AGE 14+



TEMPLE OF ELEMENTAL EVIL™

BOARD GAME

DUNGEONS & DRAGONS®

RULEBOOK

GAME COMPONENTS

42 figures (5 Dark Blue Heroes, 7 Villains [Purple, Translucent Blue, and Black], and 30 Green Monsters)
5 Hero cards
4 Villain cards
1 rulebook
1 adventure book
1 die
32 interlocking Dungeon tiles
1 double-sized interlocking Start/Town Square tile
4 double-sized interlocking Elemental Node/Town tiles
200 cards:
Starting Deck
- 5 Sequence of Play cards
- 50 Hero Power cards
- 30 Encounter cards
- 30 Treasure cards
- 30 Monster cards

Advanced Deck
- 8 Adventure cards
- 15 Encounter cards
- 16 Treasure cards
- 16 Monster cards

24 Advancement tokens
- 6 Regain 2 HP tokens
- 6 Recharge tokens
- 6 +1 Damage tokens
- 6 Reroll tokens

64 1 HP tokens
8 5 HP tokens
30 1-inch circles
- 18 Villager tokens
- 1 Mychasi token
- 1 Devastation Orb token
- 5 Rage of Imix tokens
- 4 Water Symbol tokens
- 1 Fleeing Cultist token

40 one hundred gold pieces tokens
16 five hundred gold pieces tokens
5 one thousand gold pieces tokens
20 condition markers
- 5 Advantage markers
- 5 Disadvantage markers
- 10 Monster stunned markers

5 Healing Surge tokens
16 monster HP tokens
8 Timer tokens
44 Trap tokens
- 22 Empty Traps
- 6 Dart Traps (1 Damage)
- 6 Arrow Traps (2 Damage)
- 6 Spear Traps (3 Damage)
- 4 Fire Traps (4 Damage)

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Inspired by the original *Dungeons & Dragons Roleplaying Game* adventure by Gary Gygax and Frank Mentzer.

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INTRODUCTION

Evil gathers beneath the Sumber Hills, north of Waterdeep near the High Forest. Four cults dedicated to the Princes of Elemental Evil have formed an alliance to gain untold power at great cost to the rest of Faerûn. The cultists have been spreading their message of deception and power across the land, recruiting all manner of foul monsters and gullible followers. Forces of air, earth, fire, and water have begun to spread destruction across the towns surrounding the Sumber Hills, and adventurers from Baldur's Gate to Icewind Dale are answering the pleas of the citizens of small communities such as Red Larch.

The Temple of Elemental Evil

The Princes of Elemental Evil reside on distant planes that are far removed from Faerûn, but mad mortals have acquired the means to reach out to these dark powers and offer their devotion. The princes have no love or need for mortal worshipers, but they relish any chance to sow destruction on the Material Plane. The Elemental Princes give weak-willed or power-hungry mortals the might they seek and command them to wreak havoc in their names.

The Cult of the Howling Fury, The Cult of the Black Earth, The Cult of the Eternal Flame, and The Cult of the Crushing Wave: These cults hide beneath a thin veneer of respectability, but savvy heroes can see them for the power-mad lunatics the cultists truly are.

Red Larch, a small town near the Sumber Hills, has seen strange, unnatural occurrences recently that threaten not only their lives, but the Sword Coast as a whole. Several adventurers recently arrived in Red Larch, representing powerful organizations of Faerûn: the Harpers, the Lord's Alliance, the Order of the Gauntlet, the Emerald Enclave, and the Zhentarim. Each group has a vested interest in finding the source of the elemental corruption and putting a stop to it. Unfortunately, not all has been going according to plan...

GAME OVERVIEW

The *Dungeons & Dragons®: Temple of Elemental Evil™* Adventure System Game is a cooperative campaign game. You and your fellow Heroes must work as a team to succeed in the adventures that unfold around and beneath the Sumber Hills. You either win together or lose together.

Each player selects a Hero who has come to Red Larch to discover the mysteries behind the bizarre creatures and events that have resulted from the presence of the Cults of Elemental Evil. Choose from the human fighter Alaeros, the halfling rogue Ratshadow, the dwarf cleric Barrowin, the elf wizard Nymmestra, or the human ranger Talon. Your Heroes will explore the dungeons beneath the Sumber Hills, solve mysteries, fight monsters, and uncover magical treasure.

Once you've selected your Heroes, you're ready to enter the Temple of Elemental Evil!

Exception Based Game

The *Dungeons & Dragons: Temple of Elemental Evil* Adventure System, like the other Adventure System games, is exception based. That means the cards, powers, monsters, and Special Adventure Rules may contradict the base rules of the game (this book). Whenever that happens, you should follow the instructions on the exception even though it contradicts the rules.

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 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 might prevent a cultist with a magic artifact from escaping 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.

Campaign Play & The Advanced Deck

The *Temple of Elemental Evil* board game is intended to be played as a campaign, although you can always play any adventure as a one-shot.

To support campaign play, you should separate your cards into two decks: The Starting Deck (cards with a white set icon #1-145) and The Advanced Deck (cards with a gold set icon #146-200). For your first game, use only cards from the Starting Deck. After each adventure, follow the instructions in the Aftermath section to add cards from the Advanced Deck, which introduces more complex effects and more difficult challenges. As you continue to play, see "**Playing the Campaign**" on page 14 for more info on ways to beef up your Heroes as you get further in the adventures.

Game Setup

The *Temple of Elemental Evil* game includes everything you need to run all 13 adventures in the adventure book. Because each adventure is different, you don't always use every component in the box. The following components are usually used in every adventure. We recommend that you store them separately so you can make it easy to set up each adventure!

- ✦ Hero cards and all figures
- ✦ Hero Power cards
- ✦ 32 standard Dungeon tiles
- ✦ Start Tile
- ✦ Encounter cards
- ✦ Monster cards
- ✦ Treasure cards
- ✦ Trap tokens
- ✦ Condition markers (Advantage, Disadvantage, and Stunned)
- ✦ Hit Point tokens
- ✦ Die

Set aside the remaining game pieces. You use those pieces only if the adventure you are playing requires them (see the adventure book for details).



Advantage condition marker



Trap token

Stunned condition marker

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. Randomize all of the Trap tokens and keep them face down 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 your next adventure from the adventure book. If you're playing your first game, play Adventure 1: Escape.
- ✦ 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.
- ✦ When you choose a Hero, take that Hero's Hero card, Power cards, and the figure that matches the Hero. The name of each Hero is printed on the base of the figure.
- ✦ Unless the adventure says otherwise, place each player's Hero figure on any square of the Start tile. Adventures and cards refer to the players as "Heroes."
- ✦ Each Hero card tells you how many and which Power cards you can choose for that Hero. In your early games, you can use the Power cards suggested in the front of the adventure book. (See "Choosing Power Cards" on page 14 for details on how to choose Power cards in later games.) Set aside any Power cards that aren't used in this adventure.
- ✦ 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.

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 under your control.

The Dungeon Tile Stack

You draw from the collected Dungeon tiles (referred to as the Dungeon tile stack) to build the temple complexes beneath the Sumber Hills. Each time you play, the temple complexes have a different layout. The labyrinthine passages beneath the hills are said to be endless, and many believe that the cultists' magic

causes the complex to shift and move each time enemies dare to enter them.

Some Dungeon tiles are double-sided and feature a town side (with buildings) and a dungeon side (with elemental nodes).

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

- ✦ **When you start an adventure on the Start tile, you can start on either tile. When you start your adventure on the Town Square tile, you must start on the tile marked as the Town Square.**

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 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.

Tile Features:

- ✦ **Triangles:** Each tile features a white or black triangle that is used to specify less dangerous and more dangerous tiles. 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.
- ✦ **Elemental Symbols:** Each tile features one of the four elemental symbols (Air, Earth, Fire, or Water) to show which elemental power courses through that temple room.
- ✦ **Monster Symbols:** Each tile may feature one or more Monster spaces with a to indicate where to place Monsters.
- ✦ **Trap Symbols:** Each tile may feature one or more Trap squares with a X to indicate where to place Traps.
- ✦ **Villager Symbols:** Town tiles will feature a Villager space with a to indicate where Villager tokens are placed.
- ✦ **Other Features:** Dungeon tiles feature walls, which cannot be moved through. Town tiles feature buildings, fenced in areas, and a plateau, which all work just like walls. Some tiles have names to distinguish them for use in certain adventures.

Diagonal Movement: Your Hero can move diagonally when moving by squares, unless the path is blocked. Your Hero cannot move diagonally when moving by tiles. If you are counting squares, your Hero can move diagonally, even between tiles. If you are counting tiles, you never count diagonally; your Hero has to move in straight lines, not diagonal lines, when you count 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.*
*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.*



When counting tiles, you do not count diagonally and you count around walls. For example, the hobgoblin fighter is 3 tiles away from Barrowin.

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, 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). A Hero can never regain more Hit Points than his or her Hit Point total.
- **Speed:** The number of squares the Hero can move by using a single move (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 9).

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 card



Hero Phase

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

1. If your Hero has 0 Hit Points, use a Healing Surge token if one is available (see page 10).
2. Your Hero may move and perform one of the following actions. Your Hero may move before or after performing the action:
   - ✦ Move.
   - ✦ Attack.
   - ✦ Disable a Trap.
   - ✦ Other.

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 Traps.

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 Monsters and Traps (if any) on the new tile.

- ✦ To place a Monster, draw a Monster card from the Monster deck and place it in front of you to show that you control that Monster. Place the corresponding Monster figure on the Monster symbol. (The name of each Monster is printed on each figure's base.) During the Exploration Phase, you place the Monster figure on the newly placed tile. If that tile has more than one Monster symbol icon on it, place a Monster for each Monster symbol. If you draw a Monster card that matches a Monster you already control, discard that Monster card and draw again. If another player has a matching Monster card, however, that's okay.
- ✦ To place a Trap, choose a face-down Trap token from the pile and place it where indicated. During the Exploration Phase, you place the Trap tokens on the newly placed tile on the squares with the Trap symbol.

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 cards you 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 could 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 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 are multiple Monsters with the exact same name in play, activate each of those Monsters on your turn. So, if you have a Water Cultist Monster card and another player has a Water Cultist Monster card, you activate both Water Cultists during your Villain Phase. If both Monsters survive until the other player's Villain Phase, that player will activate both Water Cultists again!

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

MOVEMENT

When your Hero moves, use the following rules for movement.

When Does Your Hero 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 Does Your Hero Move?

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

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.

Whenever your Hero moves, you can spend up to your Speed budget to move your Hero.

- ✦ 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 (or a building, fenced-in area, or plateau on a Town tile).
- ✦ 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 Hero's 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).



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

Triggering Trap Tokens:

A Trap is a snare or other mechanical device placed in the dungeon to thwart the Heroes. When a Hero moves into a square containing a Trap token, or when they unsuccessfully attempt to disable the trap (see page 10), trigger the Trap and flip the token face up to reveal its effect. Monsters do not trigger Traps.

- ✦ If the token doesn't have a damage number, the Hero suffers no effect. Otherwise, the Hero takes the damage indicated. Then remove the token from the board. If your hero was in the middle of his or her move, you may continue moving them normally.



Trap back token

Trap token

Condition: Advantage

A divine light blinds a monster, creating an opening. A spell marks an enemy, helping guide attacks to the target. These attacks and others like them cause a Hero to gain Advantage.

- ✦ If an attack or other effect causes your Hero to gain Advantage, put an Advantage marker on your Hero card. You can have only one Advantage marker on your Hero card at a time.
- ✦ While your Hero has Advantage, the next time he or she makes an Attack, roll the die twice and use the higher result. Then, discard the Advantage marker.
- ✦ If your Hero gains Disadvantage while having Advantage, discard both markers.

Condition: Disadvantage

An Air Cultist's bolt releases a blinding powder on impact. The stench of a Troglodyte makes it impossible to concentrate. These attacks and others like them cause a Hero to gain Disadvantage.

- ✦ If an attack or other effect causes your Hero to gain Disadvantage, put a Disadvantage marker on your Hero card. You can have only one Disadvantage marker on your Hero card at a time.
- ✦ While your Hero has Disadvantage, the next time he or she makes an Attack, roll the die twice and use the lower result. Then discard the Disadvantage marker.
- ✦ If your Hero gains Advantage while having Disadvantage, discard both markers.



Condition: Stunned

A mighty blow from Alaeros's axe knocks a cultist prone. Magic vines erupt from Talon's arrow and wrap around a hobgoblin's feet. These attacks and others like them cause a Monster to gain the Stunned condition.

- ✦ If an attack or other effect causes a Monster to become Stunned, put a Stunned marker on that Monster's figure.
- ✦ While a Monster is Stunned, it skips its next activation and does nothing.
- ✦ After the Monster skips its activation, discard the Stunned marker.

ATTACKS

A Hero makes attacks using either his or her Hero's Power cards or the powers of Treasure cards. A Hero's Power cards represent weapons, physical training, arcane spells, or divine prayers, depending on a Hero's class.

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, you can use the Power cards listed at the front of the adventure book. Once you become familiar with the game, you can choose which Power cards you want to use (see page 14).

Whenever your Hero attacks, 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.

Daily Powers

Daily powers represent a significant attack or 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 may 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. Unless the card states otherwise, 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.

COMBAT

As your Heroes explore the dungeon, they will encounter cultists, elementals, and other Monsters. You need to battle your way past these creatures to complete the adventure using your Hero's attacks and magic items!



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 2 tiles away.

Remember the difference between squares and tiles when making attacks (see page 5).

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 your Hero, that does not include Monsters on a Dungeon tile that is diagonal to your Hero's tile. You also cannot attack a Monster within 1 tile of your Hero if a wall completely blocks the path between the Hero's 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 or Hero's Hit Points to 0 defeats them (see below). 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).

Critical Hits

When a Hero attacks and rolls a natural 20, that attack deals +1 damage.

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 12). 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 only draw one Treasure card per turn, no matter how many Monsters you defeat during that turn.

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 Advantage or Disadvantage, still apply to the Hero.

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.

Regaining Hit Points

Heroes and Monsters can regain lost Hit Points through various means. A Hero or Monster can never regain more Hit Points than his or her Hit Point total. Whenever a Hero that has been reduced to 0 Hit Points regains any hit points, stand it back up—the Hero is back in the fight and can use powers and items normally.

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 your Hero regains Hit Points equal to his or her Surge Value. You then take your turn as normal.
- If there are no Healing Surge tokens remaining when your Hero starts your turn at 0 Hit Points, the Heroes lose the adventure and the game ends.

Disabling a Trap

Traps can be disabled. While a Hero is on a tile with a Trap, as an action, he or she can attempt to disable that Trap. Roll the die.

- If you roll a 1-10, you failed and triggered the Trap! (See "Triggering Trap Tokens" on page 8).
- If you roll an 11-20, you succeeded! Remove the Trap from the board.



Other Actions

Moving, attacking, and disabling Traps are the most common types of actions that a Hero takes, but some adventures and cards allow for Heroes to take special actions. These actions might range from rescuing a panicked villager to destroying a magical artifact. When your Hero takes one of these actions, follow the instructions for the action as described in the Special Adventure Rules section, or on the card.

THE MONSTER DECK

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

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 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 12).
- **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.
  - ✦ 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 Monster symbol if the square is empty. Whenever possible, Monsters move from tile to tile by following the Monster symbols. If the Monster symbol square is occupied or the tile doesn't have one, 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.





Encounter card face

Encounter card back

Villains: Villains are not drawn from the Monster deck. Instead, their appearance is triggered by an event in the adventure itself (typically when a certain Dungeon tile is drawn from the stack). Villain cards represent especially tough "boss" monsters but otherwise follow the rules above. The one key exception is that Villains activate during each Hero's Villain Phase (see page 7), rather than just on the turn of the player who drew the card.

THE ENCOUNTER DECK

The Encounter Deck represents the Events, Attacks, and other threats that inhabit the Temple of Elemental Evil. Whenever you draw an Encounter card, apply its effects immediately.

You can cancel an Encounter card before applying its effects by spending Experience Points (see page 12).

"Active Hero" and "Your Hero": Some Encounter cards use the phrase "your Hero" or "active Hero." The card affects the Hero played by the player who drew the card.

Other game effects that refer to "the active Hero" affect whichever Hero is taking a turn when they take place.

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.

- ✦ Dungeon or Town Events: Some Encounter cards have two listed effects: Dungeon and Town. When one of these Encounter cards is drawn while playing a Town Adventure (Adventures 3, 7, and 11), resolve the "Town" effect; otherwise, resolve the "Dungeon" effect.

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' collective Experience pile. Each Monster card lists the Experience Points it provides. The tougher the Monster, the more Experience Points it is worth.

The Heroes can spend Experience Points to cancel an Encounter card. Unlike previous Adventure System games, Heroes exploring the Temple of Elemental Evil do not spend Experience Points to level up. Leveling up is now part of the Campaign rules.

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 an ambush and avoids it before it can be sprung, or avoids an Event before it inflicts any injures.

Whenever you draw an Encounter card, you can spend a total of 5 Experience Points to cancel it. The Monster cards you choose from the Heroes' Experience 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 cancel an Encounter card only 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 the card is discarded, though you still cancel the Encounter card.

THE TREASURE DECK

The Treasure deck represents the magic items and other valuables you can find in the clutches of your defeated enemies. Once per turn, you can draw a Treasure card when you defeat a Monster.

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 an attack or defense bonus. A Hero can gain only one attack bonus and one defense bonus from Items at a time.

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

This game includes two types of Treasure cards.

- **Fortunes** are played immediately and provide an immediate benefit. If the benefit has no effect, nothing happens. Discard a Fortune Treasure card immediately.
- **Items** provide a lasting benefit. When you draw an Item Treasure card, decide if you want to keep it for your Hero or if you want to give it to another Hero. Place the Item Treasure card in front of that Hero's player.



PLAYING THE CAMPAIGN

We recommend playing through Adventures 1-13 in order with the same Heroes. This experience will be rewarding even beyond that of playing a single, stand-alone adventure—especially if you can round up the same group of players each time. When you play the Campaign, the following simple rules apply.

If you successfully complete the adventure, follow the Aftermath instructions which normally explain which cards to add from the advanced deck. You may then take Town actions (see below).

- **Missed Campaign Adventures:** If a Hero did not participate in a successful adventure, that Hero gains 200 gold pieces. Collected gold pieces can be tracked on page 15.
- If you fail an adventure, you may keep the Treasure cards you gained, take Town actions, and then try again.
- Treasure cards and gold pieces your Hero has at the end of an adventure carry over to the next adventure, even if you failed the adventure and are trying again. If you pause between adventures, make sure to keep track of what your Hero has collected on page 15!
- Experience points gained by defeated monsters do not carry over.

Town Actions

Before and after each adventure, each player can take any number of Town actions to prepare for the next adventure. A player can choose from the Town actions below.

1. **Swap Powers.** In between adventures you may change your Hero's selected powers. You are still bound by the selection requirements on the Hero card.
2. **Sell Items.** You may sell any Item Treasure cards your Hero has gained. The sold Treasure card(s) goes back into the Treasure deck and the Hero gains the value listed on the card in gold pieces.
3. **Trade Treasure Cards and/or GP.** You can barter with other players, exchanging Item Treasure cards for other Treasure cards or GP (gold pieces). Alternatively, you may give another player an Item Treasure card or gold pieces without receiving anything in return. You can only trade items and GP with Heroes that are participating in the adventure. For example, if no one has played the Fighter for 2 adventures, you can't "borrow" the Fighter's 400 GP. Even if you're playing the Rogue.
4. **Level Up.** Your Hero may spend 1,000 gold pieces to become 2nd level! Flip your 1st-level Hero card over to the 2nd-level side. Leveling up to 2nd level increases your Hero's Hit Points, Armor Class, and Surge Value. It also allows you to choose a new Daily power. For the remainder of the campaign, your Hero is at 2nd level.
5. **Buy Advancement Tokens.** You can only choose this option after your Hero has leveled up to 2nd level. Your Hero can spend gold pieces to buy Advancement tokens; each token has a unique cost that is explained in detail on page 15. An Advancement token allows your Hero access to a specific benefit. A Hero can never trade or give an Advancement token to another Hero. The available tokens include:
   - **Reroll**: This token can be used to reroll any die rolled during your Hero Phase.
   - **+1 Damage:** This token can be used after you hit with an attack to deal +1 damage.
   - **Regain 2 HP:** This token can be used to regain 2 Hit Points.
   - **Recharge:** This token can be used to flip up any face-down Power or Treasure card, enabling another use of that card.

Once you have purchased an Advancement token, you may use it as noted during an adventure. It does not take an action. After you use it, flip it over and it becomes inaccessible until the next adventure.



Advancement tokens

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 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 cards 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.

Campaign Tracking:

As you finish each adventure in the campaign, you may want to note the number of gold pieces, Items, and Advancement tokens that each adventurer has earned. Remember to give 200 gold pieces to Heroes that don't participate in a successfully completed adventure! You can find a printable copy of this tracking sheet at DungeonsandDragons.com.

Advancement Token Tracking:

There are 6 copies of each Advancement token, each with a different value listed. Whenever a player purchases an Advancement token, the cost of the next token of that same type is increased. You may wish to cross out or note when a token is purchased, and use this table for quick reference when taking Town actions.

TOKEN NAME	FIRST	SECOND	THIRD	FOURTH	FIFTH	SIXTH
Reroll	400 GP	500 GP	600 GP	700 GP	800 GP	900 GP
+1 Damage	500 GP	600 GP	700 GP	800 GP	900 GP	1000 GP
Regain 2 HP	600 GP	700 GP	800 GP	900 GP	1000 GP	1100 GP
Recharge	700 GP	800 GP	900 GP	1000 GP	1100 GP	1200 GP

Gold Pieces & Token Tracking:



ALAEROS

HUMAN FIGHTER - LEVEL:

Gold Pieces:	Items & Advancement Tokens:



NYMMESTRA

SUN ELF WIZARD - LEVEL:

Gold Pieces:	Items & Advancement Tokens:



TALON

HUMAN RANGER - LEVEL:

Gold Pieces:	Items & Advancement Tokens:



BARROWIN

GOLD DWARF CLERIC - LEVEL:

Gold Pieces:	Items & Advancement Tokens:



RATSHADOW

LIGHTFOOT HALFING ROGUE - LEVEL:

Gold Pieces:	Items & Advancement Tokens:

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 questions still need answers. So here they are. Check out DungeonsandDragons.com for the most up-to-date rules and FAQ for the D&D Adventure System board 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 were 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 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, which all the Heroes share. Any Hero can choose to spend Experience to cancel an Encounter card. Players should decide together when to spend Experience, but the active Hero can always choose to spend or not to spend Experience.

What's the difference between a Monster and a Villain?
A Villain is a special kind of Monster. Anything that affects a Monster also affects a Villain.

Who controls the Villain?
The active player controls the Villain.

Do I get Experience for defeating a Villain?
Yes. When you defeat a Villain, add the Villain's card to the Experience pile. Each Villain's Experience is equal to its level. 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 that isn't on a tile due to the effects of a card is not affected by other cards drawn while he or she is not on a tile.

Sometimes a Monster's card says to move it adjacent to the closest Hero. What do I do if that Monster is already adjacent to a Hero?
You can simply leave the Monster where it is, or you can move it to any other unoccupied square adjacent to that Hero.

What do I do when placing a Monster on a tile that has an occupied Monster symbol?
You instead place the Monster on any square on that tile.

Where do I put a Monster that I move with one of my Powers or Treasure cards?
You can place the Monster in any unoccupied square that meets the effect's requirements. For example, Ring of the Ram allows you to place the Monster on any unoccupied square on any tile within 2 tiles of your Hero's current location.

What does "within 1 tile" mean?
An object (such as another figure, a token or marker, or an unexplored edge) is within 1 tile of a figure when that object is on the figure's current tile or on a tile connected to the figure's current tile and not separated by a wall. (Diagonally touching tiles are not connected.)

What if I have to make a choice and there's more than one option?
Whenever there is more than one option for a choice, the active Hero chooses.

Temple of Elemental Evil Specific Cards

Cultist Fervor (58): The newly placed Monster will also activate normally during your Villain Phase.

Water Elemental (184): If mixing Adventure System games, treat the Water Elemental Monster card in this game as a separate monster from the Water Elemental Monster cards from the *Legend of Drizzt Board Game*.



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