

Scenario

G2

# Messenger

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**The elves** of the Brightwood have long memories. Thus when large, savage packs of undead began attacking Elvish Holdings along the western edge of the forest, not one wondered at the source of the rising evil. Many human generations have passed since the mighty necromancer Kharax the Black was slain and his keep razed. Yet, the elves remembered well the dark forces he called during his final moments, and his dying promise 'to return.' The elves will need help to defeat this enemy, and they will need a quick response from their allies if they are to avoid their own doom. Relations with the humans in Jordholm to the east are strong. If only an ambassador could reach them in time...

**Messenger** is a Campaign Card-based scenario template for two players that uses the King's Road map. The Elves of the Brightwood must get their ambassador through to Jordholm to save their capital, while the undead Hordes of Kharax must attempt to stop the messenger. Messenger also introduces two new Campaign Cards for these groups; the Brightwood Elves and the Hordes of Kharax.

**Warband Construction and Map:** Each player begins the match by building a 200 point warband with up to 10 creatures in it. The warbands are set up in special fashion on the King's Road map.

First, the Brightwood Elves player sets up all Elves and Eladrin within 3 squares of one short end of the map, including the messenger (see below).

Then, the Hordes of Kharax player sets up their entire warband within 3 squares of the opposite end of the map.

Finally, the Brightwood Elves player places any Plant creatures in their warband. These creatures must be placed completely within forest squares, but may otherwise be placed anywhere on the map.

**Victory Conditions:** Players win by accumulating 200 victory points. The first side to accumulate 200 victory points wins.

<b>AMBASSADOR</b>		CR
Level 10		2
AC	15	<b>ATTACKS</b> None.
FORT	15	
REF	15	
WILL	25	
SPEED	5	
HP	100	<b>POWERS</b> <b>Mobilize Ally:</b> (Minor action) Remove the Slowed or Immobilized condition from an adjacent ally. <b>Keyword:</b> Use during your setup; this creature gains a keyword you choose that permits it in your warband.
BLOOD	50	
<b>CHAMPION POWERS</b> <input type="checkbox"/> <input type="checkbox"/>		Diplomats and negotiators sometimes achieve what steel cannot.
Use at start of an ally's turn: Pull that ally up to 3 squares towards this creature.		
		50*

**The Messenger:** The Brightwood Elves also gain a messenger (See Ambassador card provided). For this scenario, the Ambassador creature must take the Elf or Eladrin keyword, and must set up with the Elves. Use any convenient miniature or token for this creature.

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*As the undead burst from the brush and were met by elvish swords and arrows, Ambassador Jafilara nervously fiddled with the scroll case containing the queen's official Writ of Alliance. With a silent prayer for victory, the Ambassador rushed to outpace the walking dead.*

### Special Rules:

**Time is of the Essence:** At the end of each round that the Ambassador remains on the map, the Undead score 10 victory points. If the Ambassador moves adjacent to the opposite (short) edge of the map, and has at least one square of movement remaining, he has escaped. The player controlling the Ambassador removes its miniature from the map and scores 100VP.

**Royal Wardens:** Martial Elf and Martial Eladrin creatures have bodyguard while adjacent to the Ambassador. Attacks against the Ambassador can be redirected to target these creatures.

*For centuries, the elite warriors of the Brightwood have defended the nobles of the royal court. Today, their mettle will be sorely tested.*

**Power for the Master:** The Hordes of Kharax player scores +10 VP whenever an Undead creature destroys an Elf Arcane creature or an Eladrin Arcane creature.

*The undead hordes are eager to drain the life energy of elvish magicians, usurping it to fuel their master's own foul magic.*

**Dimensional Anchor:** Teleport and placement-based movement effects does not function in this scenario.

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### Suggested Warbands:

#### Brightwood Elves

- Farris
- Nightbringer
- Autumn Wind Ranger
- Wand Expert
- Greenwise Vine
- Black Woods Dryad
- Graycloak Ranger
- Elf Stalker
- Wild Elf Warsinger
- Twig Blight x3

**BRIGHTWOOD ELVES**

AC	-	<b>WARBAND BUILDING:</b> Non-evil Elf and non-evil Eladrin creatures are legal in your warband. Non-evil Plant creatures with total cost up to 40% of the point cost limit are legal in your warband.
FORT	-	
REF	+2	
WILL	-	
SPEED	-	<b>CLAN POWERS:</b> <b>Uncanny Woodcraft:</b> Forest terrain does not provide cover to enemy creatures and does not count as difficult terrain for creatures in your warband. <b>Nature's Patron:</b> Elf and Eladrin creatures in your warband gain +1 attack for each Plant creature adjacent to target.
HP	-	
BLOOD	-	<i>Treekeepers and plantherds, yes, but sword-wielding wardens, too.</i>

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**HORDES OF KHARAX**

AC	-	<b>WARBAND BUILDING:</b> Undead creatures with a point cost of 25 or less are legal in your warband. One evil arcane creature is legal in your warband.
FORT	-	
REF	-	
WILL	+2	
SPEED	-	<b>CLAN POWERS:</b> <b>Necrotic Membrane:</b> Non-bloodied undead creatures in your warband score 10 necrotic damage against 1 adjacent enemy each time they are damaged by an attack. <b>Disposable Dead:</b> Each Undead creature in your warband is worth -5VP (minimum 3VP). <b>Lichling:</b> <i>Use during your setup;</i> Arcane creatures in your warband gain the Undead keyword.
HP	-	
BLOOD	-	<i>Kharax has risen, and he is not alone.</i>

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### Suggested Warbands:

#### Hordes of Kharax:

- Grim
- Necromancer
- Zombie Hulk
- Gravetouched Ghoul x 3
- Chillborn x 2
- Deathlock Wight x2
- Ravenous Ghoul

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**Alternative Play Options:** You can also use other Campaign Cards, with one side taking the messenger role and moving the ambassador. Other suitable maps for Scenario G2 include *The Fane of Lloth, Forest Cliff Lair, Field of Ruin, Jungle Temple, Evermelt, Temple of the Unseeing & Dungeon of Blood.*

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**Three Player Version:** Two players are allied against the messenger player. They can each build a 100 point warband with up to 8 creatures in it. These 2 players set up on the same side and win when their combined victory points total reaches 200.