Land of Giants

A Campaign for the D&D Adventure Board Game
by Bobby Goodman III - version 6.28.2024

Land of Giants is a campaign for the D&D Adventure Board Game. It consists of 12 adventures linked by an exciting storyline, and features a system for creating your own customized characters that can progress through 11 levels.

Components Needed: You will need these versions of the D&D Adventure board game: Castle Ravenloft, Legend of Drizzt, Wrath of Ashardalon, Temple of Elemental Evil, Tomb of Annihilation, and Dungeon of the Mad Mage. Occasionally, you will need some additional tokens in certain adventures (for example, a pawn, tokens to indicate flooded rooms or hidden characters).

Miniatures Needed: In addition to the collection of miniatures included in the versions of this game above, you'll need these additional miniatures. Listed in parentheses is a recommendation on where to get them.

Hill Giant (from Blood Rage)
Death Lord (the "Dragoth Defiler Lich on Throne" from Reaper Miniatures)
Skeletal Troll (the "Bone Golem" from Mage Knight)
Sea Giant (the "Sharkman" from Dark Heaven Bones)
Sea Horse (from Blood Rage)
2 Swamp Giants (the "Kallaguk, Troll King" and "Marsh Troll" from Reaper Bones)
Giant Scorpion (from Reaper Bones)
Fell Scorpion (the "Vermin - Scorpions" from Dark Heaven Bones)
Brood Mother (the "Phase Spider" from Nolzur's Marvelous Miniatures)
Broodlings (the 3 "Giant Spiders" from Nolzur's Marvelous Miniatures)
Remorhaz (from Nolzur's Marvelous Miniatures)
Frost Giant (from Blood Rage)
Dark Elf (from Blood Rage)
Bone Golem (from Pathfinder Deep Cuts)
Fire Giant (from Blood Rage)
Nightmare (the "Silverhorn Unicorn" from Reaper Bones or from the "Nightmare" from Nolzur's Marvelous Miniatures)
Firewolf, Fire Walker, Phoenix (from Magic the Gathering board game)

Customizing the Treasure Deck: The characters will gain significant powers by leveling up and by finding items as adventure rewards, so it is recommended that you remove most items, especially powerful ones, from the Treasure deck. Having nearly all Fortunes with just a few Potions and minor items is ideal. In each adventure, a Hero should draw 1 Treasure card per turn if he eliminates at least one Monster, and should not draw for Villains that already grant specific treasure rewards when defeated.

Items Used in the Campaign: The 5 Rings of Winter from the Artus Cimber Hero from Tomb of Annihilation are the main focus of the adventures. In addition, these Items are used as rewards in various adventures and this should be set aside: Dwarven Hammer, Amulet of Protection, Holy Avenger, Ring of Accuracy, Pearl of Power, Boots of Striding, +1 Magic Sword, Necklace of Speed, Staff of Elements, +2 Magic Sword.

Customizing the Encounter Deck: It is recommended that you divide your Encounter cards into categories and use the ones that match the theme and setting of the particular adventure. Recommended categories are General Use, Outdoor, Indoor Dungeon, Cavern, Volcanic, etc.

Traps: Over its different versions, the trap system in the D&D Adventure Board Game has changed, from mostly Encounter cards to mostly tokens on the map. Additionally, the custom cards include traps in the Monster deck. For these adventures, you can always use Encounter and Monster trap cards, and should use the tokens if the adventure calls for tiles that include trap squares.

Character Creation: For this campaign, use the custom D&D Character Creation rules to create a party of Level 1 characters that can then advance to level 11 over the course of the campaign.

Gaining Levels: Each Hero who finishes an adventure, win or lose, gains a level (unless a scenario rule says otherwise).

Increasing Difficulty: To increase the difficulty of the Adventures as the Heroes level up, a greater amount of XP is needed to cancel Encounter cards. This amount is listed in each Adventure's description.

Permanent Curses: Heroes who fail certain adventures will gain permanent Curses that affect them for the rest of the campaign.

Read when you are ready to start the campaign:

> *The Northmen have called for aid, and you have answered the summons. Odinjorn, the great mountain, shakes and spews fire. Prophecy tells that the giants of the north will rouse themselves and descend upon our peaceful lands unless the mountain can be made to sleep once again.*
>
> *Legend says the Titan Mother Freed'ha, gave five Rings of Winter to her offspring. Together, they bound her eldest son, Togreth, the Flamebringer, in prison under the earth. If he awakens now, it must mean the giants are uniting with one aim--the subjugation of all other peoples. They must be stopped.*
>
> *You must find the Rings of Winter and go to the volcano. You must shut Togreth once again behind the bars in the deep, cold earth*.

Adventure Timeline

The party begins in Norholm, south of Donelbain's Wall, which the Northmen built centuries ago to keep the giants from raiding their lands. For the first adventure, the party can choose to either go over the wall by foot into the Grave Mounds (Adventure 1A & B), or take a longship to the Sunken City (Adventure 2). After completing one of these adventures, they should complete the other.

Once the Grave Mounds and Sunken City have been explored, the party can choose to go to the Frozen Plain (Adventure 3) or the Swamps (Adventure 4). After completing one of these adventures, they should complete the other.

After this, the party proceeds to the Wolf Wood (Adventure 5) and then will complete the rest of the adventures in numerical order.

Adventure 1A – Beyond the Wall

Read at the start of the adventure:

> *You pass through Donelbain's wall under the watchful eyes of sentries. Villagers from Norholm have gathered to bid you farewell. Before you stretches a bare plain that rises into humps of brown foothills. The villagers believe the hills are the grave mounds of fallen giants, defeated by their ancestors outside these walls. The sun is bright, but not warm. The trees and brush that cover the hilltop are green, but not verdant. It is a land of silence and melancholy, a lawless, uncivilized place inhabited by nothing good. You must be on your guard.*

Objective: Slay the Hill Giant and take his ring.
Required Components: Tomb of Annihilation tiles (including the Clearing, Wind Hill, & Ruin), Hill Giant villain, 2 Undead monsters, Dwarven Hammer & Amulet of Protection items.
Suggested Monsters: Animals, Trolls.
XP Cost to Cancel Encounter Cards: 5
Setup:

- Place the Clearing outdoor tile as the starting tile.
- Make a stack of unnamed outdoor tiles like this: On top, 7 random unnamed outdoor tiles, followed by 3 more mixed randomly with the Windy Hill, followed by any extra unnamed outdoor tiles you wish to use.
- Set aside the Ruin tile and 2 Undead monster cards for later.

When the Windy Hill is revealed: Place the Hill Giant there. Also, connect the Ruin double tile to the Windy Hill and place one Undead Monster on each of its sections.

Read when you reveal the Windy Hill:

> *Atop a windy hill, in the lee of a massive rock, the largest humanoid you have ever seen sits before a bonfire, stirring a cook pot as big as a wagon. Bones litter the ground and a bleached white skull hangs from the giant's necklace. "I smell you, little invaders," his deep voice rumbles. "Though I did not invite you to my lands, I will have you for dinner." He grabs a huge rune-carved war hammer close at hand. His laugh booms out and seems to vibrate the very ground you walk on.*

Victory: Defeat the Hill Giant to win. If you do, all the remaining Monsters flee and you gain the Dwarven Hammer item. If no Healing Surges were used, you also gain the Amulet of Protection item.

Read if you defeat the Hill Giant:

> *The giant falls heavily with a resounding thud and his remaining minions flee in fear. Among his possessions, you find a magical Dwarven Hammer that he wore like a trinket, but no ring. Nearby, a dark opening yawns among the ruins, the entrance to an ancient mausoleum. Could this be the lair of the wretched creature?*

Defeat: If you run out of Healing Surges, you are defeated.

Read if the Heroes lose:

> *The strength of the giant is too much. His hammer smashes bones as easily as solid tree trunks. Driven back, you flee to the only possibility of safety, the dark yawning opening of a nearby mausoleum. You can still hear the booming laugh of the giant as you descend into the darkness, hoping for a way of escape.*

Next Adventure: Win or lose, this adventure is followed by "Adventure 1B - The Grave Mound."

Adventure 1B – The Grave Mound

Read at the start of the adventure:

You have a hunch that some powerful magic is hidden in the graves below. Is it the Rings you seek? But what lurks there to guard such treasure?

Objective: Find the Hill Giant's ring in among the graves.
Special Components: Tomb of Annihilation tiles (including Acererak's Crypt, Dead End, Devil Face 1 & 2), Death Lord villain, Skeletal Troll monster, Ring of Winter (Ice Spider), Holy Avenger & Ring of Accuracy items.
Suggested Monsters: Undead, Vermin.
XP Cost to Cancel Encounter Cards: 5
Setup:

- Place Acererak's Crypt as the starting tile.
- Make a stack of unnamed Dungeon tiles to draw from.
- Randomly mix Devil's Face #1 with the first 5, and Devil Face #2 with the next 5.
- Set aside the Dead End tile for later.

When the Devil's Face 1 is revealed: Place the Skeletal Troll there.

Read when you reveal Devil's Face 1:

A sudden rush of cold wind blows upward out of the crypt, bearing along the sounds of chanting. Before the wind fades away, several bones on the floor rattle together. Before your eyes, they join into a tall ungainly skeleton, far too big to be human.

When the Devil's Face 2 is revealed: Connect the Dead End double tile to Devil's Face 2. The active Hero draws 2 Undead Monsters, one for Devil's Face 2 and one for the ambush space on the intersection part of Dead End. Finally, place the Death Lord villain on the blocked part of Dead End. Note that the Death Lord has and can use the Ring of Winter (Ice Spider) during this adventure.

Read when you reveal Devil's Face 2:

Shrouded in darkness and sitting on a throne of bones and dried blood, a black armored skeleton regards you with glowing red eyes. "There is nothing for you here but death," it whispers. "You should flee while your heart still beats. My servant, the giant, would only have eaten your flesh. I will consume your soul."

Victory: Defeat the Death Lord to win. If you do, all the remaining Monsters collapse into piles of dust and you gain the Ring of Winter (Ice Spider). If no Healing Surges were used, you also gain the Holy Avenger item. If you lost the previous adventure (1A Beyond the Wall), you also gain the Ring of Accuracy item.

Read if you defeat Death Lord:

"A curse upon thee," cackles the Death Lord as its body crumbles into dust. The other denizens of the crypts likewise disintegrate, but you cannot help but feel as if the evil here is not gone, but only biding its time. In the dust left behind by the armored skeleton, you find your goal, one of the silvery Rings of Winter.

Defeat: If you run out of Healing Surges, you are defeated and the Hero with zero Hit Points nearest the Death Lord gains the Curse of the Vampire. (In future adventures, this Hero cannot be healed by more than 1 Hit Point per turn, except with a Healing Surge). However, the party still gains the Ring of Winter (Ice Spider).

Read if the Heroes lose:

Your companion falls and before you can help him, the Death Lord clutches him in a vampiric embrace, then disintegrates into a swarm of bats that circle the room and then take flight out the entrance. The other denizens of the crypts likewise crumble into a pile of dust, but you can still feel the palpable evil of this place. You rush to your fallen friend's side and oddly, find them smiling. "He may have bitten me, but I slipped this off his finger." It is your goal, one of the silvery Rings of Winter. But was it worth the cost?

Adventure 2 – The Sunken City

Read at the start of the adventure:

A longship of the Norsemen rows you out to the edge of the half-submerged ruins, but they are too fearful to enter with you. You have a brief time when the tides are lowest to explore the sunken city and search for the Ring of Winter rumored to be there. Coral and barnacles encrust the stones and columns, and saltwater half-fills the passage ways, sometimes to your waist. You haven't much time.

Objective: Find the Ring of Winter in the submerged city.

Special Components: Temple of Elemental Evil tiles (including the start tile, Water Altar, Pool of Olhydra, Guard Room), Sea Giant villain, Sea Horse monster, Flooded tokens, Ring of Winter (Ice Storm), Pearl of Power & Boots of Striding items.

Suggested Monsters: Aquatic Creatures, Undead, Aberrant.
XP Cost to Cancel Encounter Cards: 5

Setup:

- Place the normal Temple of Elemental Evil start tile as the starting tile.
- Make a stack of Dungeon tiles to draw from like this: On top, a random mix of 5 unnamed Elemental Water tiles & 4 unnamed non-Water tiles, followed by 3 named tiles--the Water Altar, Pool of Olhydra, and the Guard Room--in random order. Below that you can put any extra tiles you wish.

Flooded Tiles:

- Until the Ring of Winter is picked up, if a Hero does not explore, they must add a Flooded token to a tile nearest the Start Tile that does not have a Flooded token (starting with the 2 Start Tile sections).
- Once the Ring is picked up, the villain will add Flooded tokens instead.
- If a Flooded token cannot be added because all tiles are Flooded, all the Heroes take 1 damage.
- A Hero in a Flooded tile is -2 to AC, and it costs an extra Speed to enter a Flooded tile when moving.

Sea Horse Guardian: When a tile with an Elemental Water symbol is explored, the Sea Horse is added to the Monsters the active Hero controls.

Read when you reveal the first Water tile:

A tidal surge washes over this corridor, and a large serpent-like creature breaks the surface of the water. Its skin is oily, dark and smooth, covered with whip-like tentacles, and you glimpse a row of dangerous looking teeth. In the water, it moves with swift, deadly grace to attack you.

The Water Altar & Ring: A Hero can pick up the Ring of Winter (Ice Storm) from the Water Altar as a move or attack action if they are adjacent. The Ring can be used once picked up as a normal Daily Power. When the Ring is picked up, place the Sea Giant villain on the Water Altar tile.

Read when you reveal the Water Altar:

You see a half-submerged altar to the sea gods and atop it gleams one of the Winter Rings. You must snatch it quickly, before the tide fully comes in and drowns you all in these sunken corridors.

Read when you take the Ring of Winter:

Just as you grasp the Ring of Winter, a great shark-like head bursts from the water and nearly takes off your arm. For a frightening moment you gaze directly into the dead, fish eye of the Sea Giant. This unnatural thing from the deep has been waiting to ambush you. With the waters rising, you don't relish standing your ground to do battle with the abomination. "I have the Ring. Run! Swim! Get out!" you yell at your allies, and everyone scrambles to escape.

Victory & Defeat: The Heroes can exit the map from the two stairway squares on the start tile. Heroes that fail to exit the dungeon are still rescued by the Northmen, but they gain the Curse of the Deep. (In future adventures, it costs 1 additional XP for this Hero to cancel Encounter cards.) Either way, the Heroes gain the Ring of Winter (Ice Storm). If you kill the Sea Giant, you gain the Pearl of Power item. If no Healing Surges were used, you also gain the Boots of Striding item.

Read at the end of the adventure, win or lose:

> *Helpful hands of the Northmen pull you, gasping for air, into the longboat. Gripped tightly in your fist is the Ring! It nearly cost all of you your lives.*

Adventure 3 – Tribes of the Frozen Plain

Read at the start of the adventure:

The Frozen Plains are a bleak land of cold winds, scrub brush, and dry stream beds. Roving bands of goblins and orcs haunt the inhospitable waste. You cannot afford to be discovered and exhaust your fighting strength in useless battles. You must sneak through these plains and find the encampment of the tribes' leader, who is rumored to be a foul-tempered two-headed giant. He may hold one of the Rings of Winter.

Objective: Find the Ettin who leads the goblin and orc tribes of the Frozen Plains.
Special Components: Temple of Elemental Evil tiles (including the Town tiles & Guard Room), Ettin villain, +1 Magic Sword and Necklace of Speed items, a pawn.
Suggested Monsters: Goblins & Orcs.
XP Cost to Cancel Encounter Cards: 5

The Journey: To start the adventure, the players must make 4 Journey rolls (1d20, 10+ to succeed) to traverse these 4 encounters before reaching the encampment of the Ettin. Spread out the rolls among the players and read the italicized text in each encounter depending on whether you succeed or fail the roll. If you fail, apply the effect in parenthesis.

Encounter 1 - Goblin Patrol

A small band of goblins crosses your path. Luckily, you spot them first.
Success: *You are able to stealthily ambush their patrol. Leaving none alive, you hide the bodies.*
Failure: *As you prepare an ambush, a keen-eyed goblin scout catches sight of you and yells a warning. Soon the whole chaotic band descends upon you. They are no match for your prowess, but the battle takes a toll.* (All Heroes lose 1 HP.)

Encounter 2 - More Goblins

Almost before you know it, another larger band of goblin comes over a nearby ridge while your party has stopped to rest and consume a cold meal. There are too many to fight.
Success: *Quietly, you scramble away from the path of the goblins and escape, trusting the darkness to hide you.*
Failure: *Quietly, you scramble away from the path of the goblins and escape. It is not until some time later that you realize you left something valuable behind.* (The party must lose a random item. Not a Ring of Winter, luckily!)

Encounter 3 - Snake Pit

Orcs on horseback come too close for comfort. There are too many to fight, so look for a place to hide.
Success: *The orcs pass on, never spotting you from your place of concealment in a copse of trees.*
Failure: *The orcs pass on, never spotting you from your place of concealment in a dry streambed. But a yelp from one of your companions warns of another danger--a deadly snake shares your hiding place.* (A random Hero is Poisoned.)

Encounter 4 - Sentries

You have nearly reached the encampment, but orc sentries guard all the approaches. You must try to sneak past.
Success: *You find a small gate, poorly lit. Too focused on a game of dice, the orc guards never knew you were there.*
Failure: *You climb the camp's palisade wall, but when you land on the other side, a dry twig snaps underfoot, alerting the orcs to you. You strike before they can call for help, but they are seasoned fighters and both sides lose blood in the fray.* (Two random Heroes lose 2 Hit Points each.)

Setup the Encampment:

- Gather the Town tiles on the back of the Fire, Water, and Air nodes. Randomly place these tiles, forming a 2x3 grid of tiles to represent the encampment.
- Place a pawn that represents the party's position on any edge square of the map that does not have a building.
- Make a stack of Dungeon tiles to draw from that contains 15 Temple of Elemental dungeon tiles that have 1, 2, or 3 monster squares plus the Guard Room. Shuffle the Guard Room into the bottom half of the stack.

Read after the 4th encounter:

You enter the edge of the goblin and orc encampment, which must hold at least two hundred hostiles. In the weak light of the moon, you can see that only a few of the structures are big enough to house a giant. You'll have to be more stealthy than ever as you search for the leader, or risk fighting this entire horde.

Sneaking Through the Encampment: The players must move the pawn through the encampment, square by square, keeping track of their path. When they reach a building with a Person icon, make a single Sneak roll and then Search the Building (see below). Roll 1d20 for the Sneak roll, subtracting 1 for every square (2 for building squares) moved through since entering the map or since your last Sneak roll. You succeed on a 10 or higher. If you fail this roll, when you Search the Building, you must draw Encounter cards each turn. If you succeed, you do not draw any Encounters in that building.

Searching a Building:

- Separate from the town map, draw 2 or 3 map tiles at once to represent the entire building with the Person icon. (Each Town tile contains a building made of 2 tiles and another building made of 3 tiles.)
- Place the Heroes on any tile edge, together or spread out. If a Hero must start on a Trap token, it triggers if they move.
- Place new Monsters on each monster space. Distribute their cards as evenly as possible to the players.
- Roll to see which Hero goes first. Now, play the adventure in normal turns with the exception that you cannot explore additional tiles. (And remember, you only draw Encounters if you failed the Sneak roll.)
- When all Monsters have been killed in a building, discard the building tiles and the party goes back to *Sneaking Through the Encampment* (see above) until they reach the next building.

When the Guard Room is revealed: Place the Ettin villain on this tile.

Read when you reveal the Guard Room: (If needed, replace the world Elf with another race that matches a Hero in your party!)

You push open the door to the building as silently as possible, and see by the giant-sized furniture that you must be in the right place. Unfortunately, the Ettin is not asleep in the massive bed. Instead, its two heads are playing a game of stones. Before you can charge in and gain surprise, the Ettin stands and one head rumbles, "Fee, Fie, Fo, Fum. I smell the blood of a dirty elf!"

Victory: Defeat the Ettin to win. If you do, all the remaining monsters flee and you gain the Necklace of Speed item. The encampment is cast into chaos so you safely escape. If no Healing Surges were used, you also gain the Magic Sword.

Read if you defeat the Ettin:

Bleeding from many wounds and with one head unconscious, the Ettin begs you for mercy. He knows you are searching for the Rings of Winter. He admits that he once possessed one...

(If you have already won Adventure 4 - Brothers of Adversity, he says)

...but it was stolen during the last full moon by Elves from the Wolf Wood.

(Otherwise, he says) *...but his other head lost it while gambling to Skagol, the Swamp Lord.*

Defeat: If you run out of Healing Surges, you are defeated.

Read if the Heroes lose:

What were you thinking? That you could fight a bellowing two-headed giant quietly so no one would notice! This is taking too long, making too much racket, and the giant is just too tough. The horde is awakened and you must flee.

Adventure 4 – Brothers of Adversity

Read at the start of the adventure:

It is impossible to know what dangers lurk hidden beneath the stagnant water of the swamp. You try to stick to paths where the land is somewhat dry, but often find yourself knee deep in muck. Somewhere in this putrid mire may be the treasure you seek, a Ring of Winter.

Objective: Slay the two Swamp Giants and find the Ring of Winter.

Special Components: Tomb of Annihilation tiles (including Clearing & Mushroom Grove), 2 Swamp Giant villains (Hrunmir & Skagol), Staff of Elements & +2 Magic Sword items.

Suggested Monsters: Reptiles, Aquatic.
XP Cost to Cancel Encounter Cards: 5

Setup:

- Place the Clearing outdoor tile as the starting tile.
- Make a stack of unnamed outdoor tiles like this: On top, 7 random unnamed outdoor tiles, followed by 3 more mixed randomly with the Mushroom Grove. Below that, any extra tiles you wish to use.

Separate Paths: Four separate paths lead from the Clearing tiles. These paths are never allowed to connect to each other. If a tile would be placed that would connect them, it must be rotated or replaced so it does not.

No Walls, Just Swamp Water: The intervening empty space between tiles and the black blocking squares on tiles is considered to be water. Ranged attacks can be made across the water, and tiles that touch each other on an edge--even if separated by water--are adjacent. No figure can end its activation on a water square or empty water area, but the Swamp Giants can move through water.

When you reveal the Mushroom Grove: Place Hrunmir there, and then place Skagol on the Clearing.

Read when you reveal the Mushroom Grove:

Among a patch of enormous mushrooms, you find what must be the Swamp Lord, making a feast of the fungus. He is more reptile than humanoid, with armored plates along his back, and carries a massive, primitive club. When he sees you approach, he quickly blows on a bone carved horn. There is a distant answering trumpet call, and another giant-sized creature emerges from the mists. You realize there are not one, but two Swamp Giants who rule this place.

Victory: Defeat both Giants to win. If you do, all the remaining Monsters flee and you gain the Staff of the Elements item. If no Healing Surges were used, you also gain the +2 Magic Sword item.

Read when the first Giant is defeated:

One of the reptile giants falls, killed by your hand. The other unleashes a savage, inhuman cry of anguish. It charges at you, bent on vengeance.

Read when the second Giant is defeated:

Finally, the second giant drops to its knees, mortally wounded, exhausted and unable to fight any further. You are surprised when it begs for its life. You did not think the savage creature had the power of speech. He knows you are searching for the Rings of Winter. He admits that he once possessed one...

(If you have already won Adventure 3 - Tribes of the Frozen Plain, he says)
...but it was stolen during the last full moon by Elves from the Wolf Wood.

(Otherwise, he says) *...but his brother lost it while gambling with Orgo & Lorgo, the two-headed chief of the tribes of the frozen plain.*

Defeat: If you run out of Healing Surges, you are defeated.

Read if the Heroes lose:

With the last of your strength, you realize you must flee or this swamp will be your grave. These fierce primitive creatures have bested you, for now.

Adventure 5 – Dark Elves of the Wolf Wood

Read at the start of the adventure:

The forest is unnaturally quiet. The only sound is the rustling of the wind in the tree tops and melodic tinkling of the Elven charms that hang from branches on the edge of the wood. Charms of carved bones and teeth. Charms you recognize as the handiwork of Drow, the Dark Elves. You move into the trees, all senses alert for danger, but still, the only warning you have is when a companion ahead of you suddenly falls to the ground unconscious. Then there is a jab of pain in your own neck. Your hand reaches up, your eyes blur, your numb fingers pull out a sharp, feathered dart--then you too succumb to the Drow poison and everything goes dark.

...

You awaken some unknown time later, staring at the ceiling of a firelit cave. A white-haired, dark-skinned Elf leans over you."Do not struggle," she says. "The poison is still in your veins. You cannot move yet." She lifts and opens her hand. The Rings of Winter sparkle in her palm. "The Death Lord said you would bring these to us. Thank you for that. He has ordered me to kill you. I find that unsporting. So I will leave you here in the Underdark." She drops the rings into her belt pouch and walks away. "It may be that you are strong enough to live," she says as she leaves, "but I doubt it."

Objective: Escape the Underdark.

Special Components: Legend of Drizzt tiles (including the Broken Door tile and 4 Narrow Passages) and Cavern Edge markers, Special Monsters (Crimson Recluse, Widowmaker, Brood Mother, 3 Broodlings, Drider, Spider Swarm, Giant Scorpion, Fell Scorpion).

Suggested Monsters: Drow, Vermin (especially Spiders).
XP Cost to Cancel Encounter Cards: 6

Setup:

- Place the Secret Cave tile as the starting tile.
- Make 4 stacks of tiles that each contain one Narrow Passage and 3 unnamed cavern tiles without a Volcanic Vent. Shuffle each stack and then lay each on top of the other to make a large stack of 16 tiles.
- Set aside the Broken Door tile for later.
- Create a deck of Special Monsters. It should contain these groups: (A) Crimson Recluse + Widowmaker, (B) Drider + Spider Swarm, (C) Giant Scorpion + Fell Scorpion, (D) Brood Mother + Broodlings.

Stolen Items: The Heroes start with no items. Each time they kill a special Monster group, they gain back 1 random item from their possessions.

Only One Way Out: When a Narrow Passage is revealed, block all other unexplored edges with Cavern Edge tiles.

Read when your reveal the first Narrow Passage:

The cavern ahead grows narrower. The opening is dark and crisscrossed with spiderwebs. You hear the scuttling and clicking of many legged creatures on the other side. You really would rather not go in there, but it is the only way out.

Special Monsters: The next tile revealed on the other side of the Narrow Passage always contains one of the Special Monster groups, randomly chosen. All the Special Monsters are immune to the effects of the Narrow Passage. When the last group of Special Monsters is revealed, add the Broken Door to the map.

Read when the Broken Door is placed:

There, beyond that next cavern, you can see sunlight. It is weak and thin and far away, but it is sunlight. You have nearly escaped this forsaken place.

Victory: All Heroes must escape the dungeon to win. You may exit from any unexplored edge of the Broken Door tile. If you kill all the remaining Monsters in the dungeon before escaping, you gain the Crossbow of Speed.

Defeat: If you run out of Healing Surges, you are defeated. A random Hero that still has Hit Points gains the Curse of Drow Poison. (This Hero starts all future adventures with the Poisoned Condition.)

Read if the Heroes lose:

Bleeding profusely, you drag yourself toward the sunlit opening, but you know it is too far. More spiders are coming. Someone must guard your backs as the others escape...

Read at the end of the adventure, win or lose:

You emerge into the daylight, somewhere on the frozen plain. Beside the cave opening is a chest with the rest of your items (minus the Rings of Winter, of course) and an unsigned note that says "Good for you" in Elven.

Adventure 6A - The Watch Wyrm

Read at the start of the adventure:

It was no easy matter to track the Drow across the Frozen Plains. Her trail was well-hidden, and it took all of your craft to find and follow it. But now, on the edge of the Skragen Mountains, she seems to have disappeared without a trace--along with any hope of finding the stolen rings. In the peaks high above, the fortress Stormgal perches like a stony gargoyle, its gray walls blending into the sheer cliffs and the cold, stormy skies. Was this the Dark Elf's destination?

"Here," one of your companions calls out. "I have found the entrance." You follow your companion to a stairway cut into the mountain that leads to a dark, flagstone-lined tunnel. Runes are carved into the threshold. "It is a warning. Beware of the Watch Wyrm. Legends say that the mighty Frost Giant Gulveg once defeated a rampaging dragon in the far northlands. In exchange for its life, Gulveg bound the creature by an oath to guard the entrance to Stormgal. It seems we are about to find out if these legends are true."

Objective: Find an entrance into Stormgal, the fortress of the Frost Giant.

Special Components: Castle Ravenloft, Legend of Dritz, and Wrath of Ashardalon tiles (including rooms with Doors, Narrow Passages, Crystal Shard), Cavern Edge tiles, Frost Dragon villain.

Suggested Monsters: Elementals (esp. Water & Ice), Animals (esp. winter themed).
XP Cost to Cancel Encounter Cards: 7

Setup:

- Place a Dungeon tile showing a corridor as the start tile.
- Create a stack of Dungeon tiles with 4 straight corridors and 4 tiles with Doors. The stack should alternate back and forth with a corridor followed by a room with a door, followed by a corridor, then a door, and so on.
- Create a second stack of Cavern tiles that includes 5 Narrow Passages.
- Set aside the Crystal Shard tile for later.

Exploring the Map: When you explore, draw from the Dungeon stack (getting corridors or rooms with doors). When a room with a door is drawn, place a random door token on it. Also, on each of its unexplored edges that is <u>not</u> behind the door, immediately draw Narrow Passage tiles from the Cavern stack for these edges. Block the other end of the Narrow Passage with a Cavern Edge tile. Spawn Monsters in the room with the door and all the connected Narrow Passages. Ignore the text on the Narrow Passage tiles.

Read when you reveal the first room with a Door:

Up ahead is a massive stone door. The room and the door are ancient, but the stone walls have been broken open with other tunnels very recently. The walls of these large tunnels are unnaturally smooth, but have caved-in after only a short distance.

When you open the 4th Door: Behind the door, connect the Crystal Shard tile to the map. Place the Frost Dragon villain on that tile.

Read when you open the 4th Door:

Beyond the fourth door, the air is so frigid it seems to freeze momentarily inside your own lungs. From the darkness in the corridor beyond, there is a sinuous, uncoiling movement and a white serpentine visage regards you with cold, crystalline eyes. So then, the legends are true.

Victory: Defeat the Frost Dragon to win.

Read if you defeat the Frost Dragon:

As majestic and fearsome as the dragon looked only moments before, now it seems a cowardly and craven thing. Surrounded and backed into a corner, it holds its reptilian head low against the floor in an almost subservient gesture. It speaks to you for the first time, in a brittle yet sonorous voice. "Stay your hand, warriors. You cannot pass through the magical barriers into Stormgal without my help. Kill me and you gain nothing."

Defeat: If you run out of Healing Surges, you are defeated.

Read if the Heroes lose:

It is so very cold even your wounds bleed little, but it grips like a vise, slowing your movements until it seems all you can do--all you want to do--is lay down, huddle close together, and give up. The dragon slides between cold stone and frozen pillars of ice, apparently savoring the moment before it ends your life. It speaks to you for the first time, in a brittle yet sonorous voice. "I have decided not to kill you, for it gains me nothing."

Read at the end of the adventure, win or lose:

"You are formidable to have made it this far, and I have no love for Gulveg, the cruel master of this place. The giants prepare to make war on the world. They awaken things from the deep--fiery, hot-blooded things that disturb my lair and my slumber." It runs a long, white claw along the edge of one of the smooth tunnels. "Something from the molten depths burrows through my territory. I cannot face its heat, but you, warriors of your prowess, you could drive it off or slay the meddlesome beast. Then, I would show you the way into the fortress, give you the secrets to pass its magic barriers. Do we have a deal?"

Adventure 6B - What Dragons Fear

Read at the start of the adventure:

It seemed like hours, spelunking through the strange smoothed walled tunnels created by the creature from the depths. As you descended, the smell of sulfur and the heat of the earth grew stronger. The ice of the caverns gave way to black rock, made slick and wet with ice-melt. You cannot help but wonder if you should be hunting something even dragons fear.

Finally, the way opens into a large cavern, strewn with bones. More tunnels snake away into the darkness. "Look out!" cries one of your companions, as a ghastly, bug-eyed creature emerges from a fissure to strike at you. Instinctively, you dodge aside and swing your weapon, but it skitters quickly away, up the wall and ceiling on a multitude of clicking, insect-like legs. Through the shimmering wave of heat distortion in the air, you see it escape into another dark hole.

"That thing was big...and fast...and ugly." you say, panting and sweating from the heat and the unexpected fright.
"We have to trap it, close off its escape routes."
"Sure...trap it...in here...with us...I love this plan."

Objective: Block the escape routes and defeat the Remorhaz.

Special Components: Legend of Drizzt tiles (including 4 Narrow Passages & 4 Volcanic Vents), Cavern Edge tiles, Remorhaz villain.

Suggested Monsters: Elementals (esp. Water, Ice, and Fire), Animals (esp. winter themed), Cave-dwellers.
XP Cost to Cancel Encounter Cards: 7

Setup:

- Place the Rocky Lair as the start tile and create 4 passages leading away from it in different directions with 4 Narrow Passage tiles. Block the remaining unexplored edge with a Cavern Edge tile.
- Attach a Cavern Edge Fissure tile to each Narrow Passage. Attach them to edges that cannot normally be explored, so that the remaining unexplored edge on the Narrow Passage is still open.
- Create 4 stacks of Dungeon tiles, each with random Cavern tiles and 1 Volcanic Vent. Be sure the Volcanic Vent is the 3rd or 4th tile. Assign each stack to one of the passages the Heroes can explore.

Read when you reveal the first Volcanic Vent:

There! A major fault in the stone. A good heave and it will collapse.

Blocking an Escape Route: When on a Volcanic Vent tile, instead of attacking, a Hero can collapse the vent and remove the Cavern Edge Fissure tile attached to the Narrow Passage on that part of the map.

Read when you block the 4th Volcanic Vent:

Realizing it has no escape, the Remorhaz extends the frill around its throat and hisses in savage anger. In its faceted eyes, you see the primal, instinctual ferocity of a cornered beast. It expects to die here, but also intends to take you with it.

Victory: Defeat the Remorhaz to win.

Defeat: If you run out of Healing Surges, you are defeated.

Read if the Heroes lose:

The creature is too strong, too savage. You've wounded it a dozen times, lopped off some legs even, and still it strikes at you with a fierce, unrelenting wrath. You drag your wounded away and let it slink off into the dark caverns. Another time, you may face it again. But you'd rather not.

Read if you defeat the Remorhaz:

Finally, the creature stops twitching, moving, and thrashing. You stab it a few more times, just to make sure. "Let's not do that again," you say, wiping the hot ichor from your weapon.

Adventure 7A - Fortress of Ice

Read at the start of the adventure:

The fortress of Stormgal is an icy labyrinth of cold stone corridors and vaulted gothic ceilings. The dragon's words have so far proved true, and you have passed through several gates and wards successfully. Only one barrier remains between you and the inner sanctum of Gulveg the Storm Giant--massive, giant-sized doors locked fast by a magical spell.

"The runes that bar these doors are triggered separately at the end of these corridors," says one of your companions. "We'll have to split up from here."

Objective: Unlock the doors to the inner keep and face the Frost Giant.

Special Components: Dungeon of the Mad Mage & Tomb of Annihilation tiles (including Mirrored Gate, 2 dead ends), Frost Giant villain, 2 Rings of Winter (Icy Fist & Cone of Cold).

Suggested Monsters: Elementals (esp. Water, Ice), Animals (esp. winter themed), Trolls, Ogres, Traps.
XP Cost to Cancel Encounter Cards: 8

Setup:

- Place the Mirrored Gate as the start tile. Block its 2 unexplored edges that do not have white arrows with locked doors.
- Using the unnamed dungeon tiles from the Dungeon of the Mad Mage (not cave tiles or dead ends), create 2 separate stacks of equal size.
- Add to each of these stacks a dead end dungeon tile with a treasure icon from Tomb of Annihilation as the 5th or 6th tile. These will be referred to as the Lock Tiles.

Opposite Directions: There are 2 unblocked, unexplored edges leading out of the starting tile. Each of these uses its own stack of dungeon tiles.

When you reveal a Lock Tile: Do not place a Treasure Chest on it.

Guardians: At the end of any Hero phase, if the doors are still locked, check the Lock Tiles for monsters. If a Lock Tile does not have any monsters on it, spawn a new monster there.

Read when you reveal the <u>first</u> Lock Tile:

You found the first of the hidden runes. It is useless unless your companions find the other before the guardians of this dungeon overwhelm you. You must hold this ground.

Read when you reveal the <u>second</u> Lock Tile:

Finally, you found what you are looking for. Quickly, you must work together to release the magical lock and open the doors to the inner keep.

Unlocking the Doors: At the end of a Hero Phase, if two Heroes are simultaneously standing on the treasure icons on both Lock Tiles, unlock the doors (remove them from play). Behind the first door, add 2 random tiles and spawn monsters on them. Behind the second, add a random tile and spawn the Frost Giant there.

Read when you unlock the doors:

You hear the massive doors to the interior of the fortress grind open, and then the thundering tread of the giant echoing through the halls. Gulveg is larger than any giant you have yet seen. He wears no clothes or armor save the golden arm bands of his tribe. His naked bluish white skin is etched with tattooed runes. He carries no weapons, except the two Rings of Winter that sparkle on each of his hands. Huge muscles flex as he rips a stone as big as a man from a nearby arch and hurls it at you.

Victory: Defeat the Frost Giant to win.

Read if you defeat the Frost Giant:

Fighting Gulveg is like fighting a polar hurricane. There were moments when the steel of your weapons and the strength of your arms seemed as nothing against him, but even Frost Giants are mortal. Your final blow severs his hamstring...

Defeat: If you run out of Healing Surges, you are defeated.

Read if the Heroes lose:

Gulveg seems unstoppable, a true force of nature. His steps shake the very foundations of the fortress, his blows crush bodies and break bones. You despair of any chance of defeating him when suddenly a black arrow buries itself in his eye...

Read at the end of the adventure, win or lose:

...and the Frost Giant topples, felled like a tree.

"Thank you for softening him up for me," says a familiar voice. It is the Drow from the Wolf Wood, she who left you to die in the Underdark, who stole the Rings of Winter from you. "But don't take my gratitude for weakness. I mean to have those Rings. You would be wise not to stand in my way."

Next Adventure: Do NOT clean up at the end of this adventure. Use the same map and starting situation for the next adventure.

Adventure 7B- The Dark Elf

Read at the start of the adventure:

Good News: You found two more Rings of Winter.
Bad News: You also found the Dark Elf.
"You are tired and wounded," she says as she slips into the shadows. Her voice echoes in the cold chambers of the ice fortress. "There is no shame in laying down your arms. Are these shiny trinkets really worth your lives?" More Drow emerge from the shadows, and something else... a small translucent spider-like creature made of ice that skitters directly toward the body of the Frost Giant.

Objective: Defeat the Drow and secure the Rings.

Special Components: Dungeon of the Mad Mage & Tomb of Annihilation tiles, Dark Elf villain, 1 Drow monster card per player, Rings of Winter (Icy Fist, Cone of Cold, & Ice Storm).

Suggested Monsters: Drow, Spiders.
XP Cost to Cancel Encounter Cards: 8

Setup:

- Leave the map as it was at the end of the previous adventure, including traps, monsters, and the position of the Heroes.
- Place the Dark Elf villain on the tile with the least Heroes that is adjacent to the dead Frost Giant. She begins the adventure hidden (see Villain sheet).
- Place the Ice Spider token on the dead Giant's tile. (Use its card for its stats, but the Dark Elf villain sheet describes its Tactics.)
- Each player draws a random Drow monster whose card is placed in front of them and whose figure is placed on their tile.

Grabbing the Rings: The 2 Rings of Winter (Icy Fist & Cone of Cold) are on the tile where the Frost Giant was killed. A Hero can spend their attack action to attempt to pick up a random Ring. The difficulty is 10+, but the Hero has Disadvantage to this roll if a Monster is on this tile. The Rings are recharged and ready to use.

Victory: Defeat the Dark Elf to win. If you do, you gain the 3 Rings of Winter (Icy Fist, Cone of Cold, and Ice Storm).

Read if you defeat the Dark Elf:

The Dark Elf collapses from the wounds you have inflicted. Before she dies, she whispers a final message: "I am An'oren, Legate of the Deep Dark. I give you the gift of my name, since you have been worthy opponents. Your quest is doomed, for one Ring remains on the Isle of Bones, and only Death awaits you there."

Defeat: If you run out of Healing Surges, you are defeated.

Read if the Heroes lose:

The Drow poison once again takes its toll, and you cannot fight any longer. The Dark Elf retrieves the Rings and gives you one final message before leaving. "I am An'oren, Legate of the Deep Dark. I give you the gift of my name, since you have been worthy opponents. I have not had such sport in many ages. If you still wish to hunt these shiny trinkets, you will find the Rings on the Isle of Bones. But I warn you, only Death awaits you there."

Adventure 8 - The Isle of Bones

Read at the start of the adventure:

The Isle of Bones is a lonely, windswept pile of rocks with no vegetation whatsoever, not even a dead tree. At its center, you find a crumbling ancient shrine to unknown gods, its stones carved in a language lost to time. You find an entrance to dark catacombs that descend into the earth, where no living thing has trod for unknowable eons.

The smell of death, mold, and decay fills your nostrils as you descend into the darkness. The walls of the corridors are carved with alcoves and niches that contain bones of the long dead. More bones and skulls litter the floors on which you walk.

The chamber ahead is filled chest-high with skulls, ribcages, and long arm and leg bones. Your torchlight falls upon the pile, and it moves. Among the bones you see the pinkish red of exposed muscle and yellowish sinew. A thing rises up, much larger than a man, it has thick arms and legs knit together from skinless flesh and bleached, jumbled bones. On its shoulders sit several eyeless skulls, and the moans of many trapped souls echo from them.

You feel at once the nearly irresistible urge to flee this place, but at the same time, the overwhelming need to rid our world of this cursed abomination.

Objective: Face the Death Lord again to gain all of the Rings of Winter.

Special Components: Ravenloft dungeon tiles (including Chapel, King's Crypt, Arcane Circle), Bone Giant and Death Lord villains, any Rings of Winter that the Heroes do not have.

Suggested Monsters: Undead.
XP Cost to Cancel Encounter Cards: 9

Setup:

- Place the Chapel tile as the starting tile. Place the King's Crypt tile connected to it and put the Bone Giant on that tile.
- Make a stack of tiles to explore like this: On top, 8 random unnamed dungeon tiles, followed by 3 more mixed randomly with the Arcane Circle. Below that, any extra other tiles wish to use.

Read when you first damage the Bone Giant:

Bones break and flesh parts as you strike the abomination, but it does not bleed. After, it knits itself back together and absorbs more bones from the floor and scattered bodies. Your blows seem to only slow it down, but not to hurt it. How can they? It is already dead. How can you take the life from a creature that has none?

When you reveal the Arcane Circle: Place the Death Lord there. Note that the Death Lord has and can use all the Rings of Winter that the Heroes do not yet have. If Flesh to Ice is used against a Hero, it inflicts 4 damage.

Read when you reveal the Arcane Circle:

As you suspected long before in the Grave Mound of the Hill Giant, you had not seen the last of the Death Lord. In the chamber before you, he sits once again on a throne of stone, bone, and blood, red eyes aglow. "Always you feeble mortals meddle in my plans," he says in a cold voice. "Why do you struggle so? What does it matter if you die in the fiery apocalypse the fire giant will bring to the whole world, or here in this dark tomb, or on some other ill-advised adventure in search of gold. In the end, I always win. You will be wormfood one way or another." He rises from his throne, one hand gripping his sword, the other frosted with a cracking layer of ice. "Come then, embrace your death."

Victory: Defeat the Death Lord to win.

Read if you defeat the Dead Lord:

The Death Lord stumbles to his knees, broken by your final attack. Before your eyes, his bones, armor, and sword crumble to dust. Simultaneously, the giant abomination collapses into a mere pile of bones once again, and the throne cracks, riven in two. The catacombs begin to shake, rocks and dust falling from the ceiling. Before you flee, you scoop up the glinting treasure from the dusty remains of the Death Lord. You now have all the Rings of Winter!

Defeat: If you run out of Healing Surges, you are defeated.

Read if the Heroes lose:

You drag your wounded companion from the catacombs into the weak light. The sun will rise soon, putting an end to this nightmare. But you know you will have to return. The Dead Lord and his minions must be defeated if there is any hope for the future of this world.

Adventure 9 - The Mountain of Fire

Read at the start of the adventure:

The end of your journey is before you, Odinjorn, the great mountain whose foundations shake as smoke and fire pour forth from its broken crags. Somewhere in its depths, Togreth the Flamebringer, the legendary Fire Giant, harbinger of the apocalypse, rouses from his prison. Only the Rings of Winter, which you have attained at great personal danger and hardship, can lock him back in his cage and forestall the end of the world.

Objective: Defeat Togreth the Flamebringer and seal him in prison with the Rings of Winter.

Special Components: Legend of Drizzt dungeon tiles (including the Start Tile, 4 Volcanic Vents, Dark Chasm), Fire Giant villain.

Suggested Monsters: Fire and Earth Elementals, Goblins.
XP Cost to Cancel Encounter Cards: 10

Setup:

- Place the normal Legend of Drizzt start tile as the starting tile.
- You will need 5 Volcanic Vent tiles. Remove all the other Volcanic Vents from the game, as well as the Narrow Passages.
- Create these 3 stacks of tiles: Stack A = 2 Volcanic Vents + 2 random tiles. Stack B = Volcanic Vent + Dark Chasm + 1 random tile. Stack C = same as Stack A.
- Shuffle each stack, then combine them into one stack (with Stack A on top, B in the middle, and C on the bottom). Put any extra tiles you wish to use under those.
- Create a deck of Special Monsters. It should contain these groups: (A) Burning Man + Magma Crater, (B) Fire Elemental, (C) Earth Elemental, (D) Nightmare, (E) Firewolf (and set aside Fire Walker and Phoenix).

Special Monsters: Each time a Volcanic Vent is revealed, place one of the Special Monster groups, randomly chosen.

Sealing the Prison: The Volcanic Vents are ruptures in the Fire Giant's prison. If your Hero is on a Volcanic Vent tile, and there are no Monsters, Villains, or Traps there, you can spend a move or attack action to permanently destroy a Ring of Winter (flipped or not) to seal the vent. Sealed Volcanic Vents no longer count as active Volcanic Vents for Encounter cards or abilities that reference them.

Read when you seal the first Volcanic Vent:

Hesitating only for a moment to consider the treasure you are losing, you throw the Ring of Winter into the volcanic fissure. When it touches the lava, instead of melting in the intense heat, ice crackles and spreads from the ring, sealing the rift in the earthen prison that retrains the Fire Giant.

When you reveal the Dark Chasm: Place the Fire Giant there.

Read when you reveal the Dark Chasm:

A rickety bridge, likely the work of the Goblins that infest this mountain, spans a deep chasm. From below comes black smoke and the overwhelming smell of sulfur. A rumbling attracts your attention, and as you peer over the edge, an impossibly large humanoid figure, corded with muscle, climbs up from the depths. You take an involuntary step back. The sheer size of the giant is intimidating. The elaborate bronze headdress it wears must weigh as much as a man. Its flaming curved sword, which it wields casually in one hand, is the length of an ox wagon. You shudder as you realize, twined into the dreadlocks of its hair are human, goblin, and dwarven skulls. The giant's eyes glow with an inner fire of rage and hate. His gaze settles upon you--and you know fear.

Victory: If you seal all 5 Volcanic Vents and then defeat the Fire Giant, you win.

Read the first time you defeat the Fire Giant and all the Volcanic Vents are NOT sealed:

Your blade bites flesh, and then gives way, as sparks and smoke billow around you, as if from a campfire extinguished suddenly by a bucket of water. When the air clears, the giant is not there, leaving behind only the echoes of a deep, scornful laugh. Togreth is gone, but not yet defeated.

Read if you defeat the Fire Giant and all the Volcanic Vents ARE sealed:

Each crack sealed by the Rings seems to drain power from the giant. Finally, the combined attacks from yourself and your companions push Togreath back to the chasm where he emerged. With one final effort, you drive him over the edge and into the blackness below, to be imprisoned in the earth once again. You have averted the doom told by the prophecy, and saved the world! Though few may know the extent of your heroic exploits and sacrifices, your companions here, your brothers in arms, will never forget this day.

Defeat: If you run out of Healing Surges, you are defeated.

Read if the Heroes lose:

Your eyes burn and tear up in the smoke, your sword arm weakens, your lifeblood flows away from multiple wounds, and still the giant is undefeated. How can one extinguish such primordial power? Mortal strength and common steel is not enough. Even your spells and incantations have barely slowed Togreth. You hoped the ancient magic of the Rings would save you, save the world, but it is not enough. The world will burn, and you cannot stop it.