

Scenario D1

Drow Incursion

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A battle raged for months below the lands of men. None but the most sagacious learned of it, and even they understood it poorly. Most of these sages consider the first sporadic attacks by Drow Raiders against the Mardek clan Dwarves to be the real beginning of the Drow Wars. Such raids, thought to be initiated by the Drow House P'Ortia, were frequent, brief and bloody. The choices of targets these Drow attacked were almost nonsensical, mystifying the grizzled Dwarf military analysts. Indeed, Drow raiders never held their ground, retreating even in those few instances when total victory was won. Typically, they would keep items of sentimental value to the Dwarves, (such as beards), then fade back into the night. On at least one occasion, it is clear that healing magic was used to make certain there were (beardless) survivors. It almost seemed as if the attackers were more intent on drawing a Dwarven reprisal than on raiding for profit...

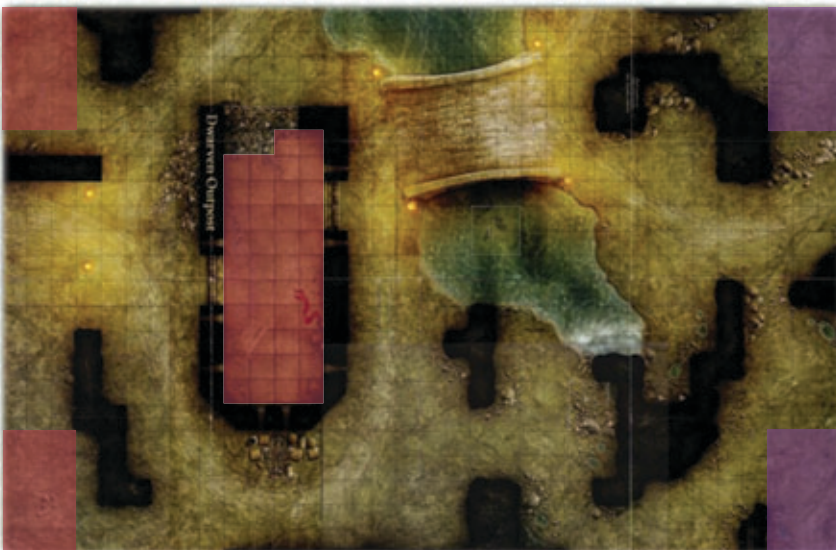
About the scenario

Drow Incursion is a two player scenario that uses the Dwarven Outpost map. (Available in the 2008 Starter Set)

The *Drow Incursion* is the first in the Drow Wars campaign, and is set with generic names and forces such that it is compatible with any of the Dungeons & Dragons Campaign Settings. This first scenario represents a bit of an error by the Drow Raiding party in assessing their victims. Here, a group of outnumbered Dwarven Veterans fights a well-prepared Drow Raiding force. As with all scenarios in this series, this scenario uses some scenario-specific and modified rules. Future scenarios may introduce additional terrain items, map modifications, equipment or, as done here, rules for scoring victory points. Since the Drow are intent only on raiding and creating havoc, and as the Dwarves are happy to simply drive the Drow away at this point, (escaping with their lives), all victory points are doubled in this scenario. You may want to use different warbands as more and more Drow and Dwarf miniatures are released.

However, playing the scenario now can influence future scenarios. We will be tabulating Dwarf vs Drow wins on the DDM Guild website, and using the overall results to influence future scenarios. Visit www.ddmguild.com for details.

This scenario occurs in the Durgal Caverns, with events already unfolding when you start your game. The scenario begins after Drow magic has been used to collapse one side of a Dwarven Keep (creating Victory Area A) and almost certainly dispatching many Dwarves. However, the born of fortitude, the Dwarves have already struck back, and a group of Drow have fallen prey to a cunning stone trap (along with the brave Dwarven Noble who triggered it)(Victory Area B). The Dwarf was wounded, but is trapped, and Victory Points here represent efforts to free him before he succumbs.



Setup on Dwarven Outpost - Dwarves start in red, Drow in purple.

Map and Setup: The scenario is played on the Dwarven Outpost map. The central shared victory area in the river (A&B) is not used. Dwarves may set up within either of the Start Areas on side B, or within the Dwarven Outpost building itself (anywhere but in Victory Area A).

Exception: Scouts may set up in a victory area. Drow set up in either of the "A" start areas. The Drow automatically win initiative first round.

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Suggested Warbands:

Dwarven Outpost Defenders

Dwarf Warlord (<i>Dungeons of Dread</i> 1/60)	58
Champion of Dol Dorn (<i>Night Below</i> 3/60)	42
Dwarven Sniper (<i>Blood War</i> 2/60)	34
Dwarven Battlemaster (<i>2008 Starter Set</i> 1/5)	31
Fist of Moradin (<i>Against the Giants</i> , 20/60)	12
Iron Defender x2 (<i>Dungeons of Dread</i> 36/60)	16
Potion of Healing (<i>Treasure Trove</i>)	5

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Drow Raiders

Drow Wand Mage (<i>Dungeons of Dread</i> 50/60)	50
Drow Spider Priestess (<i>Desert of Desolation</i> 47/60)	43
Drider (<i>Desert of Desolation</i> 45/60)	26
Drow Adventurer x 2 (<i>Demonweb</i> 11/60)	44
Drow Assassin x3 (<i>Demonweb</i> 20/60)	21
Lothbound Goblin x2 (<i>Demonweb</i> 13/60)	16

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Other Special Rules for the Durgal Caverns:

Raiding: This is meant to be a hit and run raid, and the conditions for either side to claim victory come easier. To reflect this, score double points for eliminating creatures and for occupying victory areas; when 200 points have been scored, the skirmish is over, and the Drow withdraw.

Arrowslits (special terrain for this scenario): Arrowslits are a special form of wall. Creatures in a square which shares a border with an arrowslit (not a corner) have line of sight and line of effect to the row of squares extending away from the opposite border of the arrowslit square. Players may execute \leftarrow , \rightarrow or \rightarrow attacks as normal with these limitations.

Variable Doors: The Door facing the bridge and river can be closed or open, at the Dwarven player's option. Decide at the beginning of the game. It stays closed or open for the battle. If open, treat the door squares as clear squares, just like in a standard match. If closed, treat these squares as wall. The Door facing away from the River is damaged and jammed in the open position, and is treated as clear terrain for the whole game.

Deep water: For this scenario, treat the river squares as Pit terrain.



Victory Conditions: The first side to reach 200 points wins. If the other side does not yet have 100 points, it is considered a stunning victory. Although the results of this scenario may seem trivial in the grand scheme of things, this battle will actually influence future battles in the Drow wars...

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Optional Play:

Build your own warband: : Build a 200 point warband with these guidelines (Faction rules are not used):

The Dwarf player may build a warband using any Good or unaligned creatures with the keyword "Dwarf." In addition, the Dwarf player also has the option to include either the Iron Defender or the Thundertusk Boar in the warband. The Dwarf warband is limited to 8 figures, and may not exceed 200 points.

The Drow player may include any figure with the Drow or Spider keyword that does not also have the Demon keyword (the reasons for this limitation will become clear in future scenarios). The Drow player can also use the Web golem. The Drow warband may include up to 10 figures.

Optional rule: Fastwater Pits When a creature is pushed into a pit, and hit with a follow-up attack, instead of dazing the creature, leave the creature on the pit square (it is considered a temporary legal position in this scenario for this purpose only). When that creature next activates, roll a saving throw immediately when it activates. If successful, expend a move action and place the creature in the nearest legal space. If the creature fails the save, eliminate the creature (it falls and is washed away - gone for the remainder of the skirmish, and scores points as if eliminated).