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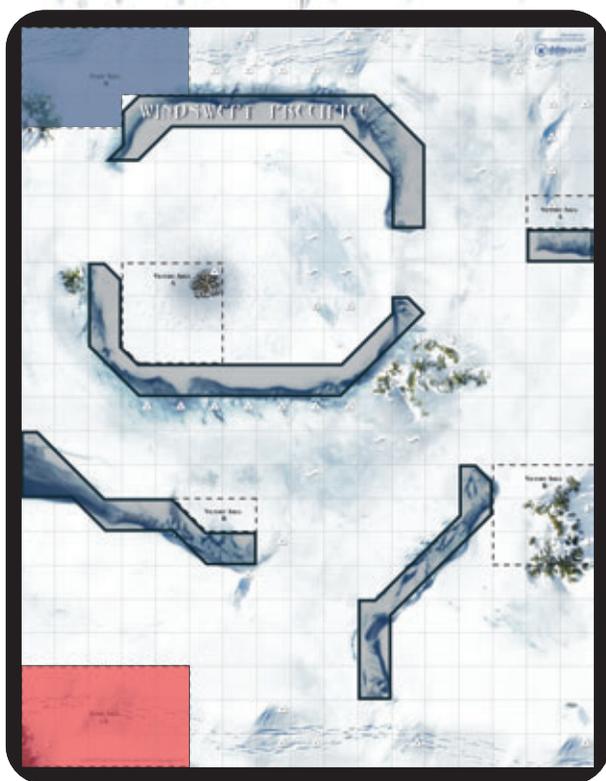
Dwarves are typically pragmatic about their military matters, and the Clan Mardek dwarves especially so. While drow and other enemies raided the underbellies of dwarven clanholds, the dwarven guard often used the mountain peaks to relay alarms. Thus, they were able to warn each other, using simple signal fires, that raiders were about. This sparked readiness and, eventually, pursuit. Of course, raiders such as the drow are clever in their own right, and have a layered history of using other races to fight wars for them. In particular, buying the allegiance of giants almost seems a drow birthright, and when it comes to mercenary work that involves crushing dwarves, it seems that giants can often be bought on the cheap ...

About the scenario

The Frost Giant's Picket is a scenario for 2 players that uses the Windswept Precipice map. (Available at www.ddmguild.com)

The Frost Giant's Picket deals with a group of brave Mardek clan dwarves that are attempting to breach a frost giant's picket on one of the dwarves' pre-established signal fire sites. The dwarves are driven to set the signal fire in order to alert neighboring settlements of the presence of drow raiders. Each of the dwarves can light a fire, but to do this they need the oil and kindling present in the victory area containing the fire pit. For his part, the giant is motivated not only by the thought of crushing his hereditary enemies, but also of taking their loot. In this scenario, the dwarves have cached their extra belongings in a victory area, with the giant watching in bemusement. Soon, they will be slaves, and all their possessions his. Nonetheless, excess plunder will be little solace if the dwarves manage to light the signal fire.

The Frost Giant's Picket is a tangential scenario in the Drow Wars campaign (also available at the DDM Guild website: www.ddmguild.com) and is set with generic names and forces such that it is compatible with any Dungeons & Dragons® campaign setting. The scenario highlights a clash that occurred during the Drow Wars, but is by no means unique, having doubtless occurred in many other places at many other times.



Map: This scenario features the Windswept Precipice, a new half-size map that can be downloaded from the DDM Guild. The map is legal for use in sanctioned events that require half-size maps (see the DDM Guild Dungeons & Dragons® Miniatures Tournament Competitive Floor Rules & Penalty Guide for more details).

Setup: As round one begins, a frost giant and his wolves are leaving their camp to begin the trek down toward the ascending dwarf contingent. Set the frost giant squad up in Start Area B (shown in blue on the right), and set the dwarves in Start Area A (shown in red on the left). The frost giant wins initiative first round.

Victory Areas: For this scenario, only use the single largest Victory Area for each side (A and B).

Suggested Warbands:

Dwarven Expedition

Dwarf Warlord	58
Champion of Dol Dorn	42
Dwarf Paladin of Moradin	39
Fist of Moradin	12
Dwarf Warpriest of Moradin	49
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	200

Frost Giant Picket

Frost Giant	104
Winter Wolf x 4	96
	<hr/>
	200

Special Rules:

Forgehammer: Each Dwarf creature has an additional ⚔ attack that uses the same attack bonus as its ⚔ and deals 5+5 fire Damage.

Starting a Fire: The fire pit is considered a legal target for attacks in this scenario. Any time a creature occupying Victory Area A deals 5 or more points of fire damage to the fire pit, it is ignited, and its terrain type changes to Fire. A creature that starts its turn while occupying a fire terrain square or that enters fire terrain takes 5 fire damage. The fire pit is considered to have AC and DEF of 15.

Extinguishing a Fire: An ignited fire may be extinguished. Any time a creature occupying Victory Area A deals 5 or more points of cold damage to the fire pit, it is extinguished, and its terrain type is no longer Fire. A fire can be ignited and extinguished multiple times during a match—simply track the current status.

Signal Fire Scoring: Any time a round ends with the fire pit ignited, the dwarf player may either score an additional 10 victory points, or may eliminate 10 victory points from the giant player's score.

Victory Conditions: The scenario is played in typical Arena format, using the optional rules of scoring 10 victory points for occupying victory areas at the end of a round. The first side to earn 200 victory points wins.



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Optional Play:

Build your own warband: Want to change things up? Build your own 200 point warband within these guidelines: Arena format (maximum 200 points and 5 figures). Faction rules are not used. The dwarf player may build a warband using any Good or unaligned living creatures with the Dwarf keyword. In addition, the dwarf player may include the Iron Defender or Thundertusk Boar. The giant player must have at least one creature with both the Giant and Cold keywords in the warband. The remainder of the warband must contain living creatures with either the Cold, Giant or Wolf keywords. The warband also may include the Large White Dragon, the Ice Mephit, or the Bonechill Chimera.

The Dragon: Funny story. It turns out it wasn't a giant after all. As another alternative, replace the Frost Giant Picket with a single Elder White Dragon and two Twig Blight minions. Use all of the special rules for this scenario. In addition, the Elder White dragon has the Phasing power.