

DRAGON MONTH SCENARIO TWO, DECEMBER 2001

Scenario Two: Drey Gate

Eberon was petrified. In the distance, he could clearly see the warhost moving in at full speed. They'd be there in minutes. Behind him, he could hear the Elemental Priestesses still chanting their preparatory spells, no doubt dancing and frolicking. Shaking his head, he wondered why he ever got the Dreyids involved. But what choice did he have? They were his last chance to defeat the oncoming warhost. There were no more living warriors to call upon. All he had left was an ancient ritual that one of his instructors in Sanctuary had once told him about. "Only the Dreyids have the power to conjure the powerful beasts of nature." And that's what Eberon needed – a powerful beast to take on the warhost that had been terrorizing the Tinderfield Meadows.

In desperation, he reluctantly contacted the Dreyids. Eberon never understood their kind. Communing with nature. Caring for plants and animals more intently than they cared for other people. He was a combat Priest, devoted to smiting those who wronged others. Combat. *That* is what he understood.

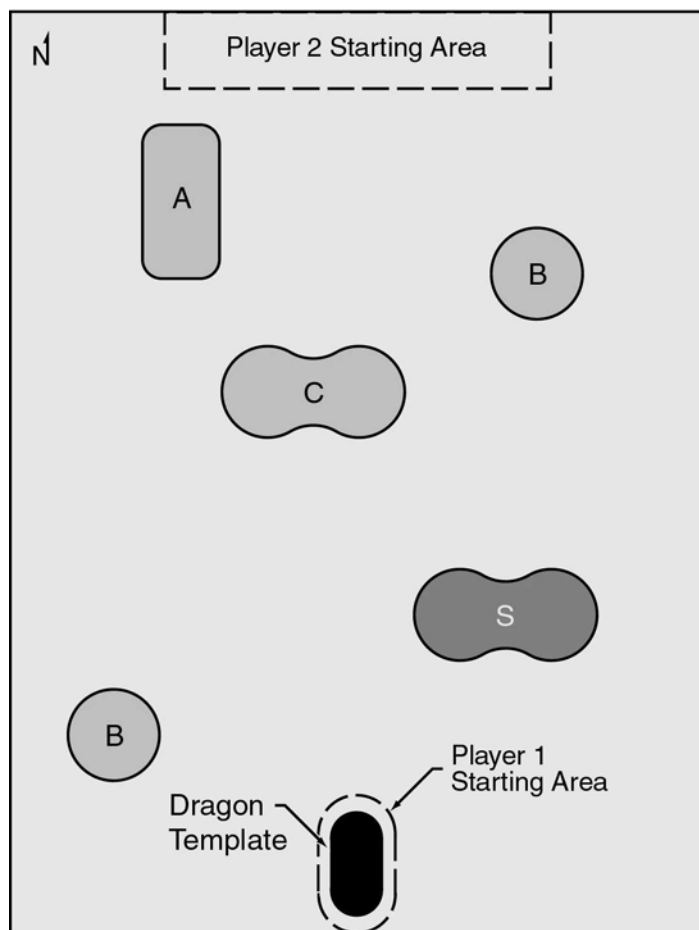
"We are ready to begin the summoning." The voice came from behind him.

The warhost was close now. As much as he hated the idea, he turned and joined the Dreyids, willing to lend his energies to the spell if it would mean summoning the creature faster. The runes and sigils scrawled in the dirt formed a great circle. The Dreyids joined hands around the circle and the Grand Priestess began chanting. The runes began to glow. Eberon could feel the energy coursing through him. A heavy mist began to form in the middle of the circle, crackling with energy.

Eberon stole a look out of the corner of his eye. The warhost was nearly upon them.

If they couldn't summon this Venomous Shadow Dragon in time, they'd all be dead.

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: Elemental Priests and Priestesses combine their powers to summon a Venomous Shadow Dragon. An invading army arrives in the middle of the ritual and engages the Elemental League warriors to interrupt the spell being cast.

OBJECTIVE: As the League, complete the Gate spell and summon the strongest Dragon possible to defeat the invading army. As the invading army, eliminate the League warriors to limit the summoned Dragon's strength. Then, eliminate the Dragon.

TIME LIMIT: 1 hour 40 min.

ARMY SIZE: Two-player game. Player 1 is a 160-point Elemental League army composed of an Elemental Priest and/or Emerald Glade Mystery, and Mending Priestesses. Player 1 has 4 actions per turn. Player 2 controls a 500-point army and has 5 actions per turn.

SETTING THE SCENE: Place terrain as shown on the battlefield map. Terrain "S" is deep water special terrain. Player 1 sets up his army in base contact with the Dragon template. The Venomous Shadow Dragon begins off the battlefield in its final slot on each dial (numbers 005, 006, 007 and 008 showing in the damage slot of the front, left, right and rear dials respectively).

SPECIAL RULES

1. The Dragon template has no effect on line of fire and a break away roll is not required to leave base contact with it.
2. Player 1 may strengthen the Dragon by giving a warrior with Magic Healing a **close combat** action targeting the Dragon. The warrior's front arc must be in contact with the template. Roll to hit a **defense** value of 12. If successful, instead of dealing damage, roll a six-sided die for each point of damage you would have dealt. The die roll is the number of clicks of healing you give to any combination of dials on the Dragon being summoned. Once the Starting Position is reached on a dial, no more clicks of healing may be given to that dial.

3. Until the Dragon is given an action, it is being summoned and may not be affected by anything other than the **close combat** actions of Player 1's warriors.

4. During his turn, Player 1 may choose to give the Dragon actions as usual. If given an action, the Dragon is considered summoned in its present state and it is placed in play. Treat it as a normal Dragon figure; it can no longer be strengthened and may be attacked as normal.

5. No player may withdraw and capturing is not permitted.

VICTORY CONDITIONS

Player 2 wins the scenario if he eliminates the Venomous Shadow Dragon. Otherwise, Player 1 wins.