

In this **D&D® LAIR ASSAULT** challenge, characters can gain up to 20 awards. Each award earns a player **10 glory**, and a player can earn a total of **200 glory** for collecting all of the awards.

# DUNGEONS & DRAGONS®

## LAIR ASSAULT

Have the players record their awards and glory and report them on the player tracking form. A player can earn a specific award only once, regardless of the number of times he or she plays the challenge.

### Party Awards

- ☐ **World Destruction Denied**  
Destroy the Essence of Evil.
- ☐ **Your Work Is Done**  
Slay every monster.
- ☐ **Blitzkrieg**  
Complete the entire challenge in ten rounds or fewer.
- ☐ **We Need a Do-Over**  
Every character dies.
- ☐ **True Heroes**  
Defeat the challenge on nightmare mode.

### Individual Awards

- ☐ **Die Alone**  
Die in a node occupied by no other characters.
- ☐ **Flying Over the Cuckoo's Nest**  
Complete the challenge with three or more Madness Table effects.
- ☐ **Doing the Gods' Work**  
Land the killing blow on the Essence of Evil.
- ☐ **Iron Will**  
Complete the challenge without gaining a Madness Table effect.
- ☐ **Path of Lunacy**  
Kill the monsters in at least three nodes before entering the Cyst.

- ☐ **I Believe I Can Fly**  
Fall to your death in node 2.
- ☐ **Elemental Bane**  
Destroy any two of the elementals.
- ☐ **It Sticks Like Napalm**  
Take ongoing damage at least three times during the challenge.
- ☐ **Reluctant Participant**  
Never enter the Cyst during the challenge.
- ☐ **Courageous or Foolhardy**  
Be the first to enter the Cyst.
- ☐ **Crazy Train**  
Kill five cultists or more with a single attack.

## INTO THE PIT OF MADNESS™ GLORY AWARDS