

Scenario Necromancer's Duel

By Frank Emanuel



"Now, we see who's dead are ... strongest!"

-- Chill the Grim Necromancer.

When Necromancers quarrel, it is the dead they call upon to prove their point. Duelling necromancers square off in the ancient tradition of 'death by death', summoning their best undead minions to fight until their adversary's corpse is ready for animation. Surrounding themselves with bones and flesh, the tools of their trade, each necromancer traces a necrotic circle on the floor opposite his opponent. Inside his circle, the necromancer is able to call upon the dead for support. His ability to influence the undead is also enhanced, which prevents his opponent's summons from charging any necromancer within the circle. Death by death is always fought until one necromancer has lost his life.

Setup

This scenario is played on the Drow Enclave map. Each player brings one Grim Necromancer to the table and as many summonable undead as they can gather. There are two starting positions on which a necrotic circle is drawn. Two necrotic circle counters are provided, and they have the following effects:

- Provided the necromancer is in this circle, he has unlimited uses of *Summon Undead III*.
- The necrotic circle also prevents undead from charging the necromancer.
- When in the necrotic circle, the necromancer is not considered threatened by adjacent undead. Undead can attack a necromancer protected by a necrotic circle, however.
- Necrotic circles can't be moved.

Victory

To win this scenario, your summoned undead must defeat your opponent's necromancer.

About the Author

Frank Emanuel is an avid gamer from the Great White North. He has been playing D&D and other RPGs since the early 80s and strategy games from long before that. When he is not rolling dice, Frank finds time to be a father, husband, student, and minister.

