

# Legend of Drizzt Campaign Rules v2.2

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## Introduction

This short document describes how to link together single adventures from the Legend of Drizzt board game (Lod) into a solo, cooperative or team campaign. The intent is not to provide all the rules of the game but only to describe the variant and how it changes the standard rules.

While this variant has been created for LoD, the same rules may be adapted for mixing together all the D&D adventure board games. These rules are inspired not only by the other games of the series, but also by some of the good ideas kindly provided by fans to the boardgamegeek website.

| Old Revision | New Revision | Date of Change | Summary of Changes  |
|--------------|--------------|----------------|---|
| 1            | 1.1          | 26/08/16       | Competitive adventure rules. Improved text and clearer rules. |
| 1.1          | 2            | 17/09/16       | Solo & cooperative rules. Simplified rules.                   |
| 2            | 2.1          | 19/09/16       | Clarifying the solo variant of adventure 5                    |
| 2.1          | 2.2          | 28/09/16       | Clearer description of modified rules from ToEE               |

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## Preparing the decks

While in a standard game the decks remain almost the same, in a campaign they evolve following the heroes progression.

### Adventure Tier

In a campaign the level of difficulty (Tier) increases during the game. Monster Deck and Encounter Deck are changed accordingly. In the table below difficult progression is showed up to Tier 6 but it can be easily adapted for higher levels of difficulty:

| Tier | Monster Deck                   | Encounter Deck                     | Monster cards per tile |                |
|------|--------------------------------|------------------------------------|------------------------|----------------|
|      |                                |                                    | Black Triangle         | White Triangle |
| 0    | Starting Deck (card up to 100) | Starting Deck (card up to 100)     | 1                      | 1              |
| 1    | All Monsters                   | All Encounters                     | 1                      | 1              |
| 2    | All Monsters                   | Advanced Deck only (card from 101) | 1                      | 2              |
| 3    | All Monsters                   | All Encounters                     | 2                      | 3              |
| 4    | Monster below XP 2 are removed | Advanced Deck only (card from 101) | 2                      | 3              |
| 5    | All Monsters                   | All Encounters                     | 3                      | 4              |
| 6    | Monster below XP 2 are removed | Advanced Deck only (card from 101) | 3                      | 4              |

In the first adventure of the campaign the level of difficulty (Tier) is equal 0 unless the players would like to start with a higher level of difficulty. After winning an adventure the Tier increases by one. However, if the heroes managed to win without spending any Healing Surge, the Tier of the next adventure increases by two.

### Treasure Deck

The Treasure Deck initially contains only Blessings, Fortunes and Items which are discarded after use (e.g. Cure Potion and Flask of Oil). Furthermore remove the following card from the game: Field Promotion.

Each time the heroes win an adventure an item is added to the Treasure Deck from the Gear Deck.

### Gear Deck

The remaining Treasure Items, which are not included in the Treasure Deck, form the Gear Deck. Every time the heroes won an adventure, before the next one, a random item from the Gear Deck is added to the Treasure Deck (see [Adventure outcome](#)). Heroes may also buy items from Gear Deck between the adventures (see Town actions)

### Starting Awards for all the campaign adventures

Unless specified differently, the players will always start the adventure with only one Healing Surge per team (e.g. only one for solo and cooperative adventures) and no random items from the Treasure Deck.

Jarlaxle will draw two cards from the Gear Deck in its first adventure and choose one as Personal Items which he will keep for the rest of the campaign.

## Playing the adventure

### Levelling Up not allowed during the adventure

Heroes cannot level up during the adventure but may do it during Town actions.

### Gold and experience during the adventure

You will find useful [scrolls](#), [potions](#) and [other items](#) which may help you throughout the adventure.  
Note for the narrator: you can define a proper item when the heroes decide to cancel an event.

Experience in the Heroes' Experience Pile may be used to cancel an encounter (5 XP as in the standard rules or as Gold Pieces during Town actions (50 Gold Pieces for each XP).

## Between the adventures

### Adventure outcomes

After ending an adventure, if one team of heroes won the adventure, Adventure Tier will increase by one or, if the heroes won without spending any Healing Surge, by two.(see also Adventure Tier section).

If the heroes won a cooperative adventure, a random item from the Gear Deck is added to the Treasure Deck. In case of team adventures please look at Personal Items section.

### Town actions

Heroes perform town actions similar to the ones described in ["Temple of Elemental Evil"](#) (ToEE):

- 1) **Swap Powers.** Heroes may change selected powers following the requirements on the Hero card.
- 2) **Sell Items.** Heroes may sell items for half of their values.
- 3) **Trade.** Heroes within the same team may trade Treasure Cards and/or GP.
- 4) **Level Up.** Your Hero may spend 1,000 gold pieces to become 2nd level for the rest of the campaign.
- 5) **Buy Advancement Tokens.** See the Advancement Tokens section
- 6) **Buy Items.** Draws once 2 items from the [Gear Deck](#); heroes can buy these items.

Personal Items (see also Annex - Rules for team adventures) cannot be sold or traded

Sold items will be shuffled back into the Treasure Deck (in case of Blessings, Fortunes and Items which are discarded after use) or into the [Gear Deck](#) (also in case the heroes decide to not buy them).

### Advancement Tokens

Players are allowed to buy skill tokens even if they have not reached yet level 2.

Between two adventures, each player selects randomly the two types of skill tokens which can buy. The available skills are determined using the D20 die (reroll if the second skill is equal to the first one):

| Token name  | D20   | First  | Second | Third  | Fourth  | Fifth   | Sixth   | Suggested Tokens     |
|-------------|-------|--------|--------|--------|---------|---------|---------|----------------------|
| Reroll      | 1-5   | 400 GP | 500 GP | 600 GP | 700 GP  | 800 GP  | 900 GP  | HP 5 Token (Hero)    |
| +1 Damage   | 6-10  | 500 GP | 600 GP | 700 GP | 800 GP  | 900 GP  | 1000 GP | HP 1 Token (monster) |
| Regain 2 HP | 11-15 | 600 GP | 700 GP | 800 GP | 900 GP  | 1000 GP | 1100 GP | Treasure Chest       |
| Recharge    | 16-20 | 700 GP | 800 GP | 900 GP | 1000 GP | 1100 GP | 1200 GP | Time Token           |

The downloadable [Advancement Token Tracking](#) from ToEE can be printed and used to track the skills and items the heroes have acquired. Tokens already available in the game could be used to represent the skills; keep them separate (e.g. on your At-Will-Power cards) to not confound them with the other tokens.

## Annex - Legacy of Drow solo campaign

The [Legacy of Drow campaign](#) was originally designed to play all the different types of adventures available in the game. Hereby the solo variant is described. While Drizzt is the protagonist, all his companions appear as allies during the campaign.

Some variants to the standard adventure rules have been introduced to allow the solo mode, while preserving at the same time as much as possible the story written in R. A. Salvatore's books. Alternative background information is also provided to further enhance the theme.

The intent of this document is not to provide all the rules for the adventures but only to describe the variant and how it changes the standard rules. The rules from LoD Adventure Book from the game have to be used unless they are explicitly modified in the variant.

The solo variant could be easily adapted for more players, using the rules for playing different heroes during a campaign (see [Player's Experience](#) section).

### Special campaign rules

The following rules apply to all the adventures:

- Starting awards: 1 Healing Surge and no item card. One Ally when specified.
- Ally defeating monster: does not provide neither experience neither treasures to the team.

### Exile (adventure 1), prologue to the campaign

The adventure could be played as presented in the book.

**Two players:** you may use the cooperative variant [Friends and Foes](#) (for two players use only Belwar).

### Betrayal in the Tunnels (adventure 5)

Use the standard rules for adventure 5 apart from the modifications listed in this section.

**Special components in this adventure:** 2 Hero tokens (Drizzt and Regis), Regis (Ally) card and figure

**Special Adventure Rules.** After the fifth title with a black arrow is drawn, take one random Hero token.

- If the Hero Token represents Regis replace him with Artemis Entreri figure. Replace Regis with Artemis Entreri also if Regis is defeated.
- If the Hero Token represents Drizzt, put Artemis on the starting tile.

**When you Start the Adventure, Read :** *King Bruenor has reclaimed his ancestral home Mithral Hall, but work remains to be done. For the first time since the shadow dragon Shimmergloom was defeated, nearby creatures have grown restless. The Companions of the Hall explores to the new areas of Mithral Hall to investigate on the disappearance of some dwarves. However one of the Companions of the Hall is not who he or she claims to be.*

**When you End the Adventure Read:** *While fighting Artemis Entreri tells that he is in league with drows and he informed them where Drizzt is hidden. The fight is coming to the end when the duellists are hit by narcotic darts. You have only the time to see drows approaching before fainting.*

### Legacy of the Drow (adventure 4)

**Special Components in this adventure:** Yochlol Villain card and figure, Fortune Card “A Hero's Sacrifice”, Wulfgar (Ally) card and figure

**When you Start the Adventure, Read :** *Drows have secretly infiltrated in the depths of Mithral Hall and have captured Drizzt. Fortunately Drizzt's companions have come to his aid.*

**Special Adventure Rules.** Wulfgar has the Fortune Card “A Hero's Sacrifice” which he may use during one of his turns.

**When You Reveal the Drow Glyph Tile:** *A new enemy has arrived along with a bevy of body-guards. Lolth, the dreaded deity of the evil dark elves, has vowed to end the life of Drizzt and his family has arrived to sacrifice him to the Spider Queen.*

If you have [Vierna Do'Urden](#) Promo Card you can place her as monster and represent her with Yvonne Baenre's figure. In this case the Yochlol will appear already in its final form.

### Starless Night (adventure 6)

**Special components in this adventure:** Jarlaxe's figure and villain card, Entreri's figure and villain card, Catti-brie (Ally) card and figure

**Special Adventure Rules.** *Entreri, Drizzt's rival.* At the start of the game place also Entreri. He will act according to his villain card but:

- He will consider monsters as heroes thus he can attack them
- He will ignore allies and allies will ignore him for the purpose of tactics (e.g. move and attack).

NOTE: In order for Catti-Brie to exit the tunnel, Drizzt will have to be on the mushroom patch first.

**When you Start the Adventure, Read :** *Drizzt go back to the drow city Menzoberranzan to discern what perils might reach out from that dark place to threaten his friends in Mithril Hall. Catti-brie secretly follows him but they are both captured by the powerful House Baenre. They are now forced into an uncertain alliance with a dreaded enemy to fight their way out.*

**When you Reveal the Drow Glyph Tile, Read:** *Freedom lies just ahead but the pursuers have managed to reach you. Yvonne Baenre, matron mother of House Baenre, has demanded Jarlaxe to bring you back in order to steal precious information about Mithral Hall.*

Instead of placing three monsters, place Jarlaxe and a monster (draw a monster card) on the tiles.

### Siege of Darkness (adventure 7)

**Special components in this adventure:** Bruenor (Ally) card and figure

**Special Adventure Rules.** For a solo game put two Hit Point for each fissure. When placing monster place the highest number (corresponding to tiles with white arrows).

**After the Second Fissure is Closed, Read:** *You breathe a sigh of relief as another passage collapses, but then a chilling voice speaks from the darkness. "Destroy the outcast and his friends, and the Spider Queen will celebrate this day".*

**If Bruenor is Alive, Read:** *A mighty roar answers to the challenge. Bruenor charges to save his friend and avenge Wulfgar !*

## Passage to Dawn (adventure 8), epilogue to the campaign

**Special components in this adventure:** choose one ally between Bruenor, Regis and Catti-Brie and take his/her (Ally) card and figure

## Annex - Rules for team adventures

The Adventure Book of LoD contains not only cooperative adventures but also team adventures. Thus it is important to keep track of players' development separately.

### Personal Items

In case of team adventures, the first team who fulfilled the victory condition draws two Items from the Gear Deck and chooses one of them as Personal Item. Personal Items cannot be sold or given to other players during the campaign.

### Player's Experience

Player's Experience includes Personal Items, Skills Tokens and Progression to 2<sup>nd</sup> level. When a player uses another hero during a quest, all these bonus can be transferred to this hero.

At the end of each adventure is important to keep track of the current Player's Experience. This is calculated as the sum of Gold Pieces related to:

- Personal Items.
- Skills Tokens: in this case the lowest value for the Skills Token category is considered; for example the Reroll Skill Token is equal to 400 GP.
- Progression to 2<sup>nd</sup> level. This is equal to 1000 GP. (cost of advancing to level 2)
- Drizzt. He is considered having a bonus value equal to 750 GP

### Town actions and items distribution

Since players heroes grow more independently, situations may arise on how to use the GP after each adventure (especially just before a competitive adventure).

It is recommended that players alternate in performing Town Actions (e.g. buying one Advancement Token) starting with the players with the lower Player's Experience. On his turn, if a player doesn't buy anything, he may decide to end Town actions phase.

Similarly, before starting the new adventure, players may decide to use Player's Experience to decide who will choose the first item from the common pool. Remember although, that Personal Item cannot be traded and are part of Player's Experience.

## Annex - Optional thematic rules

The rules described here are not necessary to the game but introduce mechanics which fits the theme.

### Cancelling encounters with treasure token

Every time you have 5 XP in the Experience Pile, replace it with a Treasure Token (equivalent to 250 Gold Pieces). Each treasure token may be used to cancel one encounter however:

*When using items in a rush things may not necessarily develop as expected. You could lose the concentration while reading a magic scroll or the potion you are drinking may produce different results.*

Before starting the adventure remove one Empty Chest token from the Treasure Tokens. When you use a Treasure Token to cancel an event, name a hero and reveal the back side: “

- Treasure Chest. Cancel the event without consequence
- Trapped Chest. Cancel the event but the named hero takes one damage
- Empty Chest. You didn't manage to cancel the event