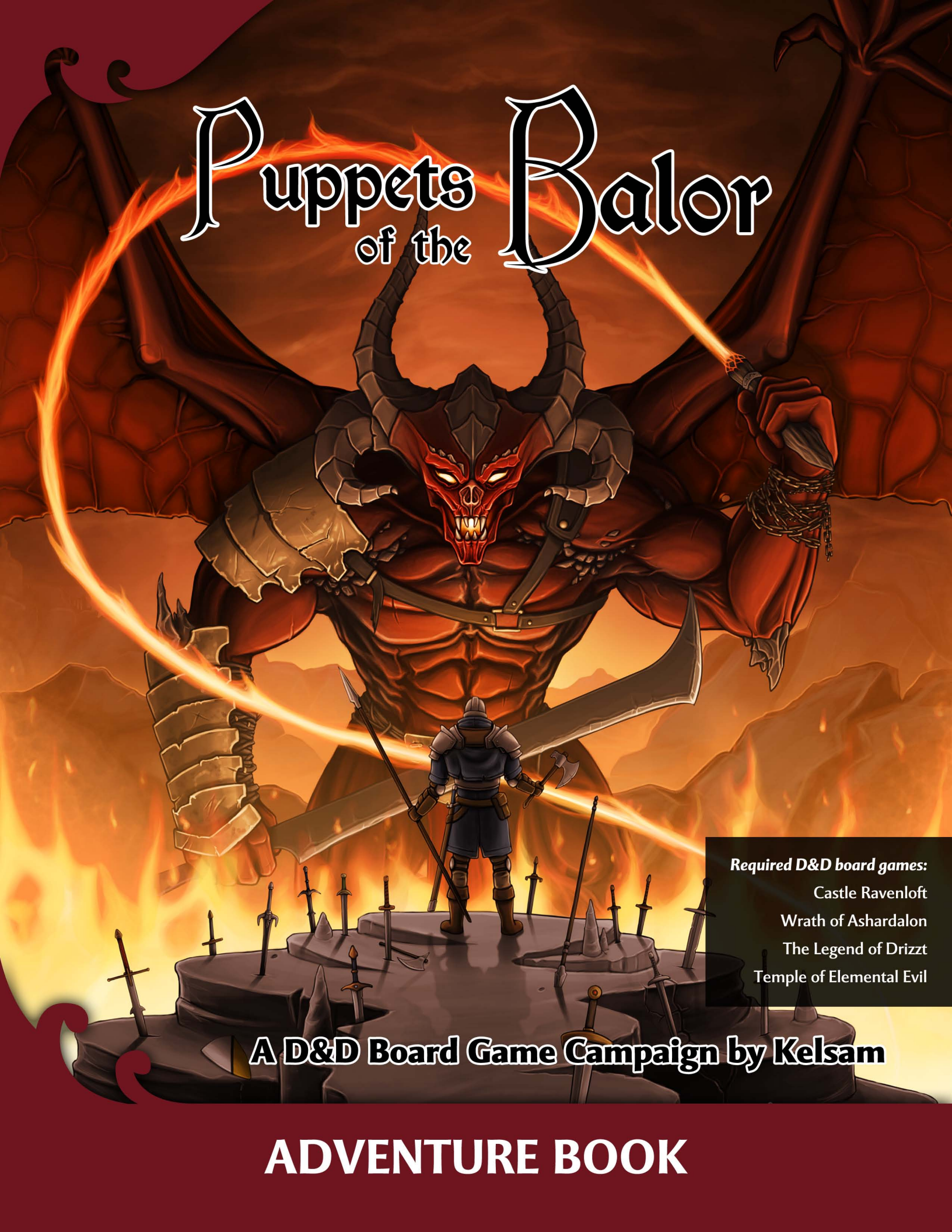


# Puppets of the Balor



**Required D&D board games:**

Castle Ravenloft

Wrath of Ashardalon

The Legend of Drizzt

Temple of Elemental Evil

**A D&D Board Game Campaign by Kelsam**

## ADVENTURE BOOK



## Using This Adventure Book

This campaign utilizes components from the Castle Ravenloft, Wrath of Ashardalon, The Legend of Drizzt, and Temple of Elemental Evil D&D Board Games. Each adventure will specify which set(s) it utilizes, what components are needed, and how to construct the game environment.

Unless otherwise specified, build the Dungeon, Treasure, Monster, and Encounter decks using the standard cards/tiles from the adventure's specified D&D set.

Unless otherwise specified, all Wrath of Ashardalon adventures incorporate the optional door and chamber rules, as described in the Wrath of Ashardalon rulebook.

## Choosing Heroes

Players may choose any hero and legal power cards from the 4 games listed above. However, one player must choose Drizzt Do'Urden.

## Campaign Play

Although they may be played as single adventures, these adventures are designed to be played in sequence; one after the other. Ideally, with the same players.

## Between Adventures

Heroes keep all treasures, allies, and anything else they acquire during adventures. Heroes also maintain level across adventures.

Between each adventure, the Heroes regain all lost Hit Points and flip all used flip-to-use cards. Before starting the next adventure, you may:

- ◆ Exchange your Hero's power with another legal power of the same type. For example, you may replace an At-Will power with a different legal At-Will power.
- ◆ Sell any treasure items with a "Gold" value.
- ◆ Trade treasure and Gold with other players.
- ◆ Spend gold to purchase upgrades, as explained in the Temple of Elemental Evil Rulebook.

## Credits

Campaign written and assembled by Kelsam Tabletop (BGG: Kelsam).

Cover art by Alex J Moore (deviantart: canada-guy-eh).

Drizzt art by Jonathan Flaming (deviantart: Flambo13)

Adventure Book and Ally Card template resources by Tom Howard (BGG: GeckoTH).

Tile images and other entities for Wrath of Ashardalon, The Legend of Drizzt, and Temple of Elemental Evil by Bryce Nielsen (BGG: shnar).

## Contact Us

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# ADVENTURE 1

## A Dragon Strikes

*Velathidros has appeared to terrorize the people of Klein. We must stop him and save the villagers!*

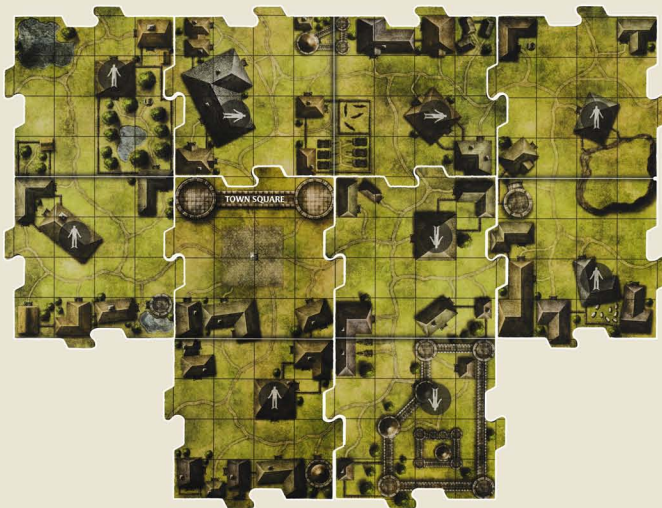
**Number of Heroes:** 2-5 (group adventure).

### Adventure Setup

**D&D Set:** Temple of Elemental Evil

**Special Components in this Adventure:** 5 town tiles, 9 unique Villager tokens, 9 Villager ally cards, Velathidros (Village Attack) Villain card and figure.

You will not need the Dungeon tile stack for this adventure. Create the town by assembling the 5 Town tiles as shown below.



Randomly place the villager tokens on the villager spaces located on the 5 Town tiles.

Place each hero on any square of the Town Square tile.

Place the Velathidros figure on the pond in the top-left corner of the Town.

Each player places one new Monster on a tile without a Monster.

### Special Adventure Rules

**Town Adventure:** Town-specific rules:

- ◆ Each Hero skips their Exploration phase
- ◆ Each player draws an Encounter card during their Villain Phase.
- ◆ If you draw an Encounter card with both a “Dungeon” and “Town” effect listed, resolve only the Town effect.
- ◆ If any effect would reference the Start Tile, use the Town Square tile instead.

**Villagers:** Villagers follow slightly different rules than Heroes:

- ◆ A Villager counts as a Hero for the purpose of Monster tactics and Hero powers. A Villager is unaffected by Encounter cards.
- ◆ Each Villager has AC 12 and 2 Hit Points.
- ◆ If a Villager is reduced to 0 Hit Points or fewer, the Villager is dead and is removed from the board.

**Rescue Villager Action:** When a Hero is adjacent to a Villager token and takes the Rescue Villager action, he or she collects that villager token and matching ally card. This villager may be summoned in later adventures as an ally, using an Attack Action. If a summoned ally dies, discard the ally card and return the token to the box.

**Victory:** The Heroes win the adventure if they defeat Velathidros and have rescued at least 4 villagers.

**Defeat:** The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining, or if 6 or more villagers have been killed.

#### When You Start the Adventure, Read:

*“Here’s to our heroes’ glorious return to Klein!” toasted the Tavern Master. Cheers erupt and mugs clash, only to be abruptly cut off as the sound of breaking wood, wrenching metal, and screaming fills the air. Dragon!*

#### When You Defeat Velathidros, Read:

*The dragon stumbles, then leaps into the air, soaring off toward the smoking mountain. He cannot be allowed to escape!*



## ADVENTURE 2

### The Boy That Cries Wolf

*Stopped on the road while tracking Velathidros, our heroes feel compelled to assist a seemingly helpless boy.*

**Number of Heroes:** 2-5 (group adventure).

## Adventure Setup

**D&D Set:** Temple of Elemental Evil

**Special Components in this Adventure:** Pool of Olhydra tile, Oubliette tile, Air Elemental Villain card and figure, Earth Elemental Villain card and figure, Fire Elemental Villain card and figure, Water Elemental Villain card and figure.

Place the Pool of Olhydra tile on the table.

Place each hero on any square of the Pool of Olhydra tile.

Shuffle the Dungeon Tile stack. Take 3 tiles from it and shuffle the Oubliette tile into those tiles. Then, without looking at any of the tiles, put the shuffled Oubliette tile and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Oubliette tile will appear between the 9th and 12th tile drawn.)



## Special Adventure Rules

**Elemental Symbols:** As Heroes reveal tiles during the Exploration Phase, keep track of the symbols on each tile. Each symbol corresponds to an element:



Fire



Air



Earth



Water

When a Hero reveals a tile with the 2nd of any elemental symbol on it (that is, the 2nd occurrence of an air, earth, fire, or water symbol on a new tile), do the following:

- ◆ Instead of drawing a Monster card for the tile, the active Hero's player takes the Elemental Villain card that corresponds to the repeated elemental symbol and places the figure for that card on the most recently explored tile. For example, if a 2nd Air symbol is revealed, the player takes the Air Elemental Villain card and places the Air Elemental figure on the new tile.

Once an elemental has appeared, further exploration does not summon more Elemental Villains.

**Escape:** Any Hero that ends his or her Hero Phase on the trap door square of the Oubliette tile may escape the dungeon.

**Victory:** The Heroes win this adventure once all Heroes have escaped the dungeon.

**Defeat:** The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

### When You Start The Adventure, Read:

*"Help! My dad is drowning!" a small boy cries from the edge of the pond. Rushing toward the air bubbles, you are sucked into a whirlpool. The last thing you hear before you hit the floor is the sound of child-like laughter.*

### When An Elemental Villain Is Summoned, Read:

*Studying the symbols on the floor fills you with dread. "Elemental!" you shout, just in time to see it rise from the floor.*

### When The Heroes Escape, Read:

*Escape! The trap door leads to a small hill near the pond. You dispatch of the Doppelganger "boy" before continuing to the smoking mountain.*



## ADVENTURE 3

### Behind Door Number One...

Tracking Velathidros our heroes enter the smoking mountain only to be met with closed doors.

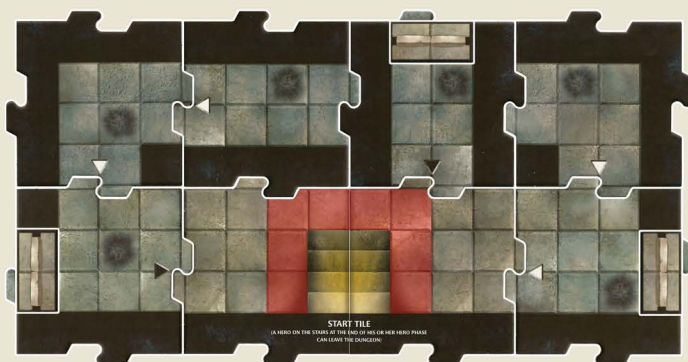
**Number of Heroes:** 2-5 (group adventure).

## Adventure Setup

**D&D Set:** Wrath of Ashardalon

**Special Components in this Adventure:** Start tile, Vault tile, 6 pre-defined standard tiles as shown below, Meerak Villain card and figure.

This adventure begins with a pre-built entry dungeon. Create the entry dugeon using the Start tile and 6 pre-defined standard tiles, as shown below.



Players take turns placing new monsters on each tile with a scorch mark until all 6 have been placed.

Place each Hero on any square adjacent to the Start tile's stairs.

Shuffle the door tokens, and place one on each of the door locations on the pre-built entry dungeon.

Shuffle the remaining Dungeon Tile stack. Take 11 tiles from it and shuffle the Vault tile into those tiles. Then, seperate these shuffled tiles into 3 stacks of 4. Place each stack near each door of the pre-built entry dungeon, so that each door has its own stack. Return the rest of the dungeon tiles to the box.

## Special Adventure Rules

**Sentry:** Monsters with the Sentry ability summon additional monsters to their own tile rather than a new one.

Each time a Hero explores through or past a door on the pre-built entry dungeon, he or she must draw a tile from that door's stack.

**Vault:** When a Hero reveals the Vault tile, do the following:

- ◆ Instead of drawing a Monster card for the tile, the active Hero's player takes the Meerak Villain card and places the figure on the Vault tile.

**Victory:** The Heroes win the adventure once they defeat Meerak.

**Defeat:** The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

### When You Start the Adventure, Read:

*"The smoking mountain is home to a red dragon. Why would Velathidros come here?" Drizzt wonders as you follow the scorched trail. Entering the cave, you see 3 doors. Which to choose? But first, the guards...*

### When Meerak Is Defeated, Read:

*"There may be a second dragon in this mountain." Drizzt tells the companions, "We should rest here before we continue on." Dragons joining forces is unheard of... but you make camp all the same.*



## ADVENTURE 4

### Lair of the Beast

*The search for Velathidros continues, what dangers lie in wait?*

**Number of Heroes:** 2-5 (group adventure).

### Adventure Setup

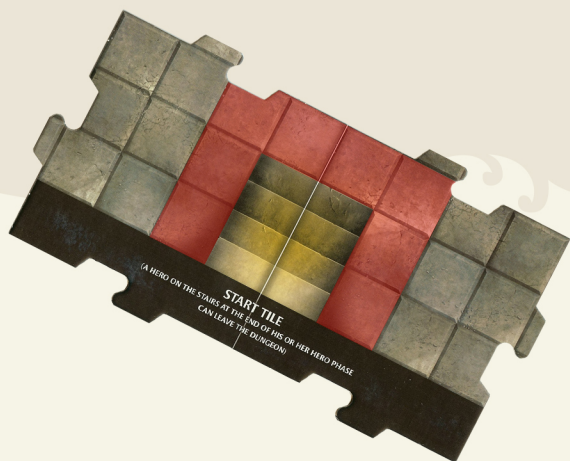
**D&D Set:** Wrath of Ashardalon

**Special Components in this Adventure:** Start tile, Dire Chamber Entrance tile, 5 Dire Chamber tiles, Rage Drake Villain card and figure.

Place the Start tile on the table.

Place each hero on any square adjacent to the Start tile's stairs.

Shuffle the Dungeon Tile stack. Take 3 tiles from it and shuffle the Dire Chamber Entrance tile into those tiles. Then, without looking at any of the tiles, put the shuffled Dire Chamber Entrance tile and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Dire Chamber Entrance tile will appear between the 9th and 12th tile drawn.)



## Special Adventure Rules

**Dire Chamber Entrance:** When a Hero reveals the Dire Chamber Entrance, do the following:

- ◆ Draw and place the tiles labeled “Dire Chamber” next to each unexplored edge of the Dire Chamber Entrance tile.
- ◆ Instead of drawing a Monster card for the tile, the active Hero's player takes the Rage Drake Villain card and places the figure on the furthest Dire Chamber tile.

### When You Start The Adventure, Read:

*Descending to the lower level, you continue the search for Velathidros. “Be extra cautious,” Drizzt warns, “we don't know what we're walking into.” How hard could it be to find the treasure hoard?*

### When The Dire Chamber Entrance Is Revealed, Read:

*“This is more like it.” you think as the chamber opens before you. Then you hear the angry hiss. This isn't a treasure hoard, it's a lair!*

**Victory:** The Heroes win this adventure once they defeat the Rage Drake.

**Defeat:** The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

### When The Rage Drake Is Defeated, Read:

*“The other creatures will be wary of this place.” Drizzt says, “We can make camp here and search the lower level tomorrow.”*





## ADVENTURE 5

### Ashardalon Awakens

*The companions are awakened by the sound of fighting dragons. What will they find below?*

**Number of Heroes:** 2-5 (group adventure).

## Adventure Setup

**D&D Set:** Wrath of Ashardalon

**Special Components in this Adventure:** Start tile, Horrid Chamber Entrance tile, 5 Horrid Chamber tiles, Ashardalon Villain Card and figure, Velathidros figure (from Temple of Elemental Evil).

Place the Start tile on the table.

Place each hero on any square on the left-side Start tile.

Place the Velathidros figure, without the plastic stand, on the right-side Start tile. This tile is impassible.

Shuffle the Dungeon Tile stack. Take 3 tiles from it and shuffle the Horrid Chamber Entrance tile into those tiles. Then, without looking at any of the tiles, put the shuffled Horrid Chamber Entrance tile and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Horrid Chamber Entrance tile will appear between the 9th and 12th tile drawn.)



## Special Adventure Rules

**Horrid Chamber Entrance:** When a Hero reveals the Horrid Chamber Entrance, do the following:

- ♦ Draw and place the tiles labeled “Horrid Chamber” next to each unexplored edge of the Horrid Chamber Entrance tile.
- ♦ Instead of drawing a Monster card for the tile, the active Hero's player takes the Ashardalon Villain card and places the figure on the furthest Horrid Chamber tile.

### When You Start the Adventure, Read:

*The companions are awakened by thunderous roars and crashing from below! “The dragons are fighting!” Drizzt shouts over the din. Rushing to the lower level you hear a final screech, feel a crash resonate through the floor, then silence. You discover Velathidros' broken corpse at the base of the stairs. “We go around. Move with care,” Drizzt whispers, “the red dragon is awake.”*

### When The Horrid Chamber Entrance Is Revealed, Read:

*“More thieves here to try their luck against Ashardalon?” The dragon howls with rage. “More?” thinks Drizzt, “Very odd for Velathidros to come here uninvited.” he quickly pushes those thoughts aside, we have an angry dragon to deal with.*

**Victory:** The Heroes win the adventure once they defeat Ashardalon. Each Hero is rewarded 1000 gold (taken from Ashardalon's treasure hoard).

**Defeat:** The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

### When Ashardalon Is Defeated, Read:

*As the companions search through the treasure, they notice a large mirror. Looking through it, they can see a dragon, well into the decomposition process. “Could it be the future?” Drizzt muses, then jumps back as the undead dragon turns to regard them through the mirror. Ravenloft, then. “But why was the mirror so familiar?” Drizzt ponders as they make their way out.*





## ADVENTURE 6

### Invasion of Castle Ravenloft

*The companions barge into Castle Ravenloft in search of answers!*

**Number of Heroes:** 2-5 (group adventure).

### Adventure Setup

**D&D Set:** Castle Ravenloft

**Special Components in this Adventure:** Start tile, King's Crypt tile, Flesh Golem Villain card and figure, Zombie Dragon Villain card and figure.

Place the Start tile on the table.

Place each hero on any square adjacent to the Start tile's stairs.

The first player takes the Flesh Golem Villain card and places the figure on the Start tile as shown below.

Shuffle the Dungeon Tile stack. Take 3 tiles from it and shuffle the King's Crypt tile into those tiles. Then, without looking at any of the tiles, put the shuffled King's Crypt tile and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the King's Crypt tile will appear between the 9th and 12th tile drawn.)



## Special Adventure Rules

**King's Crypt:** When a Hero reveals the King's Crypt, do the following:

- ✦ Instead of drawing a Monster card for the tile, the active Hero's player takes the Zombie Dragon Villain card and places the figure on the King's Crypt tile.

### When You Start The Adventure, Read:

*Reaching the castle without incident, the companions make their way inside, to be greeted by the stench of rotting flesh. "They knew we were coming." Drizzt realizes "The mirror!"*

### When The Flesh Golem Is Defeated, Read:

*"Our enemy has been warned of our arrival." Drizzt tells the companions, "I fear this will not be the only surprise we meet before the crypts."*

### When The King's Crypt Is Revealed, Read:

*The scent of death assaults you before you can see its' source. "His flame is gone, but his bones are sharp!" Drizzt calls as the dragon lets a horrific roar rip through its corroded throat.*

**Victory:** The Heroes win this adventure once they defeat the Zombie Dragon.

**Defeat:** The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

### When The Zombie Dragon Is Defeated, Read:

*"Damn, both decoys." Drizzt says, "Nobody's coming out of these tonight." The companions decide to take a short respite, there will be no sleep in this house of the night.*





## ADVENTURE 7

### Strahd's Last Stand

*The companions search for Strahd and the answers he holds.*

**Number of Heroes:** 2-5 (group adventure).

## Adventure Setup

**D&D Set:** Castle Ravenloft

**Special Components in this Adventure:** Start tile, Strahd's Crypt tile, Strahd Villain Card and figure.

Place the Start tile on the table.

Place each hero on any square adjacent to the Start tile's stairs.

Shuffle the Dungeon Tile stack. Take 3 tiles from it and shuffle the Strahd's Crypt tile into those tiles. Then, without looking at any of the tiles, put the shuffled Strahd's Crypt tile and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Strahd's Crypt tile will appear between the 9th and 12th tile drawn.)



## Special Adventure Rules

**Strahd's Crypt:** When a Hero reveals the Strahd's Crypt tile, do the following:

- ◆ Instead of drawing a Monster card for the tile, the active Hero's player takes the Strahd Villain card and places the figure on the Strahd's Crypt tile.

### When You Start the Adventure, Read:

*All too soon, the sounds of minor activity start to fill the castle.*

*"Time to move," Drizzt says, "before the Count strays too far from his crypt."*

### When Strahd's Crypt Is Revealed, Read:

*"There! The Count!" you shout. "Seal off the tunnels!" he screams down the hallway, then turns to face you. "Hero blood is so satisfyingly pure," he says softly, fangs bared in a haunting grin.*

**Victory:** The Heroes win the adventure once they defeat Strahd. Each Hero is rewarded 1000 gold (taken from Strahd's treasury).

**Defeat:** The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

### When Strahd Is Defeated, Read:

*"Why was Strahd so anxious to block the tunnels?" you wonder, "What could he be hiding down there?" Your thoughts are mirrored by Drizzt, who emerges from the hallway saying, "Somebody managed to shoot the messenger. We can find the tunnels ourselves."*



## ADVENTURE 8

### Stairway to the Deep

*The companions search for the tunnels Strahd mentioned.*

**Number of Heroes:** 2-5 (group adventure).

### Adventure Setup

**D&D Set:** Castle Ravenloft

**Special Components in this Adventure:** Start tile, Secret Stairway tile.

Place the Start tile on the table.

Place each hero on any square adjacent to the Start tile's stairs.

Shuffle the Dungeon Tile stack. Take 3 tiles from it and shuffle the Secret Stairway tile into those tiles. Then, without looking at any of the tiles, put the shuffled Secret Stairway tile and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Secret Stairway tile will appear between the 9th and 12th tile drawn.)



## Special Adventure Rules

**Secret Stairway:** If a Hero ends their Hero Phase on one of the 3 stair squares on the Secret Stairway, he or she may leave Castle Ravenloft.



### When You Start The Adventure, Read:

*As you head down to the basement, you wonder idly about what monstrosities Strahd could have hidden in the tunnels, "Could this be a trap?"*

### When The Secret Stairway Is Revealed, Read:

*"I found something!" you shout to the companions. A quick check reveals that the stairs do, in fact, lead to tunnels beneath the castle. "Hopefully we'll find some real answers now." thinks Drizzt.*

**Victory:** The Heroes win this adventure once they have all left Castle Ravenloft via the Secret Stairway.

**Defeat:** The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.



## ADVENTURE 9

### The Shadow

*The tunnels give way to caves, where things move unseen.*

**Number of Heroes:** 2-5 (group adventure).

### Adventure Setup

**D&D Set:** The Legend of Drizzt

**Special Components in this Adventure:** Start tile, Broken Door tile, Ancient Throne tile, Shimmergloom Villain Card and figure.

Place the Start tile on the table.

Place each hero on any square on the Start tile.

Shuffle the Dungeon Tile stack. Take 3 tiles from it and shuffle the Broken Door tile into those tiles. Then, without looking at any of the tiles, put the shuffled Broken Door tile and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Broken Door tile will appear between the 9th and 12th tile drawn.)



### Special Adventure Rules

**Broken Door:** When a Hero reveals the Broken Door tile, do the following:

- ◆ Place the Ancient Throne tile next to the closest unexplored edge of the Broken Door tile.
- ◆ Instead of drawing a Monster card for the tile, the active Hero's player takes the Shimmergloom Villain card and places the figure on the Ancient Throne tile.

### When You Start the Adventure, Read:

*As the tunnels become less structured and more cave-like, you become aware of the thickness of the shadows. They seem to move, always following the companions, staying just outside of the torchlight.*

### When The Broken Door Is Revealed, Read:

*Suddenly Drizzt stops. "Watch the shadows!" he calls to the companions. He hears the echoes of ghostly dwarven cries, but it's too late. Dragon!*

**Victory:** The Heroes win the adventure once they defeat Shimmergloom.

**Defeat:** The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

### When Shimmergloom Is Defeated, Read:

*"Shimmergloom this close to dwarven borders? He must have had help sneaking past their patrols, but who?" the questions flow through Drizzt's mind, to the only possible conclusion, "Drow."*





## ADVENTURE 10

### Journey to Menzoberranzan

*Despite Drizzt's judgement, he agrees to lead the companions to the Drow city.*

**Number of Heroes:** 2-5 (group adventure).

### Adventure Setup

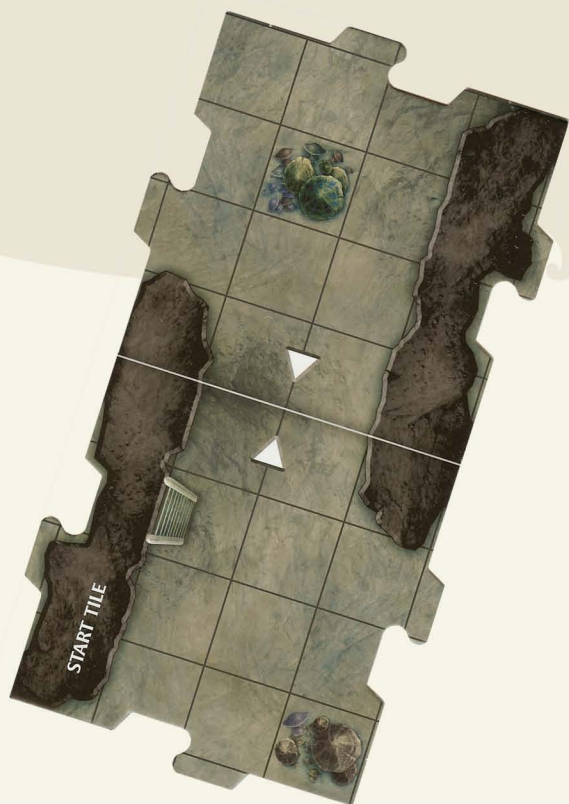
**D&D Set:** The Legend of Drizzt

**Special Components in this Adventure:** Start tile, Drow Glyph, Secret Cave.

Place the Start tile on the table.

Place each hero on any square on the Start tile.

Shuffle the Dungeon Tile stack. Take 3 tiles from it and shuffle the Drow Glyph tile into those tiles. Then, without looking at any of the tiles, put the shuffled Drow Glyph tile and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Drow Glyph tile will appear between the 9th and 12th tile drawn.)



## Special Adventure Rules

**Drow Glyph:** When a Hero reveals the Drow Glyph tile, do the following:

- ◆ Place the Secret Cave tile next to the closest unexplored edge of the Drow Glyph tile.

**Secret Cave:** If a Hero ends their Hero Phase on any square in the Secret Cave and all Monsters have been defeated, he or she may "set up camp". This removes this player from play.

### When You Start The Adventure, Read:

*"This quest leads to the Drow city of Menzoberranzan" Drizzt says quietly, "I cannot allow you to accompany me there." The companions all object at once, but he isn't budging. Then you have an idea. "We'll follow you anyway," you say desperately, "If you won't lead us we'll wander into the Drow Patrols. We will get there." The companions all nod along. Seeing your resolve, Drizzt very reluctantly agrees to lead "If only to keep you alive longer." he says unhappily.*

### When The Drow Glyph Is Revealed, Read:

*The glyph on the floor glows with power and a faint hum fills the air. "There's still time to turn back." Drizzt says miserably, as you start to make camp in the cave.*

**Victory:** The Heroes win this adventure once they have all "set up camp" in the Secret Cave, and all Monsters have been defeated.

**Defeat:** The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.





# ADVENTURE 11

## The Baenre Battle

On their way to Menzoberranzan, the companions find themselves in an unexpected fight.

**Number of Heroes:** 2-5 (group adventure).

### Adventure Setup

**D&D Set:** The Legend of Drizzt

**Special Components in this Adventure:** Secret Cave tile, Crystal Shard tile, Jarlaxle Baenre Villain Card and figure, Yvonne Baenre Villain Card and figure.

Place the Secret Cave tile on the table.

Place each hero on any square on the Secret Cave tile.

Shuffle the Dungeon Tile stack. Take 3 tiles from it and shuffle the Crystal Shard tile into those tiles. Then, without looking at any of the tiles, put the shuffled Crystal Shard tile and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Crystal Shard tile will appear between the 9th and 12th tile drawn.)



### Special Adventure Rules

**Cyrstal Shard:** When a Hero reveals the Cyrstal Shard tile, do the following:

- ◆ Instead of drawing a Monster card for the tile, the active Hero's player takes the Jarlaxle and Yvonne Villain cards and places the figures on the Cyrstal Shard tile.

**Jarlaxle:** If Jarlaxle is reduced to exactly 1 Hit Point, the active player may collect his figure from the board and collect his ally card.

#### When You Start the Adventure, Read:

*"We're not in the city yet," Drizzt says, "but we'll be in range of their patrols. Last chance to turn back." a quick glance, and nods confirm the companions resolve. "We go." you say.*

#### When The Crystal Shard Is Revealed, Read:

*An evil cackle echoes across the cavern. "Matron Mother" Drizzt thinks, "Outside the city? But why?" there's no time. "Move!" he shouts to the companions. Then he sees them, Jarlaxle and Matron Baenre. "Jarlaxle? Here?" he thinks "Something's wrong... the eyepatch is missing!" He shouts a plea to the companions before the fight erupts "Don't kill the bald one! I want him alive!"*

**Victory:** The Heroes win the adventure once they defeat Yvonne and reduce Jarlaxle to 1 or less Hit Points.

**Defeat:** The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

#### If Jarlaxle Is Collected As An Ally, Read:

*Jarlaxle shakily reaches up and returns his notorious eyepatch to its proper location, muttering "She deceived me." under his breath. After a quick equipment check, he downs a vial from a hidden pocket, then jumps up, restored. "Drizzt!" he shouts to the one person he knows will understand "Crenshinibon!" Realization dawns on Drizzt as the fighting continues.*

#### When The Heroes Achieve Victory, Read:

*"It's over for you now, traitor!" the Matron Mother screams with her dying breaths, "Lolth has sent an old enemy to collect you, and he has a powerful artifact to help..." this thought was left unfinished as the forked tongue of a flame whipped through her body, turning her old bones to ash.*

## ADVENTURE 12

### The Puppeteer Arrives

*At long last the answers to all the strange activity have arrived.*

**Number of Heroes:** 2-5 (group adventure).

## Adventure Setup

**D&D Set:** The Legend of Drizzt

**Special Components in this Adventure:** Crystal Shard tile, Rocky Lair tile, Dark Chasm tile, Underground River tile, 4 Narrow Passage tiles, 1 corner Volcanic Vent tile, Errtu Villain Card and figure, Yochlol Villain Card and figures.

You will not need the Dungeon tile stack for this adventure. Create the pre-built dungeon as shown below.

Place each hero on any square on the Crystal Shard tile.

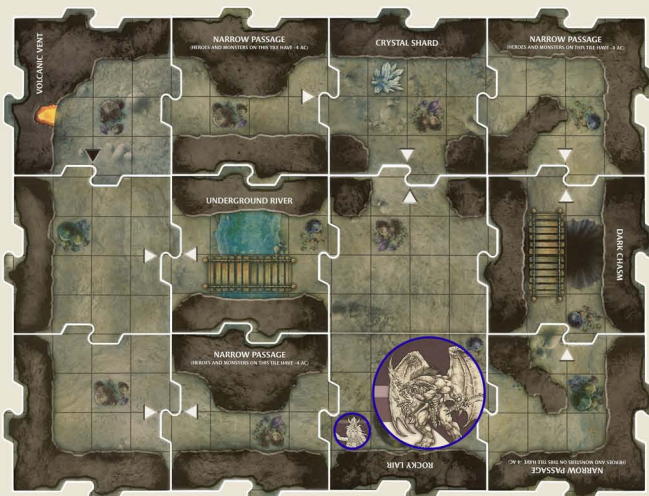
Place Errtu's figure on the Rocky Lair tile as shown below.

Place Yochlol's drow figure on the Rocky Lair tile as shown below.

If Jarlaxle is alive, the player controlling his ally card plays it immediately and places his figure on any square of the Crystal Shard tile.

If Jarlaxle is dead, place his figure on its side anywhere on the board.

Each player must draw and place one Monster on a tile without a Monster.



## Special Adventure Rules

**Errtu's Preparation:** Any attack against Errtu gets a -2 penalty to its die roll.

**Victory:** The Heroes win this adventure once Errtu, Yochlol, and all Monsters have been defeated.

**Defeat:** The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

### When You Start The Adventure, Read:

*Drizzt knew at once who the old enemy was. Errtu the demon, back on the material plane, and wielding Crenshinibon. The mirrors! "Run!" he screamed at the companions, but it was too late. With the Crystal Shard at his side Errtu had sealed off all means of escape. He had been the controlling force behind all the strange activity, drawing them in like lambs to slaughter. He had been watching them with the mirrors, he knew all their tricks!*

### When Errtu Is Defeated, Read:

*The demon banished, yet again, to his own plane of existence. Drizzt turned his attention to Crenshinibon. He vaguely recalled that dragon fire had been suggested to potentially destroy the shard. Jarlaxle had to have something! Rummaging through his many pockets produced a dragon figurine, which Drizzt then brought to where the Crystal Shard lay on the floor. Dragon fire flowed from the figurine, encompassing the shard until it exploded, releasing evil energy among the companions, but also revealing an exit. "Let's go home." you say wearily.*



**Player 1:**

| Character | Lvl | Gold | Items, Allies, and Advancements |
|-----------|-----|------|---------------------------------|
|           |     |      |                                 |
|           |     |      |                                 |
|           |     |      |                                 |

**Player 2:**

| Character | Lvl | Gold | Items, Allies, and Advancements |
|-----------|-----|------|---------------------------------|
|           |     |      |                                 |
|           |     |      |                                 |
|           |     |      |                                 |

**Player 3:**

| Character | Lvl | Gold | Items, Allies, and Advancements |
|-----------|-----|------|---------------------------------|
|           |     |      |                                 |
|           |     |      |                                 |
|           |     |      |                                 |


**Player 4:**

| Character | Lvl | Gold | Items, Allies, and Advancements |
|-----------|-----|------|---------------------------------|
|           |     |      |                                 |
|           |     |      |                                 |
|           |     |      |                                 |

**Player 5:**

| Character | Lvl | Gold | Items, Allies, and Advancements |
|-----------|-----|------|---------------------------------|
|           |     |      |                                 |
|           |     |      |                                 |
|           |     |      |                                 |





# Puppets of the Balor

**A D&D Board Game Campaign by Kelsam**



# JARLAXLE (ALLY)

DROW

AC

HP

TACTICS

15

4



♦ If Jarlaxle is on a tile with a **Monster**, he moves adjacent to the closest **Monster** and attacks with a Rapier.

♦ If Jarlaxle is within 1 tile of a **Monster**, he attacks the closest **Monster** with a Throwing Dagger.

♦ **Otherwise**, he moves 1 tile towards the closest **Monster**.

Jarlaxle counts as a Hero for the purpose of **Monster** tactics.

|        | ATTACK | DAMAGE |
|--------|--------|--------|
| Rapier | +7     | 1      |
| Dagger | +6     | 1      |



ADVENTURE