



Awakening the **A**ncestor

A Scenario by Al Baker

Brave dwarves may die, but their courage is eternal.

—Barda Grendelaxe

Barda Grendelaxe was a great hero among the dwarves of the Stonegrinder Clan. Centuries ago, a nearby clan of duergar attempted to invade the mighty dwarves' territory. In one decisive battle, the dwarves had suffered heavy casualties and needed to make a retreat. Barda bravely gave his life to stall the enemy advance, securing his comrades escape and the Clan's eventual victory.

His body was laid to rest in a place of honor in the Stonegrinders' hidden burial chamber. In a large hall filled with tall columns and statues of great dwarven icons, a marvelous coffin lays. Surrounded by runes of powerful magic, it stands against the ages, a testament to courage and strength in the face of great odds.

Now decades later, a cadre of duergar has located the crypt and plans on desecrating Barda's tomb. You, a descendant of the great dwarf, hear of this and gather up a force to stop them before they destroy the resting place of you brave ancestor. You arrive to find the tomb guardians murdered and catch the vandals in the midst of the gruesome act...

This is a scenario for two players. It can also be played solo.

Map: Forgotten Catacombs by robbdaman

Warbands: Two warbands totaling 150 points each—one dwarf and one duergar. The duergar band can consist of creatures with “Duergar” in their type or name and no more than 8 minis. The dwarf band should be made of creatures with “Dwarf” in their type.

Setup: Place the Duergar warband on either of the B side starting areas. The Dwarf band is on the opposite side. Select one dwarf mini to be “Barda’s Descendant.” Each player rolls for initiative. The winner chooses which side to play.

Gameplay follows as per the regular format with the following exceptions:

Exceptions:

Barda’s coffin

The Duergar band intends on destroying the coffin and desecrating the hero’s remains. The coffin has an AC of 25 and 300 hp. Once its hp is reduced to zero, the coffin is destroyed. All enemies within four squares of the Rune Circle surrounding coffin gain -2 AC and lose Conceal, Hide or Invisible. Allies within four squares gain +2 on attacks.

Barda’s Descendant

Barda’s descendant must successfully reach the coffin to awaken Barda’s spirit. If this is done, place a Dwarf Ancestor mini within the Rune Circle.

Victory: The Duergar warband must either destroy Barda’s Descendant or coffin. The Dwarves must awaken Barda before the coffin is destroyed.

