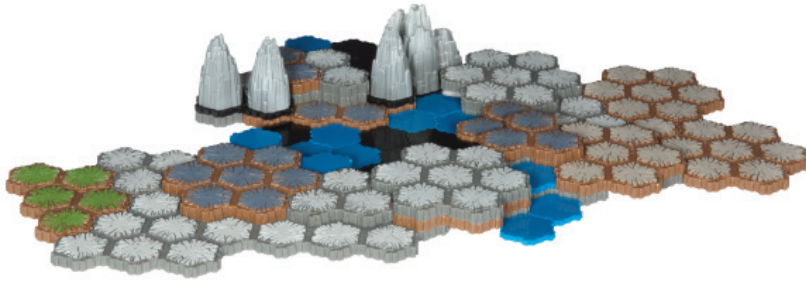




ONLINE EXCLUSIVE GAME SCENARIOS

Battlefield: Othkurik's Throne



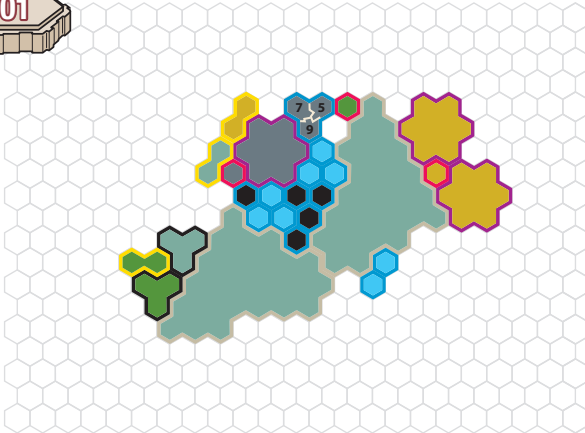
OTHKURIK'S THRONE BATTLEFIELD

Required Sets:

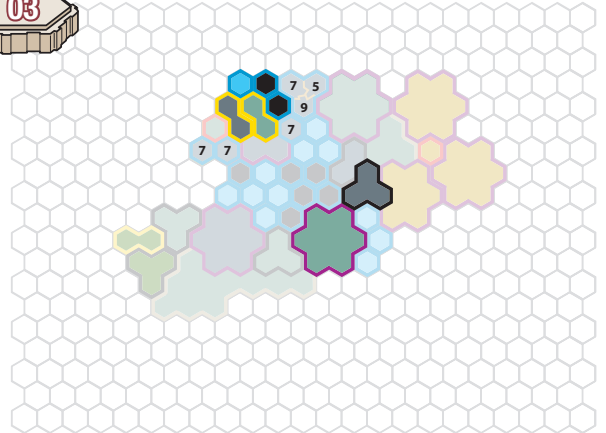
1 Battle for the Underdark™ Master Set

The black dragon Othkurik enjoys collecting treasure. He takes it back to his "throne," a small cavern nestled deep in the Underdark, where he hoards his collection. The cavern is both a safe area to rest and a good launching point for raids. While he sleeps, the dragon has his minions stand watch against any adventurers foolish enough to invade his lair.

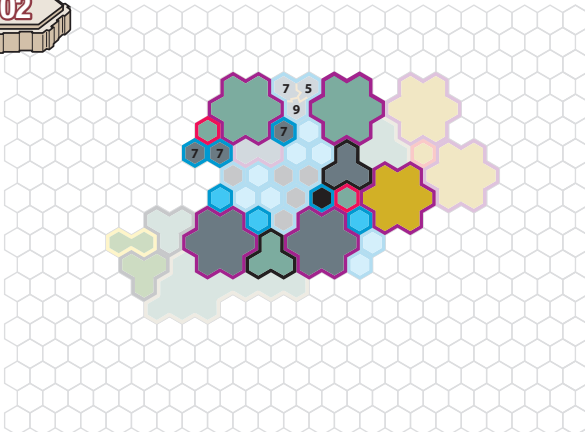
LEVEL
01



LEVEL
03



LEVEL
02





ONLINE EXCLUSIVE GAME SCENARIOS

MASTER GAME—Raiding Othkurik's Throne (2 Players)

Required Sets:

1 Battle for the Underdark™ Master Set

Ambushes have plagued the northern pass in recent months. With them come whispers of drow assassins in the night, pillaging the wealth of travelers and leaving behind nothing but bones and blood. Among the areas raided was a key strategic post of the allied generals. Maps of their strongholds in the Underdark were stolen.

You have been sent to investigate a cavern to the north, believed to be the raiders' base of operations, and recover the maps at any cost.

As you step into the cavern, the damp moss-covered walls seem to come alive, shaking in a low rumble as if drawing breath. You light your torches, and by their glow you see the den of a black dragon just beyond a shadowy lagoon. The dragon's scaly chest rises and falls as it breathes, and vile plumes of acidic smoke rise from its nostrils. Your torchlight also reflects off piles of golden treasure, but you have no time to examine them—a horde of the dragon's minions approach to defend their master and his den of greed.

With your backs to the cavern mouth, you ready yourselves for battle and pray that the dragon is not a light sleeper.

Player 1's Goal: Player 1 has two ways to achieve victory.

Before Othkurik Awakes: Player 1 must destroy all Player 2's figures, or have one of his or her figures exit the cavern with the Brandar's Chest Treasure Glyph.

After Othkurik Awakes: Player 1 must destroy Othkurik, or have one of his or her figures exit the cavern with the Brandar's Chest Treasure Glyph.

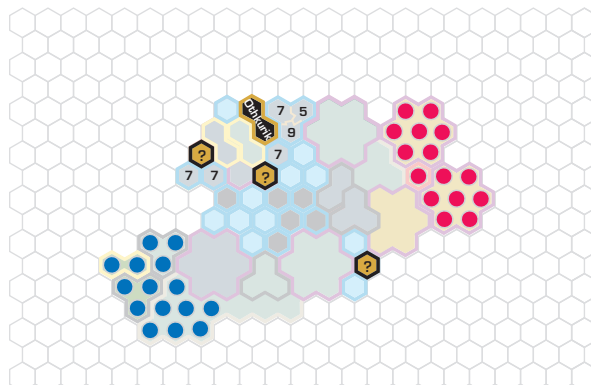
Player 2's Goal: Player 2 must destroy Player 1's figures.

Setup: Choose one of the following two options.

Master Set Only: Player 1 starts with Ana Karithon, Darrak Ambershard, Tandros Kreeel, and Erevan Sunshadow. Player 2 starts with 1 Squad of Deepwyrms, Pellioth, and 1 Feral Troll.

Master Set and Expansion Sets: Player 1 drafts or brings a pre-made 400-point Army. Player 2 drafts or brings a pre-made 300-point Army. Neither Army can include Othkurik.

Whichever setup option you choose, place Othkurik where shown. Player 1 starts in the blue starting zone. Player 2 starts in the red starting zone.



Randomly choose two Treasure Glyphs and the Brandar's Chest Treasure Glyph, mix them up, and place them symbol-side up where shown.

Special Rules

Exiting the Cavern: A figure in Player 1's Army that is carrying the Brandar's Chest Treasure Glyph can exit the cavern (and win) by ending its turn on one of the 5 grass spaces in its starting zone.

Othkurik: Othkurik starts the game asleep. He is on the battlefield but not under anyone's control, and he cannot be targeted or affected by any attacks. Any figure adjacent to Othkurik can move away from him without taking any leaving engagement attacks. If Othkurik has not awoken (see "Treasure Glyph Trap" below) by the end of Round 4, Player 2 gains control of Othkurik.

Hands Off: Player 2's figures (including Othkurik, if under his or her control) cannot attempt to pick up any symbol-side up Treasure Glyphs.

Treasure Glyph Trap: Roll the 20-sided die. If you roll a 1–5, the figure attempting to pick up the Treasure Glyph receives 1 wound and, if Othkurik is not yet awake, the trap wakes Othkurik. Do not reveal the Treasure Glyph. Player 2 now gains control of Othkurik, but he or she cannot place order markers on him until the beginning of the next round.

Victory: Player 2 wins when all of Player 1's figures have been destroyed.

Player 1 wins when one of his or her figures carrying Brandar's Chest Treasure Glyph ends its turn on a grass space in its starting zone, or when Othkurik has been destroyed. Player 1 also wins by destroying all of Player 2's figures before Othkurik awakes.

If neither player has won by the end of Round 10, the player with the most points on the battlefield wins (see "Scoring" on page 13 in the Battle for the Underdark Master Game).

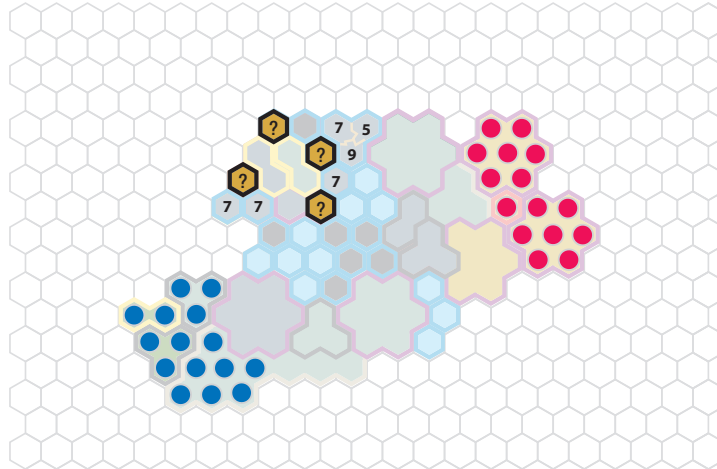
ROUND MARKER TRACK





ONLINE EXCLUSIVE GAME SCENARIOS

OT2: Controlling Othkurik's Throne



MASTER GAME—Controlling Othkurik's Throne (2 Players)

Required Sets:

1 Battle for the Underdark™ Master Set

Tales of dragon treasure have drawn two competing parties of adventurers into the heart of the Underdark. The two groups, following different paths, arrive at the same time in the throne room of the black dragon. Othkurik is away, but the walls of the cavern drip with the dragon's green acid.

The opposing sides are not about to share the treasure laid out before them. A battle ensues, with adventurers looting as they fight. The combatants soon find out that dripping acid and rival warriors aren't their only concern. Much of the treasure here is cursed.

Goal: Take control of Othkurik's throne by destroying all your opponent's figures.

Setup: Each player drafts or brings a pre-made 400-point Army. Player 1 starts in the blue starting zone. Player 2 starts in the red starting zone.

Randomly choose three Treasure Glyphs and the Brandar's Chest Treasure Glyph, mix them up, and place them symbol-side where shown.

Special Rules

Acid Drip: At the end of each round, roll one attack die for each figure that is not on a water space. If you roll a skull, that figure receives 1 wound. If Othkurik is in either Army, he is never affected by the Acid Drip. If a figure is carrying the Brandar's Chest Treasure Glyph, that figure and all adjacent friendly figures are not affected by the Acid Drip.

Cloak of Acid Resistance: If a figure is carrying the Brandar's Chest Treasure Glyph, that figure and all adjacent friendly figures are not affected by the Acid Drip. If Othkurik is in either Army, the figure carrying the Brandar's Chest Treasure Glyph also adds 1 automatic shield to whatever is rolled when defending against Othkurik's Acid Spray Special Attack.

Treasure Glyph Trap: Roll the 20-sided die. If you roll a 1–5, do not reveal the Treasure Glyph. Instead, the figure attempting to pick up the Treasure Glyph receives 2 wounds.

Victory: Player 2 wins when all of Player 1's figures have been destroyed. Player 1 wins when all of Player 2's figures have been destroyed.

If neither player has won by the end of Round 7, the player with the most points on the battlefield wins (see "Scoring" on page 13 in the Battle for the Underdark Master Game).

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ONLINE EXCLUSIVE GAME SCENARIOS



ROUND
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MASTER GAME—Crazy Troll (2 Players)

Required Sets:

1 Battle for the Underdark™ Master Set

Guttural wails echo maddeningly through the underground cavern. The heroes of Toril and the Deepwyrms drow race toward the head-splitting sound.

As they burst upon the source of the noise, the warriors find an awful sight. A feral troll screams and thrashes at the air around it, its huge eyes rolling in their sockets.

Pelloth, the leader of the drow, shouts to be heard above the cries of the troll. "The brute must have found the artifact. Do you see what trying to understand its power does to a dull mind? Go, recover the artifact. The topsiders must not be allowed to possess it!"

Player 1's Goal: Player 1 must end a round with one of his or her Heroes carrying the Brandar's Chest Treasure Glyph.

Player 2's Goal: Player 2 must end a round with Pelloth carrying the Brandar's Chest Treasure Glyph. Player 2 also wins by destroying all of Player 1's figures.

Setup: Place figures where shown. Randomly choose three Treasure Glyphs and the Brandar's Chest Treasure Glyph, mix them up, and place them symbol-side up in a pile beside the board. Take the top Treasure Glyph off the pile and place it symbol-side up where shown.

Player 1 starts with Ana Karithon, Darrak Ambershard, Tandros Kreel, and Erevan Sunshadow. Player 2 starts with Pelloth and 1 Squad of Deepwyrms Drow. At the start of the game, neither player controls the Feral Troll. Place the Feral Troll's Army Card within reach of both players.

Special Rules

Crazy Troll: The Feral Troll has gone mad trying to understand what the artifact does. Because of that, treat it as a Neutral figure.

Neutral Figure: Both players may place order markers on a Neutral figure's Army Card. Order markers should be placed to either side of the Neutral figure's Army Card so they are not accidentally revealed as the figure changes hands throughout the game.

When an order marker is revealed for a Neutral figure, that player controls that figure for the duration of its turn. After that turn, the figure becomes Neutral and is not controlled by either player. While the figure is Neutral, all players treat it as an opponent's figure. A Neutral figure cannot attempt to pick up or activate any Treasure Glyphs, but like all figures, it can stand on a Treasure Glyph.

Local Insight: For every order marker on the Feral Troll's Army Card at the beginning of a round, add 1 to Player 2's initiative roll.

Reinforcements: Each time a Deepwyrms Drow figure is destroyed, place it back on one of the three spaces in its starting location.

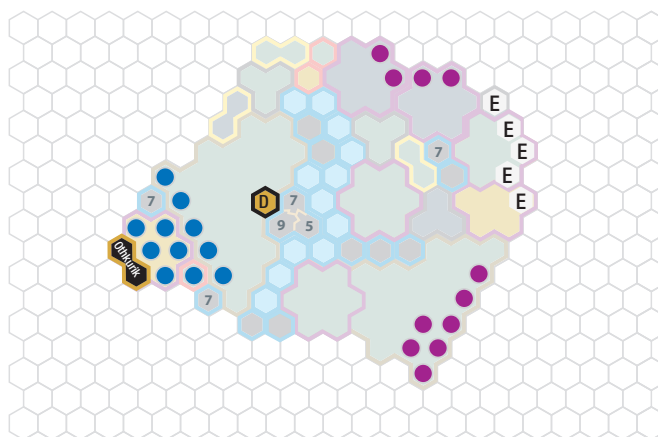
Treasure Glyph Trap: Roll the 20-sided die. If you roll a 1–5, do not reveal the Treasure Glyph. Instead, remove the figure from the space containing the Treasure Glyph and place it back on its starting location. The figure will not take any leaving engagement attacks. If you roll a 6 or higher, turn the Treasure Glyph power-side up and place it on that Hero's Army Card. If the Hero was able to pick up the Treasure Glyph, at the end of that Hero's turn, place the next Treasure Glyph from the pile symbol-side up on the space that Hero occupies.

Victory: Player 2 wins when all of Player 1's figures have been destroyed. Either player wins if, at the end of a round, one of their Heroes is carrying the Brandar's Chest Treasure Glyph.

If neither player has won by the end of Round 10, the player with the most points on the battlefield wins (see "Scoring" on page 13 in the Battle for the Underdark Master Game).



ONLINE EXCLUSIVE GAME SCENARIOS



MASTER GAME—Marked for Vengeance (2 Players)

Required Sets:

1 Battle for the Underdark™ Master Set

The black dragon Othkurik thrashes in his sleep. He dreams of his own death.

The dragon is startled awake by a reporting minion. "Lord Othkurik, topsiders have invaded the Underdark, killing and looting as they go."

"It is as I feared," growls Othkurik in his booming voice. "While I slept, I had a premonition of my death. We must kill the warrior who slew me in my dream. We must keep this prophecy from coming to pass."

Player 1's Goal: Player 1 must have the Marked Hero (see "Setup" below) exit the cavern by moving onto an exit zone space.

Player 2's Goal: Player 2 must destroy the marked Hero before it exits the cavern.

Setup: Choose one of the following two options.

Master Set Only: Player 1 starts with Ana Karithon, Darrak Amber-shard, Tandros Kreel, and Erevan Sunshadow. Player 2 starts with 1 Squad of Deepwyrms, Pelloth, and Othkurik.

Master Set and Expansion Sets: Player 1 drafts or brings a pre-made 400-point Army that must include at least two Unique Heroes and cannot include Othkurik. Player 2 drafts or brings a pre-made 310-point Army that must include Othkurik.

Whichever setup option you choose, Player 1 starts in the blue starting zone. Player 2 starts in the purple starting zone. (Note: Othkurik is not placed at the start of the game.)

Place the Talisman of Defense Treasure Glyph symbol-side up where shown.

Marked Hero: Before placing order markers for the first round, Player 2 randomly chooses one Unique Hero in Player 1's Army and secretly writes the name of that Hero on a piece of paper. Place that piece of paper off to the side of the battlefield out of sight of Player 1. That Hero is now the Marked Hero.

Special Rules

Chased by Othkurik: Player 2 does not place Othkurik at the start of the game. At the end of Round 3, Player 2 places Othkurik on the 2 spaces behind Player 1's starting zone as shown.

On the Run: When a figure in Player 1's Army moves onto an exit zone space, that figure is immediately removed from the battlefield.

Exit Zone: Exit zone spaces are marked on the map with an (E).

Treasure Glyph Trap: Roll the 20-sided die. If you roll a 1-5, do not reveal the Treasure Glyph. Instead, the figure that set off the trap ends its turn, and all unrevealed order markers are removed from that figure's Army Card.

Victory: Player 2 wins when the Marked Hero figure is destroyed. Player 1 wins when the Marked Hero figure moves onto an exit zone space.

If neither player has won by the end of Round 8, the player with the most points on the battlefield wins (see "Scoring" on page 13 in the Battle for the Underdark Master Game).

ROUND MARKER TRACK

