

D&D Miniatures Warlords of Meldore Scenario



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Legend has it that when the gods gave up ruling the world of men, they cast their *gong of summons* to the ground. Its impact carved out the Valley of War. In this valley, those who would rule the land brought their fiercest and best to fight for possession of the gong. With it, a warlord could rule with godlike authority until the summons to battle came again.

The contests lasted three days and nights before a single warlord emerged as the clear victor and was immediately crowned the ruler of all. This is the time of the summons -- once again might will establish rule of the lands of Meldore!

Scenario

The *Warlords of Meldore* campaign runs over the course of three challenges. Any number of players can participate. A single leader, your warlord, will lead a growing force onto the battlefield in an attempt to gain the spoils of victory -- dominion over all of Meldore!

The three challenges consist of paired skirmishes using the assault format. The outcome of each skirmish can result in the award of Warlord Points, and these can be used to purchase resources for subsequent skirmishes. Warlord Points also determine who ultimately becomes the victorious ruler of Meldore.

Skirmish One – Testing the Leaders

A one-hour, 100 pt assault scenario. Warlord Points are awarded according to the outcome of the battle. These points can be used to purchase magic items.

Skirmish Two – Drawing the Lines of Battle

A one-hour, 200 pt assault scenario. Warlord Points are awarded according to the outcome of the battle. These points can be used to purchase magic items.

Skirmish Three – The Road to Glory

A one-hour, 500 pt Epic assault scenario. The warlord who earned the most points over the three battles shall rule the land of Meldore until the gong is sounded once again.

Warband Construction

Each player will build three warbands for this campaign. Each is built around a single warlord. The warlord must be a commander, and it must have the highest commander rating in the 100pt warband. You may include commanders with higher ratings in the second and third bands. If the warlord has an Epic version, it can be used in the Epic skirmish and count as the same warlord. The same is true for different versions of unique figures such as Snig.

Warbands are built around a single faction. Mixed-faction commanders must choose a single faction to build their warbands around. Use the standard rules of warband building. List each of your warbands on the Army Roster. Be sure to list a map for each warband.

Warlord Points

Each battle earns Warlord Points (WPs) that can be used to purchase magic items. Once points are spent, the item is randomly determined from the Magic Item charts. Each magic item purchased is listed on the Army Roster. Lesser magic items cost 10 WPs. Greater magic items cost 20 WPs. Each magic item must be assigned to one figure, and it benefits only that figure. If that figure is destroyed, no other figure can 'pick up' that magic item for the remainder of the skirmish, but the player who purchased it keeps control of it and can reassign it for the next skirmish.

Although Warlord Points are 'spent' once they're used to purchase magic items, players must keep a running tally of all WPs earned. The total determines who wins the contest and gains rulership over Meldore. At the end of each skirmish, WPs are awarded for each of the conditions listed on the Warlord Points table.

Setup

The first skirmish pairing is determined randomly. After each skirmish, warbands are paired according to total Warlord Points earned (Swiss pairing -- players in 1st and 2nd place are paired, players in 3rd and 4th place are paired, and so on).

All warbands must be registered on the Army Roster before the first skirmish occurs. The Army Roster is revealed as part of the disclosure phase of the skirmish. Warbands may include magic items gained from Warlord Points. This must also be disclosed during the disclosure phase of the skirmish. Magic items are handicapped by immediately scoring victory points for your opponent (5 for each lesser item and 15 for each greater item). These points are scored only once for each skirmish.

Victory

At the end of the final skirmish, the warlord who earned the most Warlord Points is declared the victorious ruler of all Meldore. Long live the ruler!

Warlords of Meldore



Warlord Points

Condition	Points
Skirmish win	15
Eliminate enemy warlord	+10
Eliminate entire enemy army	+5

Lesser Magic Items (10 Warlord Points)

Roll (d20)	Item	Benefit
1-2	+1 armour	+1 AC
3	Blessed holy symbol	+1 attack, +1 save
4-6	Magic weapon	+1 attack, magic damage
7	Armor of command	+1 command rating (if any)
8	Shadow armor	Hide
9	Spell resistance armor	Spell Resistance
10-11	Keen weapon	Critical hit on 19-20
12	Armor of fire resistance	Resist 10 fire
13	Armor of cold resistance	Resist 10 cold
14	Winged boots	Speed F6 in addition to existing speeds
15	Potion of cure moderate wounds	Replaces attack; heals 10 hp
16-17	Belt of one mighty blow	One use of Smite (+5 damage)
18-20	Cloak of resistance	+2 save

Greater Magic Items (20 Warlord Points)

Roll	Item	Benefit
1-2	+2 armor	+2 AC
3	Belt of strength	+5 melee damage
4-5	Greater magic weapon	+2 attack, magic damage
6	Magic flaming weapon	+1 attack, magic damage, +5 fire damage
7	Lionheart armor	Fearless
8	Magic frost weapon	+1 attack, magic damage, +5 cold damage
9	Magic shock weapon	+1 attack, magic damage, +5 electric damage
10-14	Armor of resistance	Resist 10 Acid, Cold, Electricity, Fire, Sonic
15-16	Potion of cure serious wounds	Replaces attacks; heals 20 hp
17-18	Cloak of charisma	+2 commander rating (if any)
19-20	Cloak of minor displacement	Conceal 6

Warlords of Meldore

Army Roster

Army Name:
Faction:

Most Feared and Revered of Warlords		
Warlord Name		
Figure		Warlord Points
Cost		
Magic Items		
		Spent on Items

Most Dread Armies of War		
Warband 1 (100pts)	Warband 2 (200pts)	Warband 3 (500 pt Epic)
Warlord:	Warlord:	Warlord:
Map:	Map:	Map:

Exploits of Glorious Victory and Crushing Defeat			
	Skirmish 1	Skirmish 2	Skirmish 3
Army Faced			
Outcome of Battle			
WPs Awarded			