

## The Winds of Magic

Unrest has come to Taltos. A storm is brewing in the east and all of the creatures in the land have run for shelter. Violent lightning streaks across the sky while thunder deafens all those who are near. Practitioners of the magical sense a disturbance. They feel the magical energies pulse within them, almost like they are being pulled from them by the storm. One minute they are filled with great power and the next they are drained to exhaustion. Warlords have seized this moment of weakness to gain fortune and renown. The drums of war have been sounded and war is declared. Defend Yourself!

This is a 1000-point Scenario and it lasts 5 Turns. The purpose of The Winds of Magic is to take advantage of the magical storm to destroy your opponent's spellcasters while protecting your own.

### Setup

Each player has a standard 24" wide x 12" deep deployment zone centered on the back edge of their side of table. Terrain is not dictated in this scenario.

### The Winds of Magic

At the beginning of each turn, 1 player rolls a d10. For the entire turn, both players will be affected in the same way. Consult the table below for the effects.

Roll	Result
1-3	Magic Ebbs: The winds blow wildly and violently throughout the land. All Casting Checks are made at -1, and all spells cost +1 SP.
4-6	Magic Stabilizes: The storm has temporarily subsided. All magic works as normal.
7-10	Magic Flows: The clouds have an eerie glow to them and the thunder has the echo of pure power. All Casting Checks are made at +1, and all spells cost ½ (round down) their normal SP value.

Note that changes to the SP cost of spells do not change their listed SP cost in the book, thus these changes do not cause casters to lose access to spells they could normally cast when spells become more expensive, nor does it grant casters access to spells that are normally too expensive when spells become less expensive. Further, items and other abilities with functions tied to SP values also use the original SP value, thus a model with the Staff of Sokar could not cast a SP 2 spell as a Free Action during the times of Magic Flow. Finally, SP 0 spells are unaffected by changes in SP cost, remaining 0 under all conditions.

### Objective Points

- 1 point per spell successfully cast by your spellcasters (10 points maximum).
- 1 point per enemy spellcaster killed (3 points maximum). If your opponent does not have any spellcasters, you are automatically awarded 3 points.
- 2 points for eliminate all enemy spellcasters. If your opponent does not have any spellcasters, you are automatically awarded 2 points.
- 5 points if all of your casters survive the battle.

### Scoring

Add up all of your Objective Points. Divide the number of points killed of the opposing force by 1000. Add it to your Objective Points for your final score.

#### Example:

Player A earned 13 Objective Points and killed 813 points of Player B.  
Player B earned 12 Objective Points and killed 794 points of Player A.

#### Final Scores:

Player A 13.813  
Player B 12.794