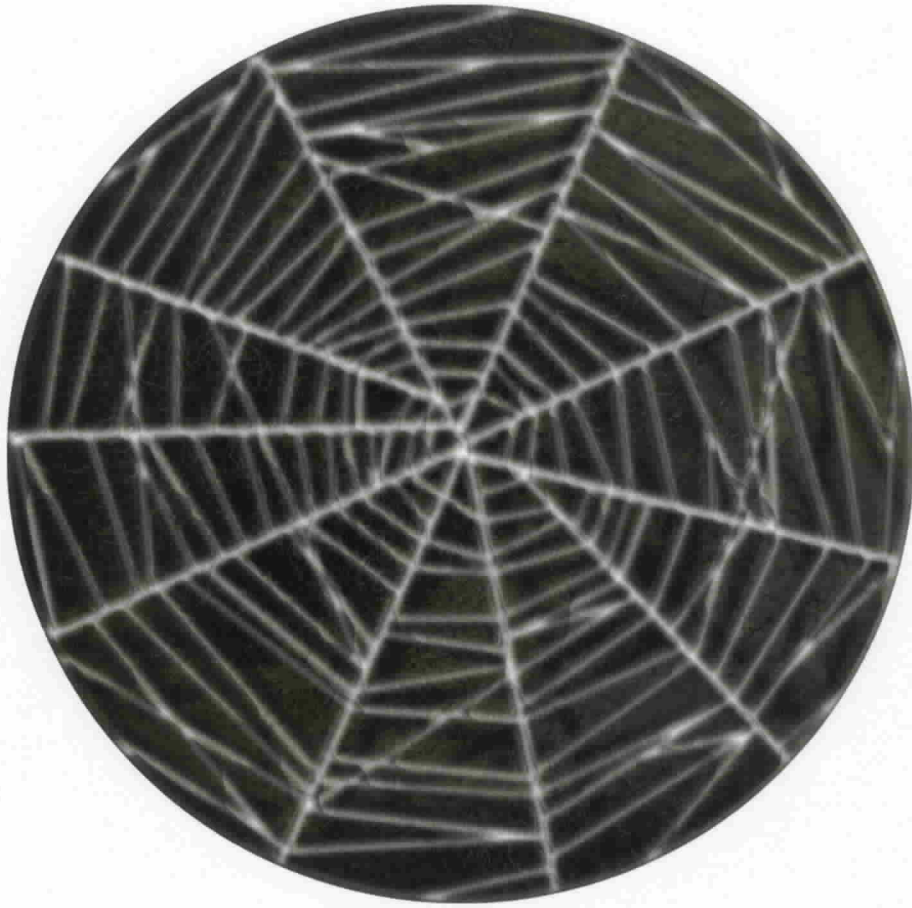If an evil model touches the floor within the hall, it gains a +1 bonus on its attack rolls.

Hall of Good
(Walls and Floor)

Wall Movement Cost: no movement
Wall Line of Sight: blocked
If a good model touches the floor within the hall, it gains a +1 bonus on its attack rolls.

WEB

MURDER SLAB

Web

Movement Cost: A model that touches the web while moving or that starts its turn touching the web must make a save (Difficulty Class 13). If it fails, it may not move farther this turn, or move at all if it was touching the web at the start of its turn. If it succeeds, it suffers no movement penalty.

Cover: Attacks made through the web suffer a −4 penalty for each 1″ (or fraction of an inch) between the attacker and the target.

Murder Slab

If a living model is touching the murder slab, it heals 1 damage for each enemy model it destroys.

CHAINMAIL
• MINIATURES GAME •
Core Rulebook

- Complete rules

- New Set 5 special abilities and spells including flying and *teleport*

- Magic items and level advancement

- Modeling guide by Mike McVey

Available September 2002

DUNGEONS & DRAGONS

Art by Todd Lockwood

Shadow of the Drow

The Godwar Plunges into Forbidding Darkness

Deep beneath the surface of the Sundered Empire, warbands clash upon magical battlefields. As the exiled House Kilsek enters the fray, every faction seeks out new allies, abilities, strategies, and spells.

The material in this book includes:

- New recruits, such as the Drow Wizard, Werebear Trooper, Zombie Minotaur, and Drider Trooper.
- New scenarios, such as the Cave of Pain, as well as new special abilities and spells, including Veil of Shadows, Displacement, and *hold person*.
- Rules for using the Set 4 models and statistics for all models from Set 3.

If you're to survive the day, your warband must bolster its forces and devise new strategies. This guidebook will give you the tools you need. Master their use, and you will emerge victorious.

To use this accessory, you also need the official Chainmail® rulebook.