

## Scenario D4

# Drow Impasse

Scenario design by D. Garry Stupack • Illustrated by Joel Broveleit

**After** being sabotaged and brutally attacked by the House Scy'Todes, House P'Ortia regrouped. Being a trade house with a large network of secret tunnels, teleporters, and other gates, P'Ortia excelled in the travel domain. Their recall and counter-attack came swiftly. The clashes were brutal, even by drow standards.

## About The Scenario

Drow Impasse is the fourth scenario in the Drow War campaign. It can be played on Mushroom Cavern or on any map with 'Drow' in the title.

The skirmishes depicted here represent the brutal hours after the first overt hostilities by House Scy'todes, and represent running battles occurring in the Underdark, wherein roving war parties of drow would come upon existing battles and join them. By this point in the conflict, P'Ortia had regrouped and used their substantial travel capacity to overwhelm Scy'todes at key strong points.

**Map and Setup:** The scenario is played on any map with the word 'Drow' in it or Mushroom Cavern, chosen by the House P'Ortia drow player, who must set up first. The Scy'Todes player sets up second, after viewing the positions of the House P'Ortia creatures.

## 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. See the campaign cards on page 2.

**Reinforcements:** Each player has a core warband of 150 points and a 'sideboard' made up of 2 additional 50 point forces. These additional creatures will join the battle at the end of turns 2 and 4 and may be placed anywhere in one of your start areas subject to the limitations listed below. At the end of turn 2, choose one of the groups of reinforcements to arrive; on turn 4, the other arrives.

**Special Limitations:** You may not place the reinforcing creatures if your warband size would exceed 10; you may only place these figures in your start area if that start area is not currently occupied by an enemy. Pieces that cannot be placed for either reason are placed at the end of any future turn in which their placement would be legal (i.e., they do not violate the 10 creature limit, and no enemy is within the start area). You cannot voluntarily delay placing reinforcements if they can legally be placed.

## Victory Conditions

With an initial attempt at a quick coupe failed, both sides are fighting for strategic points in the Underdark. Play using the regular assault rules, awarding 10 points for occupying a victory area at the end of a turn. The first player to reach 200 points will win the game.

### Options and Alternatives for Play:

**Build your own warbands:** Running battles took place in a number of different locations, and House P'ortia was not always on the defensive. You can build your own warbands, with map choice and 'sideboard.' You must build two different 50 point groups of reinforcements; you can choose which you will use first at the end of turn 2, or, if both players agree, you can randomly determine which group arrives first. If you trust each other or have an impartial observer, it can be a lot of fun to keep these reinforcements a secret, and reveal them when you place them. As in the typical scenario listed, you build your warband using the campaign cards for House P'Ortia and House Scy'Todes.

# Suggested Warbands

## P'Ortia Drow Defenders (Side A)

Drow Wand Mage	50
Xen'drick Champion	23
Arbalester x2	24
Mounted Drow Patrol	27
Drider	26
	<hr/>
	150

Map: Drow Outpost

### Sideboard:

Reinforcements, turn 2:  
x2 Arbalester (24), Drider (26)  
Reinforcements turn 4:  
Drow Wand Mage (50)

## Scy'Todes Drow (Side B)

Drow Spider Priestess	43
Draegloth Favored One	41
Lolth's Sting	14
Drow Demonbinder	34
Drow Adventurer	22
	<hr/>
	150

Map: Mushroom Cavern

### Sideboard:

Reinforcements, turn 2:  
Draegloth Favored One (41), Spider of Lolth (9)  
Reinforcements turn 4:  
Drider (26), Drow Enforcer (16), Drow Assassin (7)

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DROW HOUSE P'ORTIA		DROW HOUSE SCY'TODES	
AC -1	<b>WARBAND BUILDING:</b> Non-Demon Drow creatures and non-Demon Spider creatures are legal in your warband. Construct creatures with total cost of 25% or less of the point cost limit are legal in your warband.	AC +1	<b>WARBAND BUILDING:</b> Drow creatures and Spider creatures are legal in your warband. Non-Drow non-Spider, Demon creatures with total cost of 25% or less of the point cost limit are legal in your warband.
FORT +1		FORT -1	
REF -		REF -	
WILL -	<b>CLAN POWERS:</b> <b>Concealing Mist:</b> Use at start of round: Until end of round, line of sight is limited to 10 squares for each creature in your and your opponent's warbands. <b>Highest in House:</b> The highest-level Drow, Arcane creature in your warband has +5 necrotic Damage.	WILL -	<b>CLAN POWERS:</b> <b>Demon Spawn:</b> Drow creatures and Spider creatures in your warband gain the Demon keyword. <b>Demonic Ichor:</b> Demon creatures in your warband have +5 poison Damage.
SPEED +1		SPEED -	
HP +5		HP -	
BLOOD -	<i>The glory of the web is in the weave.</i>	BLOOD -	<i>Lolth has embraced the nether; she draws from it her power. So shall we.</i>
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