

MiniWarGaming's Unofficial Custom Forbidden Power Campaign

Welcome adventurers!

This customized campaign is designed to allow you to delve into the lore of the Forbidden Power expansion and play a more in depth campaign.

There are two ways you can play this:

1. With a Gamemaster. The Gamemaster can change armies and help to create a more in-depth story and progression. They can also make changes to any rules presented here in order to customize this campaign further.
2. Without a Gamemaster. In this case each player must stick to the same army for the entire campaign, randomize anything that should be randomized, and agree beforehand on any rule changes, and the length of the campaign.

STORY OVERVIEW

The default setting for this campaign is near the edge of the Realm of Ghur, where beast magic is running rampant, and where Sigmar locked away a wide variety of treasures, beasts, wild spells, and other mysteries inside of an enormous Grand Stormvault known as The Dragontooth Labyrinth.

The Dragontooth Labyrinth was broken open by the Necroquake, unsealing dungeons and caverns that hadn't seen the light of day for thousands of years. Some were forced to the surface, others could be found at the bottom of chasms thousands of feet deep. And yet many more are still sealed away, waiting to be explored.

As legends would have it, during the Age of Myth Sigmar did battle with many mighty godbeasts. One of these was a mighty Wyrms in the Realm of Ghur, named Covryss the Beastmonger. After many days of combat Sigmar was the victor. However, much to his dismay he found that the wild magics of the Realm of Beasts constantly regenerated the beast, allowing it to heal and live again.

His only option was to sunder the Beastmonger into many pieces and hide them away in a powerful Stormvault, placing protective spells and wards to keep it from regenerating. Many parts of this dragon have gained their own sentience, molding themselves into powerful relics, or fusing with incredible Endless Spells.

Because of its proximity to the edge of the Realm of Ghur, the Realmscape features and Spells of Ghur have been enhanced, making them far more dangerous for all to use, and yet far more deadly.

FACTIONS

There are good story reasons for any faction to be present, given the powerful artefacts to be found, or perhaps with the desire to free Covryss from its prison. It is up to the players (and Gamemaster if you use one) to determine what they want to play.

Each non-GM player should choose one or two factions and build an army of about 4,000 – 6,000 total to choose from for the campaign. This should include at least **four heroes, two of which must be wizards (except for those factions that can't have wizards, in which case two must be priests)**. Heroes that can choose mounts (e.g. Megabosses) don't have to specify if they are on a mount. This can be decided before each game, although the proper points must be paid.

Games are played in sets of two. Decide the scenarios that will be played and the points level (usually 1,500 or 2,000). Each player must then create two different armies from their army list that each has at least two heroes and one wizard (or priest for the factions that don't have access to wizards).

REALMSCAPE FEATURES

Instead of using the Realm of Ghur Realmscape features from the Core Rulebook, use the following chart instead (do not use the Monstrous Beasts rules from the Core Rulebook unless you roll a 5 on the chart):

D6	Realmscape Feature
1	Savage Hinterlands: All melee weapons have +1 attack
2	Hungering Animus: At the start of each battle round randomly pick one section of the board that is 2'x2'. Roll a number of D6s equal to the current unit size divided by 5 (rounded up) for each unit that is wholly or partially on that section. For each 4+ that unit suffers 1 mortal wound. For each 6+ that unit suffers D3 mortal wounds instead.
3	Primal Violence: At the end of each combat phase roll a D6, adding 1 to the roll if at least one unit was completely destroyed during that combat phase. On a 6+ carry out a second combat phase before moving on to the Battleshock phase. If at least one unit was completely destroyed during that combat phase roll another D6 (but do not add anything to it). On a 6+ carry out a third combat phase before moving on to the Battleshock phase. Do not roll again.
4	Reckless Aggression: Any unit that is within 12" of an enemy unit at the start of their charge phase suffers D3 mortal wounds if they do not end their charge phase within 3" of an enemy unit. In addition, you can re-roll unmodified hit rolls of 1 for units that have made a charge move this turn.
5	Wandering Beast. The players roll-off before deployment. The winner can choose a Monster that is not a Hero and place it anywhere on the board that is equal distances from both deployment zones. This Monster then follows the rules found on page 257 of the Core Rulebook under Monstrous Beasts.
6	Wild Magic of Ghur. All wizards know all of the Spells of Ghur, and gain +2 to cast them. These can be cast instead of casting other spells the Wizard knows, except for the ones that were selected before the game began as part of the Realms Edge Wild Magic campaign rules, which can be cast in addition to the normal number of spells for the Wizard.

REALMS EDGE WILD MAGIC

Because of the wild nature of magic at the edge of a realm, wizards and even priests find that casting spells becomes much easier.

Before deployment, randomly select two spells from the Realm of Ghur spells in Malign Sorcery. All wizards (and priests from armies that can't have wizards) know these spells, plus the Wildform spell found on p. 257 of the Core Rulebook.

These same wizards and priests can cast these spells in addition to other spells they can cast, without taking up their available number of spells they can cast. However, they can only cast one spell for "free."

Priests do not gain the ability to unbind spells. They can only unbind spells if they normally are able to.

STORMVAULT TREASURES

There are four types of treasures that can be found:

- Awakened Artefacts
- Minor Artefacts
- Endless Spells
- Permanent Boons

A Hero can carry up to two relics

AWAKENED ARTEFACTS

Use the Awakened Artefacts from p.76-77 of Forbidden Power, with the following modifications:

Aetherbeast Pinion: Replace "if 3 or more charge moves and/or run moves were made by the bearer" with "if the bearer ran and/or charged at least 3 turns this battle."

Hexflame Pendant: Replace "3 or more hexes" with "2 or more hexes"

The Lifestealer: Replace "healed 5 or more wounds" with "healed 3 or more wounds"

MINOR ARTEFACTS

Use the Weapons and Relics of Ghur on p. 80 of Malign Sorcery.

ENDLESS SPELLS

Some Wild Endless Spells can be added in to scenarios. These are harder to dispel. When dispelling a Wild Endless Spell the caster must either roll 12 or higher, or successfully dispel it three times. Multiple wizards can be used to dispel it in one turn.

The player who successfully dispels the Wild Endless Spell adds it to their army and can bring it for free in future games, and can cast it without lowering the number of spells that can normally be cast by a wizard.

PERMANENT BOONS

Some treasures are potions or ancient tomes that contain the knowledge or magic necessary to enhance an individual or unit.

When one of these is captured, select a Hero or a Unit from your army that participated in the battle. Roll on the appropriate Path to Glory table and apply that upgrade permanently to that unit. That unit's max size is the size it was when it was upgraded. You should probably name the unit, or at least the unit's leader / champion.