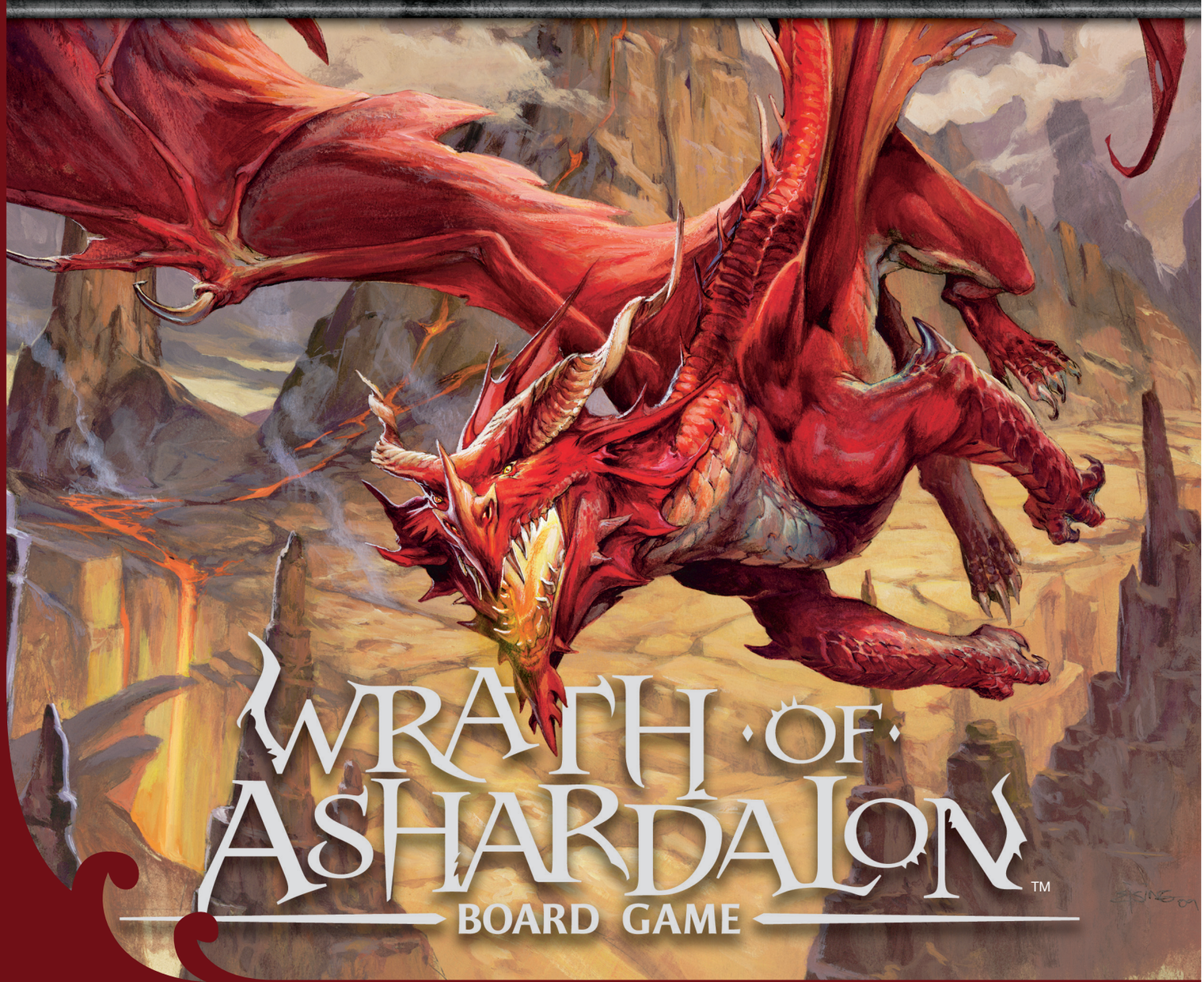
AGE 12+

DUNGEONS & DRAGONS®



WRATH OF ASHARDALON™

BOARD GAME

RULEBOOK

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GAME COMPONENTS

1 "Start" Dungeon Tile
40 interlocking Dungeon Tiles
5 Hero Figures (Blue)
7 Villain Figures
30 Monster Figures
5 Hero Cards
4 Villain Cards
1 die
200 Cards:

- **5 Sequence of Play Cards**
- **50 Power Cards**
- **53 Encounter Cards**
- **4 Adventure Encounter Cards**
- **30 Monster Cards**
- **33 Treasure Cards**
- **5 Adventure Cards**
- **14 Chamber Cards**
- **6 Boon Cards**

10 Condition Tokens
7 Monster Tokens
33 Treasure Tokens
1 Wizard Eye Token
3 Mirror Image Tokens
3 Flaming Sphere Tokens
1 Cleric's Shield Token
5 Blade Barrier Tokens
3 Caltrop Tokens
5 Villager Tokens
1 Gear Token
5 Healing Surge Tokens
5 Time Tokens
9 Encounter Markers
8 Closed Door Tokens
10 Shield Markers
1 Adventure Marker
1 Item Marker
1 Vast Gate Marker
1 Rulebook
1 Adventure Book

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INTRODUCTION

In another world where magic is real, the forces of evil gather to destroy the few remaining settlements of humans, dwarves, and elves. To fight back the raiders, brave Heroes arm themselves with swords and spells and attack the evil hiding in the dark corners of the world. In the lands around Firestorm Peak, the Heroes fight on despite incurring the wrath of the red dragon Ashardalon.

Wrath of Ashardalon

The lands around Firestorm Peak have grown restless. The few villages near the volcano have been besieged by marauding bands of orcs and kobolds, and more dangerous horrors lurk in the shadows. Worst of all, a new villain calls the mountain home—the terrifying red dragon Ashardalon has turned the volcano into its lair.

Hope appears in the form of a band of Adventurers that arrive in the village of Longbridge, hidden away in the foothills of Firestorm Peak. They are welcomed, but the village elders have little hope that their plight will change. Brave heroes regularly attempt to destroy the evil within Firestorm Peak, but none have ever returned from the dungeon beneath the volcano. Perhaps these new Heroes will be the ones to stop the red dragon Ashardalon and save the village of Longbridge . . .

GAME OVERVIEW

The *Dungeons & Dragons®: Wrath of Ashardalon™ Board Game* is a cooperative Adventure game. You and your fellow Heroes must work as a team to succeed in the Adventures that unfold within the dungeon beneath the volcano. You either win together or lose together.

Each player selects a Hero, who has come to Firestorm Peak to seek fame and fortune or to fight the evil hiding below the mountain. Choose from the Dragonborn Wizard, Human Cleric, Elf Paladin, Half-Orc Rogue, and Dwarf Fighter in this box, or a Hero from another D&D® Adventure System board game. The Heroes explore the dungeons below the mountain, find treasure, fight Monsters, and uncover mysterious chambers.

With a little help from you, the game chooses the monsters you battle, the encounters you meet, and the halls you explore.

Number of Players

The game can be played with any number of players, from 1 to 5. Each player controls one Hero—and the game does the rest!

D&D Adventure System

You can combine this game with other D&D Adventure System board games to create new and unique experiences. Check out www.DungeonsandDragons.com for more information.

WINNING THE GAME

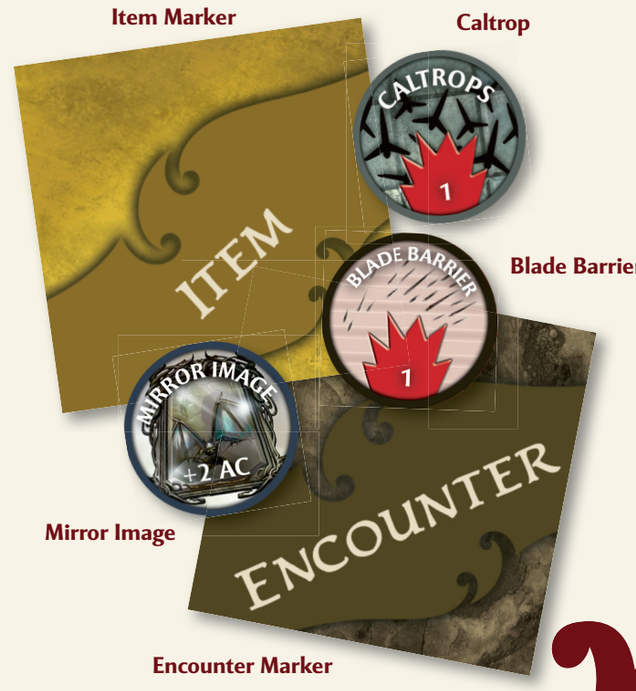
You win by completing the Objective in the Adventure you are playing. For example, you might have to destroy an evil dragon in one Adventure, while in another you must free the prisoners and escape from the dungeon.

Unless stated otherwise in an Adventure, you lose if any Hero is at 0 Hit Points at the start of that Hero's turn and there are no Healing Surge tokens left to play. You also lose if you are defeated by the Adventure you are playing. Each Adventure lists its specific victory and defeat requirements.

Game Setup

There's a lot of stuff in this box. You don't use it all at once. The following components are usually used in every Adventure.

Hero Cards
Hero Power Cards
22 standard Dungeon Tiles
1 **Start** Dungeon Tile
Encounter Cards
Monster Cards
Treasure Cards
Condition markers (Dazed, Poisoned)
Healing Surge tokens
Hit Point tokens
Encounter markers
Item marker (Flying Carpet)
Blade Barrier, Caltrops, and **Mirror Image** markers
Die



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Set aside the following game pieces. You use these pieces only if the Adventure you are playing requires them (see the Adventure Book for details). We recommend that you store these pieces in a plastic bag to keep them separate until you need them.

18 Adventure-specific tiles:

- ✦ Dire Chamber Entrance tile and 5 Dire Chamber Dungeon Tiles (4 standard and 1 Large Dire Chamber tile)
- ✦ Horrid Chamber Entrance tile and 5 Horrid Chamber Dungeon Tiles (4 standard and 1 Large Horrid Chamber tile)
- ✦ Ancient Battlefield Start Tile, Horrid Chamber Start Tile, Dire Chamber Start Tile, Tunnel Exit tile, Secure Exit tile, and Vault tile

4 **Adventure** cards from the Encounter Deck:

- ✦ Ashardalon Arrives!
- ✦ Ashardalon Breathes!
- ✦ Ceremony Progresses!
- ✦ The Vast Gate Flares!

14 Chamber cards
6 Boon cards
5 Adventure cards
33 **Treasure** tokens
5 **Time** tokens
8 **Closed Door** tokens
7 **Monster** tokens
5 **Villager** tokens
1 **Gear** token
10 **Shield** markers
1 **Vast Gate** marker
1 **Adventure** marker (Altar)

Villain figures and **Villain cards:**

- ✦ Ashardalon, Red Dragon
- ✦ Bellax, Gauth
- ✦ Kraash, Orc Storm Shaman
- ✦ Margrath, Duergar Captain
- ✦ Meerak, Kobold Dragonlord
- ✦ Otyugh
- ✦ Rage Drake

To start playing:

- ✦ Shuffle the Monster Cards into their own deck. Do the same for the Encounter Cards and Treasure Cards. Place these three decks in easy reach of all the players.
- ✦ Give each player a Sequence of Play card as a reminder of how play proceeds.
- ✦ Place the die and the various figures in easy reach.
- ✦ Pick an Adventure from the Adventure Book. If you're playing your first game alone, play through the first Adventure, "A Day in the Life of a Hero."
  If you're playing your first game with friends, play the second Adventure, "Monster Hunt."
- ✦ Check the "Adventure Setup" section of the Adventure Book to see if your chosen Adventure calls for any of the game pieces you set aside.
- ✦ Unless the Adventure says otherwise, place the Start Tile in the center of the table and place two Healing Surge tokens beside it. These are the group's surges for this Adventure.
- ✦ Each player chooses one of the five 1st-level Heroes. When you choose a Hero, take that Hero's Hero Card, Power Cards, and the blue figure that matches the Hero. Adventures and cards refer to the players as "Heroes."



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- ✦ Unless the Adventure says otherwise, place each Hero figure on the Start Tile, in a square adjacent to the stairs. The name of each Hero is printed on the base of the figure.
- ✦ Each Hero Card tells you how many and which Power Cards you can choose for that Hero. In your early games, use the Power Cards suggested at the front of the Adventure Book. Set aside any Power Cards that aren't used in this Adventure.
- ✦ Each Hero also draws a Treasure Card. Draw and discard until you gain a Treasure Card with an item on it.
- ✦ Set up the Dungeon Tile stack (the deck of tiles) using the setup instructions in the Adventure you have selected. You are now ready to begin play. The Adventure tells you any other rules you need in the "Special Adventure Rules" section, or any rules that change the general game rules presented in this book.

Taking Turns

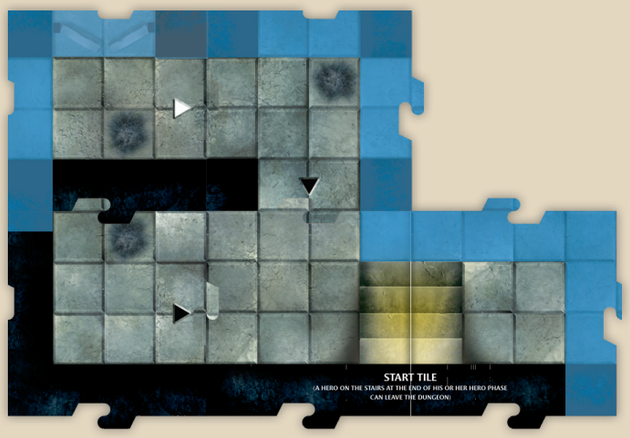
Play progresses around the table, starting with a player of the group's choice and then proceeding clockwise. You can also each roll the die and let the player who rolled highest go first.

Your turn consists of three phases, one for your Hero, one for Exploration, and a Villain Phase for the Monsters and Traps under your control.



*A **tile** is a component of the game board, highlighted in yellow. A **square** is a part of a tile, highlighted in red. The start tile is a special tile: it is treated as two tiles.*

The Start Tile: The Start Tile is where the Heroes usually enter the dungeon and begin their Adventure. It's twice the size of the other tiles. The Start Tile actually consists of two separate tiles that are already connected; treat each as its own tile for the purposes of movement and counting tiles.

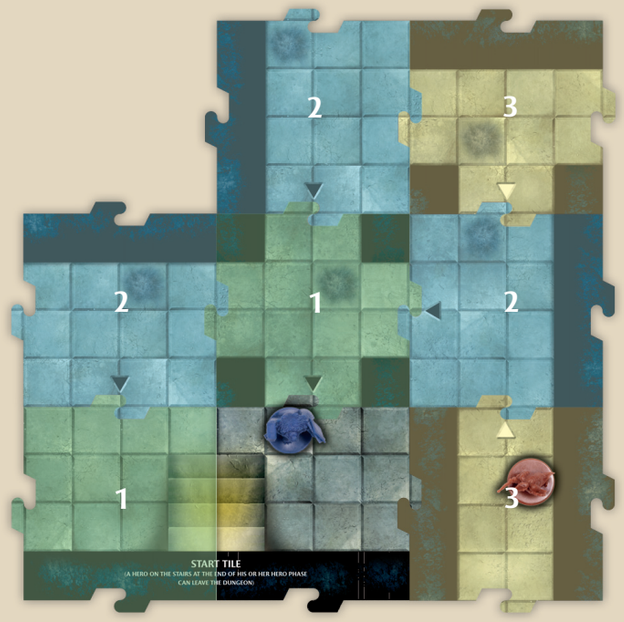


*An **unexplored edge** is an edge of a tile without a wall that is not adjacent to another tile. There are 6 unexplored edges in this diagram, highlighted in blue.*

The Dungeon Tile Stack

You draw Dungeon Tiles from the Dungeon Tile stack to build the dungeon beneath Firestorm Peak. Each time you play, the dungeon has a different layout.

Each Dungeon Tile features a scorch mark (the square where Monsters are placed) and a white or black triangle (used to specify less dangerous and more dangerous tiles). Many tiles have walls, a few tiles have special features, and some have names to distinguish them for use in certain Adventures.



When counting tiles, you do not count diagonally and you count around tiles. The Skeleton, for example, is 3 tiles away from the wizard.

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Unexplored Edge: A Dungeon Tile with an unexplored edge is a tile where you could place a new tile. This means that an edge of the tile is open and doesn't have another tile adjacent to it.

Tiles and Squares

Game cards refer to both tiles and to squares.

A tile is the basic building block of the dungeon, drawn from the Dungeon Tile stack.

A square is one of the spaces on a Dungeon Tile.

Diagonal Movement: You can move diagonally when you are moving by squares, unless your path is blocked. You cannot move diagonally when moving by tiles. Remember: if you are counting squares, you can move diagonally, even between tiles. If you are counting tiles, you never count diagonally; you have to move in straight lines, not diagonal lines, when you count tiles.

Triangles: Each tile features a triangle. When you place a new tile, the triangle points toward the unexplored edge of the tile it is attached to. If the tile has a black triangle, you draw an Encounter Card during the Villain Phase of your turn.

Long Hallway Tile

Whenever you draw a Long Hallway tile from the Dungeon Tile stack, draw an extra tile and place it on the Long Hallway's unexplored edge (if possible). If the extra tile features a black triangle, draw an Encounter Card during your Villain Phase.



PLAYER SETUP

Place your Hero Card (1st level) and your selected Power Cards face up in front of you.

As you acquire Treasure Cards, they also go face up in front of you.

As you acquire Monster Cards and Trap Cards, place them to one side of your Hero Card, in the order in which you received them.

THE HERO CARD

Here's what a Hero Card looks like. The parts of a Hero Card are briefly described here and explained in detail on the listed page of this book.

- **Hero's Name, Race, Class, and Level:** The top lines show your Hero's race and character class. The Hero's level is shown in the bottom right corner.
- **AC (Armor Class):** The Hero's defense score. An attack hits the Hero if it equals or exceeds this number (see page 9).
- **HP (Hit Points):** The Hero's health. Damage reduces the Hero's Hit Points (see page 9). You can never regain more Hit Points than your Hit Point total.
- **Speed:** The number of squares the Hero can move by using a single move action (see page 7).
- **Surge Value:** When a Hero is at 0 Hit Points, he or she must use a Healing Surge token at the start of his or her next Hero Phase. After using the Healing Surge token, the Hero recovers this number of Hit Points (see page 10).
- **Special Ability:** Each Hero has a Special Ability, as described here.
- **Powers:** This tells you how many of each type of Power Card you can select for use in an Adventure, as well as any Power Cards the Hero automatically gets to use (see page 8).

PLAYER TURN

Each player's turn consists of three phases. On your turn, complete these phases in this order:

- ✦ **Hero Phase**
- ✦ **Exploration Phase**
- ✦ **Villain Phase**

Hero Phase

This is the phase in which your Hero moves through the dungeon and makes attacks against the Monsters encountered along the way.

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1. If your Hero has 0 Hit Points, use a Healing Surge token if one is available (see page 10).
2. Perform one of the following actions:
   - ✦ Move and then make an Attack.
   - ✦ Attack and then Move.
   - ✦ Make two Moves.

When you have finished all the steps in your Hero Phase, your Exploration Phase begins.

Exploration Phase

This is the phase in which you add new Dungeon Tiles, draw Monster Cards, and place Monsters.

1. If your Hero occupies a square along an unexplored edge (see page 5), go on to Step 2.

   If your Hero doesn't occupy a square along an unexplored edge, you don't draw and place a new Dungeon Tile. In this case, go on to the Villain Phase.
2. Draw a Dungeon Tile and place it with its triangle pointing to the unexplored edge of the tile your Hero is exploring from.
3. Place a Monster on the new tile. To place a Monster, draw a Monster Card and place the corresponding Monster figure on the scorch mark of the newly placed Dungeon Tile. (The name of each Monster is printed on each figure's base.) If you draw a Monster Card that matches a Monster Card already in play in front of you, discard that Monster Card and draw again. If another player has a matching Monster Card, however, that's okay.

When you have finished all the steps in your Exploration Phase, your Villain Phase begins.

Villain Phase

This is the phase in which you draw and play Encounter Cards, as well as when you activate the Villain (if the Villain is in play) and any Monster and Trap Cards you may have in front of you.

1. If you didn't place a Dungeon Tile in your Exploration Phase, or if you placed a Dungeon Tile with a black triangle, draw and play an Encounter Card.
2. If the Villain is in play, activate the Villain. (There may be more than one Villain in play, depending on the Adventure. In this case, activate each Villain, one at a time.)
3. Activate each Monster and Trap Card, in turn, in the order you drew them. Follow the tactics on the Monster Card to determine what each Monster does on its turn. If there is more than one Monster with the exact same name in play, activate each of those Monsters on your turn. So, if you have a Grell Monster Card and another player has a Grell Monster Card, you activate both Grells during your Villain Phase. If both Monsters survive until the other player's Villain Phase, that player will activate both Grells again!

When you are done with your Villain Phase, the player to your left begins his or her turn.

MOVEMENT

During your turn, your Hero moves through the dungeon to attack Monsters, explore, and achieve the Adventure's Objective. Use the following rules for movement.

When Do You Move?

Your Hero usually moves during the Hero Phase of your turn.

The effect of a Power Card, Treasure Card, or Encounter Card can make your Hero move at other times, as well.

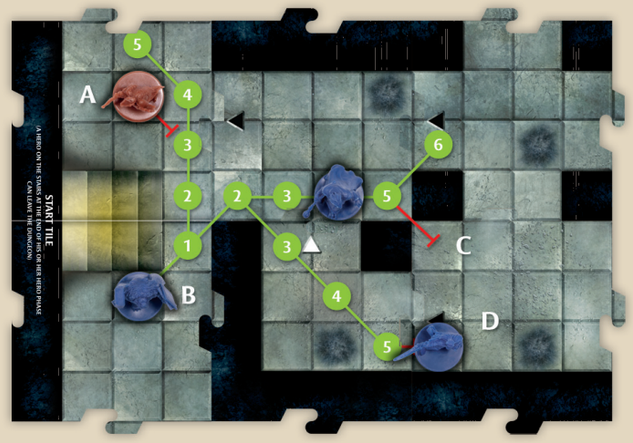
How Do You Move?

Your Hero moves according to his or her Speed, which is the number of squares you can move your Hero during your turn.

Think of your Hero's Speed as your movement budget. Each time your Hero moves a square, you spend 1 point from that budget. When you have no more Speed left, your Hero can't move any more.

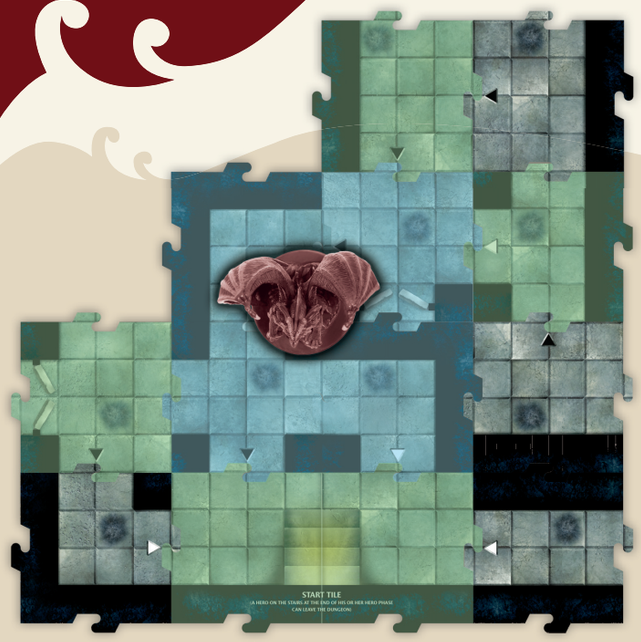
Each turn, you can spend up to your Speed budget to move your Hero. Your Hero can attack either before or after moving, or move twice instead of making an attack.

- ✦ Your Hero can move in any direction, including diagonally, as long as you have the necessary Speed to spend.
- ✦ You can't move your Hero into a square filled with a wall.
- ✦ You can't move your Hero into a square occupied by a Monster.
- ✦ You can move your Hero through a square occupied by another Hero, but you can't end your movement there.



You can move your Hero to any square, even diagonal ones, with a few minor exceptions. You cannot enter a square with a monster (A). You can move around walls but cannot enter a wall square (B). You cannot move between two adjacent walls (C). You cannot end your move in another Hero's square (D).

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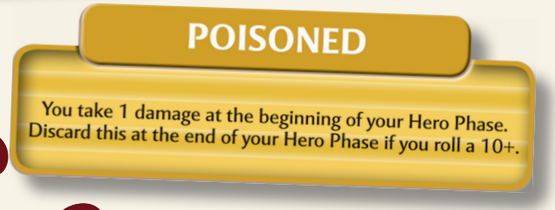
If a creature with a base larger than one square is on more than one tile, it counts as being on all the tiles that the base is on. For example, Ashardalon counts as being on all the blue tiles. All the green tiles are one tile away from Ashardalon.

Condition: Dazed

The babble of a gibbering mouther makes it impossible to concentrate. The spores of an underdark fungus cloud the mind. These attacks and others like them cause a Hero to be Dazed.

- ✦ If an attack or other effect causes your Hero to become Dazed, put a Dazed marker on your Hero Card. You can have only one Dazed marker on your Hero Card at a time.
- ✦ If your Hero is Dazed, instead of your normal Hero Phase, you may perform only one of the following actions: Move or Attack.
- ✦ At the end of your Hero Phase, discard the Dazed marker.
- ✦ If a power or other effect allows you to remove the condition during your Hero Phase, you immediately regain your full allotment of actions and can perform them that turn.





Condition: Poisoned

A snake's bite injects foul venom into a wound. Toxic gas seeps from the magma lakes below the dungeon floor. These attacks and others like them cause a Hero to be Poisoned.

- ✦ If your Hero becomes Poisoned, put a Poisoned marker on your Hero Card. You can have only one Poisoned marker on your Hero Card at a time.
- ✦ If your Hero is Poisoned, he or she takes 1 damage at the beginning of your Hero Phase. Take this damage before using any Treasure Cards and before checking to see if you must spend a Healing Surge.
- ✦ At the end of your Hero Phase, roll the die. If your result is 10 or higher, discard the Poisoned marker.

ATTACKS

A Hero makes attacks using either his or her Hero Card powers or the powers of Treasure Cards. Most Hero Card powers are related to the Hero's class, but some Heroes also have a racial power (such as the dragonborn's Dragon Breath).

At the start of every Adventure, you select Power Cards that you have available for that Adventure. Set the remaining Power Cards aside. For your first few Adventures, use the Power Cards listed at the front of the Adventure Book. Once you become familiar with the game, you can select which Power Cards you want to use.

Whenever you attack, you pick a power you have in front of you (either from a Power Card or a Treasure Card) and use it as described in Combat (see page 9).

Daily Powers

Daily powers represent a significant attack or a spectacular effect. When you use a daily power, you flip it over and cannot use it again until some other effect (usually a Treasure Card) allows you to flip it back up. Daily powers are the strongest attacks you have access to in the game.

At-Will Powers

At-will powers are relatively simple attacks, spells, or prayers. Using an at-will power requires no special effort. It is weaker than a daily power, so when you use it you do not flip it over. You can use it again on your next turn.

Utility Powers

Utility powers are special maneuvers that don't actively attack Monsters but instead provide other advantages. These advantages include a specialized move or the ability to counter a Monster's attack. Many of these powers don't require an Attack action to use, instead specifying when to use the ability. When you use a Utility power, you flip it over and cannot use it again until some other effect (usually a Treasure Card) allows you to flip it back up.

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Hero Card Back

Hero Card Face



COMBAT

As you explore the dungeon below Firestorm Peak, grells, orcs, and other Monsters appear to attack you and your allies. You need to defeat the Monsters to complete each Adventure.

Targeting

When you decide to attack, first determine which Monsters your Hero can target. A power specifies what Monsters you can target, ranging from only Monsters in an adjacent square to a Monster as far as 3 tiles away.

Remember the difference between squares and tiles when making attacks (see page 6).

Most important, keep in mind that you can never trace a diagonal path between tiles. If a power lets you attack a Monster within 1 tile of you, that does not include Monsters on a Dungeon Tile that is diagonal to yours. You also cannot attack a Monster within 1 tile of you if a wall completely blocks paths between your tile and the Monster's tile.

AC and HP

The AC (Armor Class) of a Hero or a Monster determines how difficult it is to hit. It represents a combination of physical armor, agility, and natural toughness. HP (Hit Points) show how much damage a Hero or Monster can take before being defeated.

Attack Bonus

Most attack powers and Monster attacks have an Attack Bonus. A power with a higher Attack Bonus is more likely to hit than one with a lower bonus.

Making an Attack

For each enemy a Hero's power or a Monster's attack targets, roll the die and add the power's Attack Bonus.

If the result of the die roll plus the bonus is equal to or greater than the target's Armor Class, the attack hits.

Damage

If an attack hits, it deals the listed damage to the Monster or Hero. Damage that reduces a Monster's Hit Points to 0 defeats that Monster. Damage that does not reduce a Monster or Hero to 0 Hit Points stays on that Monster or Hero (use the Hit Point tokens to track damage). Some Monsters have powers that let them heal damage. Many Hero powers allow you to heal varying amounts of damage that one or more Heroes have suffered.

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Defeating Monsters

If a Monster's Hit Points are reduced to 0, the Monster is defeated. Remove its figure from the tile. The player controlling that Monster discards the Monster Card into the Experience Pile (see page 14). If more than one Hero controls that type of Monster, the player who made the attack discards the card if he or she controls one of those Monsters. If not, go clockwise around the table. The first player you reach who controls one of those Monsters discards that Monster Card.

When your Hero defeats a Monster, draw a Treasure Card (see page 13). You can draw only one Treasure Card per turn, no matter how many Monsters you defeat during that turn.



Hit Point Token



Healing Surge Token

Defeating Heroes

When a Hero is reduced to 0 Hit Points, keep the Hero's figure on the tile. Knock the figure on its side to show that the Hero is at 0 Hit Points. Monsters ignore the downed Hero, and the Hero cannot take any additional damage or use any powers or items. Conditions, such as Dazed or Poisoned, still apply to the Hero. If the Hero is healed before the start of his or her turn, stand the figure up—the Hero is back in the fight and can use powers and items normally.

A Hero that starts his or her turn at 0 Hit Points must spend a Healing Surge token. If there are no Healing Surge tokens remaining, the Heroes lose the Adventure.

Healing Surges

A Healing Surge represents a Hero's ability to fight on against overwhelming odds. Despite pain and injuries, a Hero can push forward to continue the battle. The Heroes begin the game with two Healing Surge tokens. These tokens are a resource that the entire group shares. You use Healing Surge tokens to revive a Hero that has been reduced to 0 Hit Points.

- ✦ If your Hero is at 0 Hit Points at the start of your turn, you must use a Healing Surge token. Discard one Healing Surge token and regain Hit Points equal to your Hero's Surge Value. You then take your turn as normal.
- ✦ If there are no Healing Surge tokens remaining when you start your turn at 0 Hit Points, the Heroes lose the Adventure and the game ends.

Other Actions

While moving and attacking are the most common types of actions that a Hero takes, there are other things a Hero can do.

Picking Up Objects

Some Encounter Cards and Adventures can result in an object marker being placed on the tiles. To pick up an object, your Hero needs to be in any square adjacent to the object during your Hero Phase. It does not take any action to pick up an object. Your Hero can pick up any number of items, or even pick up items as he or she moves past them.

Destroying Objects

An Adventure might specify that an object needs to be destroyed to win a particular scenario. If the object has an Armor Class and Hit Points, your Hero can target it just like a Monster. If your Hero has a power that attacks all Monsters on a specific tile, it can also attack an object on that tile. Once you deal damage equal to its number of Hit Points, you destroy the object and remove its marker from the tile.

Disabling Traps

A Trap from an Encounter Card can be disabled. While a Hero is on a tile with a Trap, he or she can attempt to disable that Trap instead of attacking. If you roll the number listed on the Trap card or higher, discard the Trap card and its marker.

Escaping the Dungeon

Some Adventures require Heroes to escape from the dungeon. To escape from the dungeon, your Hero needs to be on the specified location (such as the ladder square on the Secure Exit tile, the stairs on the Tunnel Exit tile, or the stairs on the Start Tile) at the end of your Hero Phase. Once you have escaped from the dungeon, you no longer take your Hero Phase or Exploration Phase, or draw Encounter Cards, but you do continue to take your Villain Phase and activate any Monster Cards or Trap Cards that you control.

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THE MONSTER DECK

The Monster Deck randomly determines the Monsters that cross the Heroes' path as they explore the dungeon.

- ✦ The Monster's tactics are presented as a list. Each possible tactic for the Monster starts with a statement. If that statement is true, the Monster uses the resulting tactic.
- ✦ If the statement is not true, go on to the next statement. The final entry in the tactics list is a default action that the Monster follows if no other statements are true.
- ✦ If the tactic requires the Monster to move to a new tile, place the Monster on the new tile's scorch mark if that square is empty. Whenever possible, Monsters move from tile to tile by following the scorch marks. If the scorch mark square is occupied, place the Monster anywhere on the tile.
- ✦ Once a Monster has selected and followed one set of tactics, the Monster's turn ends. Do not continue to check its remaining tactics that turn.
- ✦ Sometimes a Monster requires you to place a new Monster. Add that Monster Card to the end of any Monster Cards you control. The new Monster acts during your Villain Phase.

Each Monster Card shows a Monster's defenses and attacks.

- **Monster Name and Type:** This shows the name of the creature and what kind of creature it is.
- **AC:** This is the Monster's Armor Class, its defense score (see page 9).
- **HP:** This is the Monster's Hit Points, its health score (see "Damage" page 9).
- **Special Ability:** If the Monster has a special ability, it is shown here.
- **Experience:** This is how many Experience Points the Monster is worth when you defeat it (see page 14).
- **Tactics:** Each Monster card provides a Monster's tactics. The tactics are a script that shows you what the Monster does when you activate it during your Villain Phase.



Monster Hit Point Token

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THE ENCOUNTER DECK

The Encounter Deck represents the Events, deadly Environments, Traps, and other threats that fill the dungeon beneath Firestorm Peak. There are several types of Encounter Cards, each with its own special rules. Whenever you draw an Encounter Card, apply its effects immediately.

You can cancel an Encounter Card before applying its effects by using Experience Points (see page 14).

Active Hero: Some Encounter Cards use the phrase "active Hero." The Hero played by the player who drew the card is always the active Hero that the card refers to.

Curses: Some Encounter Cards represent a curse that affects a single Hero. Place a Curse Card on top of your Hero Card to remember its effect. Curses last a short time, such as until you defeat a Monster or when you roll a 16 or higher at the end of your turn.

Environment: An Environment Card represents a major change in the dungeon. Bats might swarm through the corridors, or a cloud of thick mist might drift from chamber to chamber. The effects of an Environment Card apply to all Heroes. Place the Environment Card where everyone can see it.

If you draw an Environment Card and there is already one in play, discard the old Environment Card and replace it with the new one.

You can cancel an Environment Card with Experience Points, just like any other Encounter Card (see page 14). If you cancel a new Environment Card when there is already one in play, you do not discard the card that was already in play.

Events: An Event Card is a strange occurrence, a dreadful sight or sound, or some other incident that befalls your Hero. An Event takes place when you draw the card unless you cancel it with Experience Points. Once you have resolved the Event, discard it.

Most Events are yellow cards. A few Events include an attack roll against one or more Heroes. These events appear on red cards and are called Event–Attacks to distinguish them from the Events that don't include an attack roll.

Hazards: A Hazard is an obstacle that slows your passage through the dungeon. A rock fall blocks part of the corridor, or red-hot lava pouring from a fissure slowly fills the dungeon. When you draw a Hazard Card, place the Hazard's marker on the active Hero's tile. If there is already a marker on the tile, discard the Hazard Card and draw a new Encounter Card.

After placing the Hazard marker, put the Hazard Card in front of you with any other Monster Cards you control. When you take your Villain Phase, the Hazard activates like a Monster. Unlike a Monster, Hazards lack tactics. Instead, a Hazard takes the actions listed on its card. A Hazard might attack all the Heroes on its tile, or it might attack the Hero closest to it. A Hazard attacks just like a Monster.

Traps: Traps are like Hazards, except that Heroes have the option to disable a Trap. See page 10 for more information.



Card Face

Card Back

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THE TREASURE DECK

The Treasure Deck represents the magic items and other valuables carried by the Monsters or hidden in the dungeon. Each Hero starts an Adventure with a Treasure Card.

When your Hero defeats a Monster, draw a Treasure Card. You can only gain one Treasure Card per turn, no matter how many Monsters you defeat during that turn.

Each Treasure Card represents an item. Items provide a lasting benefit. When you draw an Item, decide if you want to keep it for your Hero or if you want to give it to another Hero. Once you've decided who gets the Item, you can't give it to another Hero later. Place the item next to the Hero Card of the Hero that received it.

When you use a Treasure Card, follow the rules listed on it. The Treasure Card also explains when you can use it.

You can benefit from multiple Treasure Cards in play that apply to your Hero. The only exception to this rule applies to Items that provide attack or defense bonuses. A Hero can only gain one attack bonus and one defense bonus from items at a time.



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EXPERIENCE POINTS

Heroes earn Experience Points by defeating Monsters. When you defeat a Monster, the Hero who controls it puts that Monster Card in the Heroes' Experience Pile. Each Monster Card lists the Experience Points it provides. The tougher the Monster, the more Experience Points it provides.

The Heroes can spend Experience Points in two ways:

- ✦ To cancel an Encounter Card
- ✦ To Level Up

Canceling Encounter Cards

Canceling an Encounter Card represents using the hard-fought experience your Hero has gained to avoid danger. For example, your Hero spots a Trap and disables it before it activates, or avoids an Event before it inflicts any injuries.

Whenever you draw an Encounter Card, you can spend a total of 5 Experience Points to cancel it. The Monster Cards you choose from your Experience Point pile must add up to at least 5 Experience Points. Discard the cards after you spend them. You can't use any excess points from one cancellation in a later turn.

When you cancel an Encounter Card, discard it and ignore its effects. You can only cancel an Encounter Card when you draw it. Once the card comes into play, you cannot cancel it on a later turn.

Example: There are three Monsters worth 3 Experience each and one Monster worth 2 Experience in the Heroes' Experience Pile. If you want to cancel an Encounter Card, you could spend one 3-point Monster Card and the 2-point Monster Card. That would leave you with two 3-point Monster Cards in the pile. If you then wanted to cancel another Encounter Card, you would have to spend the two 3-point Monsters. Even though you have 6 total Experience Points and need to spend only 5, you don't have the right mix of cards to make exactly 5. The extra point is wasted and both cards are discarded, though you still cancel the Encounter Card.

Leveling Up

A Hero starts play at 1st level. Whenever a Hero rolls a natural 20 when making an attack roll or a disable trap roll, that Hero can choose to spend 5 Experience Points to become 2nd level!

Discard the Monster cards after you spend them. Flip your 1st-level Hero Card over to the 2nd-level side. Leveling up to 2nd level increases your Hit Points, your Armor Class, and your Surge Value. It also allows you to choose a new Daily power, and you gain the special ability to make critical attacks (shown on the Hero Card).

In addition to the natural roll of 20, the Tome of Experience Treasure Card also provides an opportunity to level up your Hero.

RULES FOR LATER ADVENTURES

Once you have played the first two Adventures and are comfortable with the rules, try the rest of the Adventures in the Adventure Book. Here are rules for your later games.

Choosing Power Cards

Once you have a better understanding of the game, you don't have to stick to the suggested Power Cards for your Hero listed in the front of the Adventure Book. Each 1st-Level Hero Card tells you how many powers of each type you get—you can choose which At-Will, Utility, and Daily Power Cards you want to use for any particular Adventure.

For a slightly easier game, choose the Power Cards you want. This way you can set up the perfect balance of powers and you'll know exactly what to expect from your Hero.

For a slightly more challenging game, choose your Power Card in each category randomly. You'll have the fun of figuring out how to get the most out of surprising combinations of powers using this method of selection.

Making Adventures More or Less Challenging

To make an Adventure more challenging, reduce the number of Healing Surge tokens available to one.

To make an Adventure easier, increase the number of Healing Surge tokens to three.

OPTIONAL RULES

Some Adventures make use of optional rules and include some or all of the pieces we suggested you set aside during setup (see page 4). Here's a brief rundown on some of these rules.

Boon Cards

Some Adventures use the Boon Cards. A Boon Card provides the Heroes with an advantage after they overcome a challenge.

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Chambers

When an Adventure uses the Chamber rules, add the appropriate Chamber Entrance tile to the Dungeon Tile Stack and place the appropriate Chamber Tiles Stack face down nearby. You will also need either a specific Chamber Card or the entire Chamber Card deck, depending on the rules of the Adventure.

A Chamber represents the location of the climactic scene of an Adventure and is filled with dangerous Monsters and terrible Villains.

When you draw either the Dire Chamber Entrance or the Horrid Chamber Entrance from the Dungeon Tile Stack, place that tile according to the tile placement rules. Then draw from the associated stack of Chamber Tiles, labeled either "Dire Chamber" or "Horrid Chamber" as appropriate. Draw and place an additional Chamber tile next to each unexplored edge of the Chamber Entrance tile.

If one of the Chamber Tiles drawn is the Large Chamber, you place additional Chamber Tiles next to each unexplored edge of that tile as well.

After you've placed the Chamber Tiles, you draw the top Chamber Card or a specific Chamber Card, depending on the needs of the Adventure. Each Chamber Card sets up a major encounter that challenges the Heroes. You might discover a Villain to fight, villagers to rescue, or altars to destroy.

Filling the Chamber

Most Chamber Cards tell you to fill the Chamber in the following way:

- Place the specific Monster or Villain called for on the Chamber Card on any Chamber tile.
- Then, starting with the active Hero, each Hero draws a Monster Card and places the corresponding figure. These Monsters should be placed on empty Chamber Tiles first. Once all tiles have been filled, you can place any remaining Monsters on any Chamber Tile.
- To specify which Monster Cards were placed by a Chamber, put a Shield marker on the Monster Card as a reminder.

Chamber Goal

Each Chamber Card has a goal. This goal tells the Heroes how to defeat the Chamber. (Most Adventure goals are also the goals of the Chamber.) Goals typically include defeating a specified Villain or group of Monsters, but sometimes they include rescuing villagers, escaping the dungeon, or performing other tasks.

Doors

Some Dungeon Tiles have an open door symbol. When an Adventure uses the door rules and you draw a tile with an open door, place the top Closed Door token on the symbol. A Hero that is in a square adjacent to a Closed Door token can try to open the door. Reveal what type of door it is by turning over the token. There are 3 types of doors:



- **Unlocked:** When you reveal an Unlocked Door, discard the Closed Door token.
- **Trapped:** When you reveal a Trapped Door, each Hero adjacent to the Closed Door token immediately takes 1 damage. Then discard the Closed Door token.
- **Locked:** When you reveal a Locked Door, place the face-up token back on the Dungeon Tile. While a Hero is adjacent to a Locked Door, he or she can attempt to unlock the door instead of attacking. If you roll a 10 or higher, you unlock the door. Discard the Closed Door token.

Monster and Treasure Tokens

Some Adventures use Monster or Treasure tokens to add an element of surprise or risk to a particular scenario. The Adventure explains how to use the tokens and when they are needed.

For more Adventures and other optional rules, check out www.DungeonsandDragons.com.

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D&D Adventure System FAQ

We've scoured the message boards and our personal mailbags to put together this list of frequently asked questions and the appropriate answers. Many of these have already been worked into the newest version of the Rulebook, but some very specific questions still need answers. So here they are. And be sure to check out www.DungeonsandDragons.com for the most up-to-date rules and FAQ for the D&D Adventure System games.

What does a Monster do when a Hero is at 0 Hit Points?
Monsters ignore Heroes that are at 0 Hit Points. Follow the tactics on a Monster's card as though any Hero at 0 Hit Points is not there. If all of the Heroes are at 0 Hit Points during a player's Villain Phase, the Monsters do nothing and the phase ends immediately.

What is a Marker?
Markers are 2-inch squares used to show where something is on a Dungeon Tile. Markers represent hazards, traps, some items, and some terrain features (such as the Vast Gate).

What do we do when we draw all the cards from a deck?
If you play through an entire deck of cards, shuffle that deck's discard pile and keep playing.

Does each Hero maintain an Experience pile?
Experience is a party resource. There is only one Experience pile that all of the Heroes share. Any Hero can choose to spend Experience to cancel an Encounter Card or to level up. Players should decide together when to spend Experience, but the active player can always choose to spend or not to spend Experience.

I just defeated a Monster by rolling 20. Can I use the Experience from that Monster to level up?
Yes.

What's the difference between a Monster and a Villain?
A Villain is a special kind of Monster. Anything that affects a Monster affects a Villain. When you defeat a Villain, add the Villain's card to the Experience pile. That Experience can be spent just like other Monster cards.

My Hero is currently not on a tile due to a Power or Encounter Card. What happens when another card is drawn that affects each Hero?
A Hero might be trapped in the Pit or sucked into King Tomescu's Portal for a turn. A Hero that isn't on a tile due to the affects of a card is not affected by other cards drawn while he or she is not on a tile.

Wrath of Ashardalon Specific Cards

Blade Barrier (5), Box of Caltrops (139): These only affect a Monster that ends its movement in a square containing a Blade Barrier or Caltrop token. A Monster that takes up more than 1 square takes 1 damage for each square that contains a token.

Astral Refuge (8): When a Hero that is not on a tile draws an Encounter Card that refers to that Hero's tile, that part of the card has no effect. This could result in an Encounter Card that has no effect. Discard the card.

Inspiring Advice (18): A Hero may use this power only once per attack. If the attack still misses, you cannot expend this power again this turn.

Positioning Shot (34): Place the Monster on any square within 1 tile of your Hero's current position, not the original position of the Monster.

Dragon's Tribute (59): If you aren't using the Treasure Tokens in this adventure, draw 2 Treasure Cards and select the one with the lower gold piece (gp) value. If the values are the same, pick the one that you want.

Wall of Magma (64): A Hero is adjacent to a wall if the square he or she is in shares an edge with that wall. If the square shares a single corner with the wall, the Hero is not adjacent to the wall.

Hidden Treasure (70): If you aren't using the Treasure Tokens in this adventure and you draw this card, draw and place a Treasure Card on the tile. A Hero that ends his or her Hero Phase on the tile can claim the Treasure Card.

Pit (98): If a Hero falls into the Pit, place the Hero's figure on the Pit card. When a Hero that is not on a tile draws an Encounter Card that refers to that Hero's tile, that part of the card has no effect. This could result in an Encounter Card that has no effect. Discard the card. When the Hero escapes from the pit, place the Hero's figure in any square adjacent to the Pit marker on the tile.

Lava Flow (100): When the lava flow is disabled, remove all lava flow markers from the tiles.

Legion Devil (122-124): If you draw a Legion Devil card and there are already Legion Devils active, add Legion Devils until there are 3 in the dungeon. This may mean that you place no new Legion Devils. When all of the active Legion Devils are defeated, add all of the Legion Devil Monster Cards in play to the Experience pile.

Flying Carpet (145): You may place the Flying Carpet under your Hero, but it must be placed on a single tile. A Hero can move on to and off the Flying Carpet as though it were any other square.

Tome of Experience (163): Don't spend Experience to level up by using the Tome of Experience.

Wand of Polymorph (166): The wand's power does not work on Villains.

Villain Clarification

Rage Drake: Once the Rage Drake takes 6 damage, flip over the Villain Card to the Enraged Rage Drake side. It takes 10 total damage to defeat the Enraged Rage Drake.

A D&D® Adventure System Cooperative Game

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