

Scenario D2

Drow Intervention

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The Drow raids against the Mardek clan Dwarves continued to gain ferocity, though seemingly random in their nature. Nominally, these raids were initiated by the Drow House P'Ortia, brazenly sporting their heraldry, which provoked Dwarven sabotage of several P'ortia tunnels. Dwarven military strategists continued to be surprised by the sudden aggression of the Drow house. Raids were always followed by rapid retreats, rarely taking anything of value and never holding any ground. Clan Mardek eventually mobilized reserve cavalry units purely for the pursuit of the Drow Raiders when the trail was fresh. The puzzling behavior of the Drow would be solved by one such pursuit squad following the battle at the Sunken Ruins near Analeith.

About the scenario

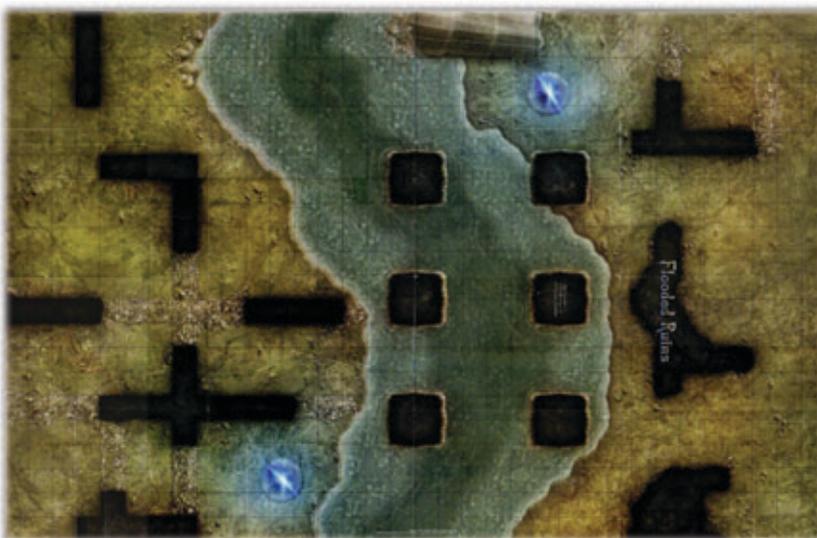
Drow Intervention is a scenario for up to 4 players that uses the Flooded Ruins map. (Available in the 2008 Starter Set)

Drow Intervention focuses on the pursuit group led by Brun Mardek, a clan hero, and with the blatant ambush of his cavalry pursuit group. The ambush itself is executed by elements of a Drow "ahk kri'shan" or covering group, and was supported by the primary raiding party who had led the Dwarves into the trap. The covering group employed several elements of arcane artillery that blasted the Dwarves, and included the first Demonic Drow encounter by the Dwarves on the surface. In the middle of the resulting mayhem, a third group of P'Ortia Drow teleported in using the ancient teleportation magic present in the ruins, and things looked dim for the Dwarves. Amazingly, this third group of Drow turned immediately on the others, fighting tooth and nail alongside the Dwarves...

The Drow Intervention is the second scenario 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 scenario represents an unexpected rescue of a Dwarven expeditionary force, under ambush by two groups of Drow. The scenario can be played by 2, 3 or 4 players. We continue to tabulate Dwarf vs Drow wins on the DDM Guild website, which will influence future scenarios in the Drow War campaign arc.

This scenario occurs in Flooded Ruins near Analeith, not far from the Dwarven Outpost in module D1. Events are just starting as you set up your game. The scenario begins as the Drow "covering group" does their best to hammer the Dwarven Cavalry with artillery attacks (while still on their Start area), and the battle engages in earnest. The third Drow group, appears on turn 2 or later.

Map and Setup: The scenario is played on the Flooded Ruins map. The Drow Raiders set up on one side of the map, and all Raiders must set up in one of the start areas. The the Drow "covering group" can then set up in the second start area on that side. These Drow players are allied. The Dwarven Pursuers set up in the Start Areas on the opposite side of the map, with the Drow Intervention force starting completely offboard. The Drow covering group automatically wins initiative first round.



Setup on Flooded Ruins - Initiative is rolled normally for side.

Other Special Rules:

Multiple Players: This scenario can be played with 2, 3 or 4 players. If you decide to play with 3 or 4 players, there are considered to be 4 warbands, and one player may have to control two. Each warband controller rolls for initiative, with the warband that has the highest champion rolling two dice. The winner then decides the order in which all warbands activate, but the activation order must alternate between ally and enemy in the second round and in all subsequent rounds (until one player runs out of activations, or is eliminated).

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Suggested Warbands:

Dwarven Pursuers (Side A)

| | |
|---|---------|
| Bruenor Battlehammer on Thundertusk boar. | 53 + 24 |
| Champion of Dol Dorn on Thundertusk Boar | 42 + 24 |
| Thundertusk Cavalry | 44 |
| Dwarven Paladin on Thundertusk Boar | 39 + 24 |

250

Drow Intervention Force (Side A)

| | |
|----------------------|-----|
| Drow Arcane Guard x4 | 100 |
| Drow Wand Mage | 50 |

150

Drow Raiders (Side B)

| | |
|-----------------------|----|
| Drow Spider Priestess | 43 |
| Drow Adventurer x1 | 22 |
| Drow Enforcer x2 | 16 |
| Drow Blademaster | 22 |
| Drider | 26 |
| Drow Assassin x 3 | 21 |

150

Drow Covering Group (Side B)

| | |
|--------------------------------|-----|
| Drow Wand Mage x2 | 100 |
| Ravenous Dire Rat (a familiar) | 3 |
| Draegloth Favored One | 41 |
| Drow Blademaster | 22 |
| Drow Demonbinder | 34 |

200

Delayed Victory Area Activation: In this scenario, the victory areas are not used for scoring points during the first turn. They may only be used to score victory points during the round in which the Drow Intervention Force is placed, or on following turns.

Drow Intervention Force: The Drow Intervention Force has Delayed Appearance and are set up within either victory area before rolling initiative at the beginning of any round after the first. When the Drow Intervention Force sets up, they may conjure a thin mist that covers the Battlemat. Until the end of the battle, the Line of Sight is limited to 10 squares. To differentiate themselves from other Drow, the Drow all have a Fey Glamyr which causes them to glow softly. These Drow do benefit from hide or conceal. The Drow Wand Mage can use his champion powers for any Drow in his warband, not only Evil Drow.

Dwarf Pursuit Force:

Shallow Water: On their turn, after entering one square of river terrain normally, and paying the appropriate movement costs, Mounted creatures are considered to be aquatic until the end of their turn (no extra cost for the second and subsequent squares of water terrain on a turn).

Brun Mardek: Use the Bruenor Battlehammer card for Brun Mardek. All statistics are the same, except that Brun grants +10 damage vs Drow, instead of Giants, with his second champion power.

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Optional:

Build your own warband: While not accurate to the story, it could be fun to build a 200 point warband with these guidelines: The Dwarf player may build a warband of 250 points using any Good or unaligned creatures with the keyword Dwarf, or the Iron Defender. All Dwarf creatures in the warband must be mounted. The Drow Intervention force totals 150 points, and must contain Arcane Drow or Spider creatures which do not have the Demon keyword. The Raider and Covering forces may contain any Drow or Spider creature, and the warbands may total 150 points and 200 points respectively.

Victory Conditions:

The ambush is not a fight to the death – at least not as far as the Drow Raiders are concerned. The first side to collectively score 250 points wins. At this point, The Drow Raiders and Drow Covering Force will again disengage.

Victory for the Dwarves: The rescuers reveal themselves as the True House P'Ortia. The raiding Drow are unmasked as House Scy'Todes, a rival Drow clan with strong demonic ties..

Victory for the Drow Raiders: The raids by House P'Ortia against Dwarven targets continue, inducing Dwarven reprisals against the House.

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