OP CAMPAIGN ADVENTURE #3: POISONING THE WELL

The hardscrabble farming village of Amphail, just north of Waterdeep, has earned a reputation for containing hard-working, stubborn hagglers. Any outsiders better have the best of intentions, or else.

The Cult of the Dragon, having achieved their first goal of finding and collecting the mystical dragon masks that will allow them to free the dragon goddess Tiamat from her otherworldly prison, have moved on to the next step in their infernal recipe; they must gather large quantities of treasure suitable as tribute for one of her station.

To that end, they’ve threatened countless cities, towns, and villages throughout Faerûn, and many communities have paid what they could to be left alone.

Not so, Amphail. Its inhabitants refused to pay the cult, choosing instead to call for help against its forces. Therefore, the cult has decided to make an example of them, and has sent forces to poison their main well and then to loot their unprotected homesteads. Can they be resisted? Will any arrive to challenge them?

ADVENTURE SET-UP

Number of Players: 2

Special Components: 1 well token (4” diameter), 2 double-sided poison/antidote supply area tokens (4” X 4”), 12 double-sided poison/antidote tokens.

Legion Points: 120 per side, of which 30 are allocated to a reinforcement booster

Before setting up, each player places 1 attack die and 1 defense die into his or her left hand, and then secretly chooses one die to hold out in his or her right fist. These dice are revealed simultaneously to determine the proper setup for this adventure. A player who reveals a defense die seeks to protect the village (an antidote player), and a player who reveals an attack die has chosen to poison the village (a poisoner). Being a poisoner may be more difficult but also more rewarding.

If both players reveal the same color dice, then the adventure will be balanced for difficulty, and each player can earn 2 campaign points (CPs) for a victory. However, if the revealed dice do not

North player starting area- this example a poisoner
South player starting area- this example an antidote player

- Double-sided antidote/poison tokens (2 stacks of 6)
- Antidote or poison supply area tokens
- Well token
match, then the antidote player (who can still earn 2 CPs for a win) will have a distinct advantage over the poisoner, but the poisoner can earn 3 CPs for a victory.

Place the well token in the center of the play area. Each player places a supply area token (side matching his choice face up) against the center of the edge to his left. Place 6 poison / antidote tokens with the appropriate side facing up (poison or antidote) onto each supply area. Then players place creatures in their starting areas according to the normal set-up rules for 2 players.

**SPECIAL RULES**

If both players revealed attack dice, poison has been dropped at both sides of the village’s main well, and the players’ legions are competing for favor within the cult by racing to see which can get the credit.

If both players revealed defense dice, the village has already been poisoned, and the players’ legions are racing to collect enough antidote to save the town, to curry favor with the townsfolk, who have agreed to provide supplies to whichever legion does the most to help them.

If each player revealed a different die, both poison and antidote have been brought to the front lines, and the Poisoners must contend with a legion that is both slowing their progress and counteracting their poison.

The well token is a ground obstacle. The large poison and antidote supply areas placed on the east and west sides of the play area are not obstacles.

While the poison and antidote tokens remain on a particular supply area, a creature (or troop’s point soldier) on the ground within range 1 of a supply area may perform the following action if it does not already have a poison or antidote token on its creature Base:

**ACTION:** Take a poison or antidote token from that supply area and place it onto your creature base.

A creature (or troop’s point soldier) that has a poison or antidote token on its creature base may, regardless of whether it is in the air or on the ground, perform the following action if it is within range 1 of the well token:

**ACTION:** Remove the poison or antidote token from your creature base and place it (same side up) on your side of the well token.

If a creature is defeated, any poison or antidote token it was carrying is permanently removed from play. If a troop’s point soldier is defeated, the troop retains any poison or antidote token it was carrying.

**END OF ADVENTURE**

The adventure ends immediately when one of the following conditions is met:

1) At the end of any round in which at least one player’s creatures have all been defeated;  
   OR  
2) Time is called for the adventure.

**ADVENTURE SCORING & VICTORY**

If the adventure ends because only one player has creatures remaining in the play area during the end phase, that player wins the adventure. In the event that all remaining creatures are defeated during the same end phase, the player who owns the highest level creature that was defeated during the final round wins the adventure. If more than one defeated creature is tied for the highest level, the tied creature that had initiative when the creatures were removed from play is considered the highest level.

If the adventure ends due to time being called, then the player with the highest scenario point total wins the adventure (see below).

Each player receives scenario points in the amount of:

\[120 - \text{Opponent’s legion remainder} + 25 \text{ if the player placed the most tokens in the Well}\]

A player’s legion remainder is equal to the number of legion points remaining in his legion; this includes any upgrades that were tucked beneath surviving creatures because the player discarded the upgrades to use their text ability.

If both players had the same goal and then tie for the most tokens, neither player earns the bonus 25 points.

If both players had different goals, then the antidote player earns the bonus 25 points if there is a tie.

Players should always calculate their scenario points regardless of how the adventure was won.

The player who wins the adventure receives 2 campaign points (+1 campaign point if the winning player was a poisoner who placed more tokens in the well than the antidote player). The losing player receives 1 campaign point for participating in the adventure. Players should record their campaign points and their scenario points on their score sheets before proceeding to the next round.
STORYLINE ORGANIZED PLAY INSTRUCTIONS

BATTLE ROUNDS: Tournaments are run in 3 battle rounds. Each player will battle against 1 other player in each 60 minute battle round. Prior to the first battle round, players will be assigned opponents randomly. After the first battle round, players are assigned to one another based on campaign points (highest against highest, second highest against second highest, etc.). If two or more players are tied for the same amount of campaign points, use scenario points as the tie breaker. A battle round ends when one player is eliminated or the time limit is reached or another condition specified by the adventure is reached. If the time limit is reached, the player with the most scenario points at the end of that battle round wins.

BYES: If there is an odd number of players, then one player will be assigned a Bye in each battle round. That player does not participate in the battle round, but receives 2 campaign points (see campaign points below). In the first battle round, the Bye is determined randomly. During subsequent battle rounds, the player with the least amount of campaign points will be assigned the Bye. If the player with the least amount of campaign points has already received a Bye, then assign the Bye to the player with the next least amount of campaign points who has not received a Bye.

LEGION BUILDING: At the start of a tournament, players must record their legions on a legion build sheet. Players CANNOT change their legions between battle rounds. Players have a number of legion points (LP), listed on the set-up section of the OP kit’s overview, with which to equip their legions using the standard legion building rules (see page 28 of the full rules of play). At the start of every battle round players must verify their opponent’s legion build and sign off on it.

CAMPAIGN ARTIFACTS: In addition to normal legion building, each player may equip their legion with campaign artifacts. NOTE – Unless a player is using one or more Adornments of Tiamat or Regalia of Bahamut campaign artifact cards, they may use no more than ONE campaign artifact card. However, a player may use up to six Adornment of Tiamat or Regalia of Bahamut campaign artifact cards with different names. Players CANNOT change campaign artifacts between battle rounds.

CAMPAIGN POINTS: At the end of every battle round, players receive CAMPAIGN POINTS based on their performance in that battle round (2 PTS for a win, 2 PTS for a Bye and 1 PT for a loss). Campaign points are recorded on the score sheet.

SCENARIO POINTS: Players receive SCENARIO POINTS at the end of every battle round. Scenario points are used to break ties of players’ win/loss records for purposes of determining round pairings and final ranks. Scenario points are equal to the current month’s maximum legion build number MINUS the number of LP left in your opponent’s surviving legion PLUS any bonuses specified by the adventure. A player who receives a Bye will receive a number of scenario points equal to the average of all other players’ scenario points for that round (rounded up). Scenario points are recorded on players’ legion build sheets.

SURVIVING LEGION: A player’s surviving legion includes: 1) Any of that player’s creatures that are not destroyed, 2) any upgrades those creatures are still equipped with, and 3) any upgrades that are placed under the creature card. NOTE: Any upgrades that a player discards to use for their text ability are placed under the creature card on which they were equipped. Any upgrades that are under a creature that was destroyed are also destroyed.

WINNING THE TOURNAMENT: All players’ legion build sheets are collected at the end of the month’s tournament and each player’s campaign points and scenario points are tallied. The player with the highest cumulative campaign points at the end of 3 battle rounds is the winner! If there is a tie for the most campaign points, then the tied player with the most scenario points is the winner.

BREAKING TIES: If there is a tie between 2 or more players’ campaign and scenario points at the end of any battle round, the tie will be broken by a roll off. Each player rolls 5 attack dice and the player with the most results is the winner.
## Legion Build Sheet

### Tournament Information

<table>
<thead>
<tr>
<th>DATE</th>
<th>EVENT</th>
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### Player Information

<table>
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### Type | Card Title | LP | Type | Card Title | LP
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### Creature

<table>
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<tr>
<th>LP</th>
<th>UPGRADES</th>
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#### Upgrade Types

- Dr = Dragon
- M = Monster
- H = Heroic
- E = Equipment
- A = Arcane
- Di = Divine

### Creature

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<th>Creature 1</th>
<th>Creature 2</th>
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### UPGRADES

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### Card Title

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<th>CAMPAIGN ARTIFACTS 3</th>
<th>CAMPAIGN ARTIFACTS 4</th>
<th>CAMPAIGN ARTIFACTS 5</th>
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### TOTAL LP

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<th>TOTAL BUILD</th>
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### BEFORE BATTLE STARTS:

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<tr>
<th>BATTLE ROUND</th>
<th>OPPONENT’S NAME</th>
<th>OPPONENT’S INITIALS (VERIFY BUILD)</th>
<th>YOUR RESULT (W-L-B)</th>
<th>YOUR SCENARIO POINTS</th>
<th>CUMULATIVE SCENARIO POINTS</th>
<th>OPPONENT’S INITIALS (VERIFY RESULTS)</th>
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### AFTER BATTLE ENDS:

- If you have more than 4 creatures in your legion, record the additional creatures on the back of this page.

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