

Scenario D3

Drow Insurrection

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The Drow raids against the Clan Mardek dwarves were only a small part of a much bigger war between two drow houses. In an epiphany, the dwarves realized that only one house was actually attacking them, and it wasn't the house they had been harassing. In recompense, the dwarves supplied these drow, of house P'Ortia, with forces to fight their enemies. No dwarf lives were put at risk; rather, the dwarves supplied constructs for their erstwhile allies, calculating that when drow fight drow, dwarves win. Yet as the first constructs reached House P'Ortia, the Scy'Todes drow were already striking. Battered and not quite reorganized, the drow of house P'Ortia fought for their lives alongside new mechanical allies.

About the scenario

Drow Insurrection is a scenario for 2 players that uses the Drow Enclave map.

Drow Insurrection tracks the first overt attacks by House Scy'Todes against House P'Ortia. As a demon-backed house, Scy'Todes benefited from all manners of divine interventions, and her clerics were well placed in drow society. House Scy'Todes had all things in place to make war on the newly prosperous house, P'Ortia. For its part, P'Ortia was a trade-based house, and her network of trade stretched throughout the Underdark. Though not a demonic house, the P'Ortia drow were hardly angels. Ruthless traders, dispersed but pragmatic and self-sufficient, they frequently allied with traditional Drow enemies, including some dwarf clans. This flexibility had made them a strong and rich house, and their dispersed network of assets directly lead to the early detection of the machinations of House Scy'Todes. However, it also left them susceptible to early attacks by the strong demon-blessed house.

House Scy'todes attacks were launched rapidly. Indeed, by definition, any type of drow insurrection must occur very quickly, and be over almost before it begins, lest the other drow houses turn on the attacker. Lolth, it seems, has a wonderful sense of humor.

Map and Setup: The scenario is played on the Drow Enclave map. The Scy'Todes player sets up second, after viewing the positions of the house P'Ortia creatures. This map can be downloaded at: http://www.wizards.com/dnd/files/DDM_DrowEnclave_sheet.zip

Other Special Rules:

Campaign Cards: In this scenario, warband building for the houses is decided by the use of Campaign Cards. These cards are used to determine your warband composition; they make use of keywords as the primary warbanding mechanism. You do not need to have factions agree. However, you may not have good and evil creatures in the same warband. Campaign cards are on page 2.



House P'Ortia chooses side and sets up first.

Scattered Forces: The P'Ortia drow are not completely ready for the attack. This is mimicked in the scenario by decreased warband size. At the end of any round in which a P'ortia arcane creature is in the summoning circle or a victory area, roll 2d20, and take the higher result. The number rolled is equal to the amount of points* that can be immediately used to summon reinforcements. These can be either Drow or Construct creatures, and can be placed in either player's start area.

(*Unspent points are lost.)

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Suggested Warbands:

P'Ortia Drow Defenders (Side A)

Drow Wand Mage	50
Xen'Drick Champion	23
Drow Arcane Guard	25
Drider Sorcerer	30
Drow Blademaster	22
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	150

Scy'Todes Drow (Side B)

Drow Arachnomancer	52
Draegloth Favored One	41
Deathjump Spider x2	22
Drow Demonbinder	34
Drow Fighter	10
Half-Fiend Ogre	41
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	200

Options and Alternatives for Play:

Build your own warband: There were many simultaneous strikes against P'Ortia holdings. It's perfectly valid to build your own using the rules provided on the campaign cards. The P'Ortia side should have 50 points less than the Scy'Todes forces, to reflect the fact they have been caught 'mostly' unaware.

Victory Conditions:

This is an extermination mission for the Scy'Todes Drow. They do not score points for occupying victory areas. The P'Ortia drow, who are protecting their own holdings, do score victory points. Track these separately, and only add them at the end of round 8 if at least a single P'ortia Drow is still alive. The side with the most points at the end of round 8 wins.

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DROW HOUSE P'ORTIA	BETA	DROW HOUSE SCY'TODES	BETA
<p>AC -1</p> <p>FORT +1</p> <p>REF -</p> <p>WILL +1</p> <p>SPEED +1</p> <p>HP +5</p> <p>BLOOD -</p>	<p>WARBAND BUILDING: Drow and spider creatures that are not demons are legal in your warband. You may include construct creatures up to 25% of your warband point limit.</p> <p>POWERS: Highest in House. Use any time. The highest rated drow arcane champion in your warband has +5 damage. Underdark Mists. Use at setup. Until the end of the second round, line of sight is blocked after 10 squares. Faerie Fire. Creatures within 2 squares of a P'Ortia drow do not benefit from conceal and are not invisible.</p> <p><i>The glory of the Web is in the Weave.</i></p>	<p>AC +1</p> <p>FORT -1</p> <p>REF +1</p> <p>WILL -</p> <p>SPEED -</p> <p>HP -</p> <p>BLOOD -</p>	<p>WARBAND BUILDING: Spider and Drow creatures are legal in your warband. You may include additional creatures that have the Demon keyword, up to 25% of your warband point limit.</p> <p>POWERS: Demonspawn. Use at Setup. Drow and Spider creatures in your warband gain the Demon keyword. Demonic Ichor. Demon creatures have +5 poison damage. Poison Web. Use when an enemy creature is first immobilized; that creature takes 5 poison damage.</p> <p><i>Loth has embraced the nether; she draws from it her power. So shall we.</i></p>
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