

D&D[®] ATTACK WING

OP CAMPAIGN ADVENTURE #8: THE ALTAR OF THE ELDER ELEMENTAL EYE

Your legion has made use of brilliant strategy, cunning tactics, and teamwork to make it this deep into a well-defended cavern complex more vast and deadly than you could have imagined. Four evil elemental cults are working together to wreak devastation upon the world, and this is the center of their power!

With only minor losses, you've defeated one of the four prophets who lead the various cults, and have come to what you can only guess must be the central hub of the whole dungeon network. Here you find the altar of the Elder Elemental Eye, which is engraved with the symbols of all four elements. There, standing beside that altar, are two more of the infamous prophets, prompting you to wonder, even as you prepare for yet another deadly confrontation, where the last of them, the fourth, might be.

That question is answered quickly enough, as another force arrives through a passage similar to the one that brought you here, cheering the defeat of that fourth prophet. At first, you are eager to join forces with the other legion so that you won't have to fight these last two prophets alone.

But then the altar itself seems to speak to you, pointing out to you that these other soldiers are your rivals, not your allies. If you don't act quickly enough, the other legion may destroy you and steal all the glory for your victories. You don't know why, but you feel oddly compelled to listen to this voice. It just seems to make so much sense...

ADVENTURE SET-UP

Number of Players: 2

Special Components: 1 altar token (3" X 4"), 2 double-sided prophet tokens (1" diameter), 6 objective tokens (#1 - 6), as well as the damage track and the 3 damage tokens (north, south, and cumulative) from OP6*

*Alternatively, any three distinguishable tokens on any sort of numbered track, even hand-drawn, will suffice.

LEGION POINTS: 120

Due to arcane interference caused by the altar, players cannot include the *time stop* arcane spell in their legions.

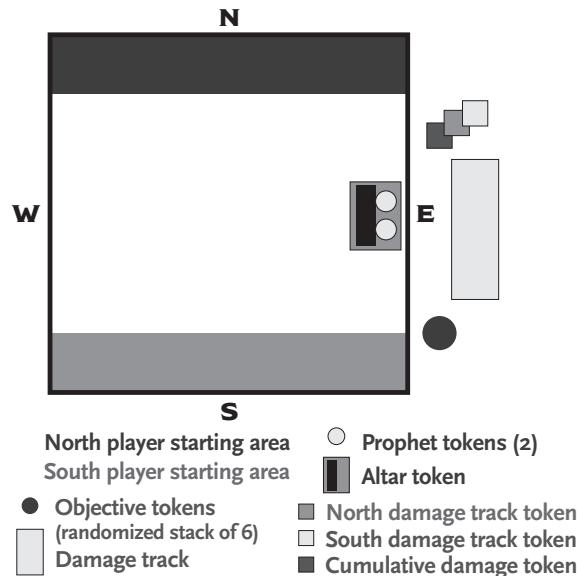
Players cannot include siege weapons in their legions, as this adventure takes place deep underground, with only rough uneven access paths.

Place the damage track to one side of the play area, and the three damage tokens beside the damage track. Center the altar token on the eastern edge of the play area. Each player then flips one of the double-sided prophet tokens like a coin to see which prophets they will face (fire and water on one token, earth and air on the second token). Afterwards, place these tokens in their spaces on the altar with the randomly chosen prophets showing face up.

Shuffle the objective tokens number side down, and then put them in one stack just outside the play area. The players then place their creatures in their starting areas according to the normal Set-Up rules for 2 players.

SPECIAL RULES

Because this battle takes place inside a deep dungeon, creatures cannot maneuver out of the play area. Instead, the edges of the play area represent walls. If a creature would end its movement outside the play area, it is not defeated, but must simply back



itself up to the point at which it is wholly inside the play area. Flying creatures who are forced to end their movement in this way must immediately land.

NOTE: The dungeon is magically sealed, so incorporeal creatures cannot pass through the walls either.

The interior is dimly lit and is considered to be "in darkness."

The prophets, together with the altar itself, are considered one large ground creature for purposes of overlapping, overruns, and card text. Throughout the battle, the players may attack the prophets by attacking the altar token, which is considered to have an Agility of 0. The prophets are immune to critical effects, although critical

hit results still penetrate their armor (if any), and each point of critical damage inflicts 2 normal damage against them.

Players use the damage track and its associated tokens to keep track of the damage inflicted against the prophets. To attack the prophets, a creature must be within range 1–3 of the altar token. Any attacks that are initiated from range 4 or beyond have no effect upon the prophets, although area attacks will still affect other creatures in the area as normal. Even a burst attack will have no effect on the prophets if the attacking creature is range 4 or beyond from the altar.

In addition, each of the prophets confers a special protection to the altar if he or she is face up:

Vanifer the fire prophet provides resistance (1 free result against attacks).

Gar Shatterkeel the water prophet provides resistance (1 free result against attacks).

Aerisi Kalinoth the air prophet provides resistance (1 free result against attacks).

Marlos Urnrayle the earth prophet provides 2 armor. Place 2 armor tokens on the altar token to represent this.

Whenever a creature damages the prophets, the creature's owner moves his corresponding damage token forward on the damage track the appropriate number of spaces. He also moves the cumulative damage token forward the same number of spaces so the players know how much total damage has been inflicted against the prophets. Although it is possible for the combined damage inflicted against the prophets by both players to exceed 20, all damage tokens stop at the 20 mark. In other words, although the prophets have a combined health of 20, it is okay if the players' combined damage total exceeds 20.

After any attack, if the prophets have received a total of 20 or more damage, the prophet tokens are immediately removed from the game and the altar can no longer be attacked or receive damage from any source.

At the start of each round (including the first round), before the planning phase, **if the prophets are still in play**, then draw the top objective token and flip it number side up. Consult the following list for its effect, depending on which tokens are face up on the altar. The prophets themselves are immune to these effects:

Token 1: The fire prophet inflicts 1 damage against each creature OR the water prophet inflicts 1 damage against each creature.

Token 2: The earth prophet inflicts 1 damage against each creature OR the air prophet inflicts 1 damage against each creature.

Token 3: The fire prophet forces every creature to discard 1 upgrade of its choice OR the water prophet forces all creatures currently on the ground to receive a "no attack" token for this round.

Token 4: The earth prophet forces all creatures with green effect tokens to remove them from play OR the air prophet forces all creatures currently in the air to receive

a ground token and an exhaustion token; no creatures can change altitude for the rest of this round.

Token 5: The fire prophet forces all creatures in the air to choose maneuvers this round OR the water prophet forces each creature within range 1 - 3 of the altar to immediately disable each of its and upgrades.

Token 6: The earth prophet forces all creatures on the ground to perform a pivot maneuver this round OR the air prophet forces each dragon within range 1 - 3 of the altar to immediately disable each of its upgrades.

After the last objective token takes effect, shuffle the objective tokens again so that they can be drawn again during the next round.

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) when 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 end phase 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 because time was called, then the player with the **highest scenario point** total wins the adventure.

Each player receives scenario points in the amount of:

$[120 - \text{opponent's legion remainder} + (\text{the total amount of damage the player inflicted against the prophets} \times 3)]$

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.

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

The player who wins the adventure receives **2 campaign points**. The other player receives **1 campaign point** for participating in the adventure. Additionally, if the prophets were defeated, then the player who inflicted the most damage against the prophets receives **1 bonus campaign point**, regardless of whether or not that player won the adventure; if tied, neither player receives the bonus campaign point.

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

DATE	
EVENT	

PLAYER INFORMATION

NAME	
EMAIL	

TYPE	CARD TITLE	LP	TYPE	CARD TITLE	LP
Creature 1			Creature 2		
TOTAL LP			TOTAL LP		

CREATURE

TYPE	CARD TITLE	LP	TYPE	CARD TITLE	LP
Creature 3			Creature 4		
TOTAL LP			TOTAL LP		
CARD TITLE			LP		

CAMPAIGN ARTIFACTS 1

CAMPAIGN ARTIFACTS 2

CAMPAIGN ARTIFACTS 3

CAMPAGN ARTIFACTS 4

CAMPAIGN ARTIFACTS 5

CAMPAIGN ARTIFACTS C

CAPITAL ARTIFACTS

**CREATURE 1
TOTAL LP**

**CREATURE 2
TOTAL LP**

**CREATURE 3
TOTAL LP**

**CREATURE 4
TOTAL LP**

CAMPAIGN ARTIFACT TOTAL LP

TOTAL BUILD

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

BEFORE BATTLE STARTS:

AFTER BATTLE ENDS:

BATTLE ROUND	OPPONENT'S NAME	OPPONENT'S INITIALS (VERIFY BUILD)
1		
2		
3		

YOUR RESULT (W-L-B)	YOUR SCENARIO POINTS	CUMULATIVE SCENARIO POINTS	OPPONENT'S INITIALS (VERIFY RESULTS)