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Game: **DUNGEONS & DRAGONS
THE FANTASY ADVENTURE
BOARD GAME**

Publisher: **Parker Brothers (2003)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

One player is the **Dungeon Master (DM)** and controls the **Dungeon** boards setup and the monsters.

The other players control the 4 Heroes: **Regdar** (human fighter), **Lidda** (halfling rogue), **Jozan** (human cleric), and **Mialee** (elven wizard).

There must always be 4 heroes, so if you have less than 5 players, one player will have to play more than one hero.

Separate the cards into 3 piles: **Item** cards, **Special Item** cards and **Monster** cards.

The DM announces the **Adventure level** (1, 2, or 3). Remove from play any Item cards for any higher level, and shuffle the remaining cards to form the Item card deck.

Each hero player takes his **Hero card** and sets his **Hit Point (HP)** and **Spell Point (SP)** counters to the appropriate level using marker tokens. You may never go above your original number of Hit Points or Spell Points.

Each hero also takes his **Basic Items** (depending on the Adventure level) from the Item cards.

The DM places the **Dungeon** boards on the table and puts a closed door token in the starting room. He then reads out the **Adventure** and **Objective**.

The heroes place their figures in the room, choosing a hero to open the door by standing in front of it.

SETTING UP A ROOM

The dungeon is revealed room by room.

Check the layout in the DM's Guide; then position closed door tokens (if any), place any chests, trees and pillars, place any monster figures, lay out the matching Monster cards with the correct number of Hit Point tokens beside each, and secretly look to see where any traps are in the room.

You may place most monsters anywhere in a room, except for a space in front of a door. Some monsters have specific spaces where they have to be placed.

INITIATIVE CARDS

The order of play is decided by **Initiative cards**. Every time a hero opens a new door, shuffle and deal the cards, facedown: one to each character and one to the DM. Turn them over only when the DM has finished laying out the room.

Continue play in the order of the cards (with 1 going first) until a new door is opened.

HERO ACTIONS

On a hero's turn, he may take up to **2 Actions**.

Each of the following takes 1 Action each:

Movement	Opening a Door
Opening a Chest	Changing an Item
Combat with Weapon or Spell	

Certain heroes can do some of these Special Actions:

Casting a Spell	Searching for Traps
Turning Undead	Disabling Traps
Healing	Sneak



Movement

Each hero may move a number of spaces up to his maximum movement allowance, horizontally or vertically, but not diagonally. Heroes may move through other heroes, but not through monsters, pillars, trees, chests, walls or closed doors. A hero may not end its turn on the same space as another monster or hero.

Opening a Door

Heroes **open a door** to a new room by moving next to it and turning the token over. The Initiative changes immediately.

The DM tells a hero when he tries to open a **locked door** that it is locked. The heroes need a **skeleton key** to unlock a locked door; unlocking a door immediately opens it. Keys do not count as an item and are carried by the group.

Opening a Chest

Heroes may open a **chest** by moving onto the chest token and having an Action left to open it (a hero cannot move onto a chest if he does not have the Action to open it). Draw an Item card. Chests cannot be opened by monsters.

When a hero opens a **special chest**, the DM gives them the Special Item described. If a hero sets off a booby trap, follow the instructions; the hero's turn ends immediately.

Changing an Item

A hero may change one item that is 'in use' with one from his knapsack on his turn. He may also exchange an item with another hero he is standing next to.

Searching for Traps

When a hero stands on a **trap** space, the DM shouts "*Trap!*" and the hero must stop on the space. Read out the trap description and its effects. The hero's turn ends.

Some heroes can **search for traps** by rolling the black **Search die**; the results only apply to the room the hero is in. On a result of 1 or 2 eyes, the DM places that number of trap tokens on the trap space(s) nearest to the hero, then reads the trap type aloud. If there are no traps in the room, the DM must tell the hero.

On a *blank* result, the search is unsuccessful; the hero is given no information.

On a *hand*, the hero must stop searching and cannot search that room anymore.

A hero can attempt to make a discovered trap safe by rolling the black **Disable Trap die**. On a *gear* result, the trap is disabled. On an *explosion* result, the hero has sprung the trap; the DM reads out the consequences.

In any case, turn the token over; the space becomes a normal space.

Monsters can pass through trap spaces without setting them off. However, they can be affected by the consequences of a hero springing a trap.

Turning Undead

Some heroes can **turn undead** in the same room by rolling the black **Turn Undead die**. If the hero rolls the same or greater than the number next to the skull on the monster's card, the monster misses its next turn.

Healing

Some heroes can **heal** other heroes.

Sneak

Some heroes can **sneak** through a monster during their movement; this does not count as an action. If they attack the same monster on the same turn, add 1 to the attack.

DM ACTIONS

On the DM's turn, he may take up to **2 actions** with every monster on the board, in any order:

Movement A monster may be moved a number of spaces up to its maximum movement allowance, horizontally or vertically, but not diagonally. Monsters may move through other monsters, but not through heroes, pillars, trees, chests, walls or closed doors. A monster may not end its turn on the same space as another monster or hero.

Attack A monster may attack a hero.

You must finish one monster's actions before you begin another's. You can decide not to move or attack with a monster, or not to attack and take a double move.

Once a monster has been used (or is forced to miss its next turn), the DM turns its card 90° to indicate this, then at the end of his turn, turns them all back to the vertical position. If a monster is defeated, remove its figure and card from play for the rest of the Adventure.

If the DM has no monsters to move, play passes to the next hero.

COMBAT

A hero may only attack monsters and may not make an attack if there is no monster within range.

Attacks are either **melee attacks** that can only be used when standing next to an opponent (not diagonally), or **ranged attacks** that can only be used over greater distances or diagonally.

Unless otherwise stated, ranged attacks fire single shots in a straight line, and the centre of the opponent's square must be in clear sight of the firing hero's square.

Pillars, trees and walls block ranged weapons. A hero does not block another hero's shot and a monster does not block another monster's shot.

Attacking

When attacking with a weapon or spell, roll the dice shown. The total number of swords you roll is the **Attack Strength**.

A *re-roll* symbol allows you to re-roll one of the dice.

If a card features the black **Special die**, roll it at the same time. A *star* triggers the listed consequence.

Power Attacks

If a weapon has a **Power Attack**, you may choose to use it *instead* of the normal attack. On a *star*, the weapon is lost; discard the card.

Damage

Add up the number of **swords** rolled by the dice (plus any extras), then subtract the **Armour Class (AC)** for the target monster or hero. The total is the number of Hit Points the monster or hero loses. A monster or hero with no remaining Hit Points dies.

DEAD HEROES

If a hero dies, put their hero token on the board where they died and remove their figure. They return to the same space if brought back to life, but otherwise play no further part in the Adventure.

All heroes completely recover before the next Adventure. Dead heroes lose all the items they have collected in past Adventures (unless brought back to life) and return with their Basic Items for the appropriate level of the next Adventure (taking them back from another player if necessary). Lost items are discarded to the current Item card discard pile.

ITEMS

Items are either **Weapons, Spells, Artifacts** or **Potions**.

Items carried are placed beside a hero's Hero card; the maximum number that can be carried is shown. Items on the left hand side are 'in use'; those on the right hand side are in the hero's knapsack.

Potions count as an item, but can be drunk straight from the knapsack at any time (they are never 'in use'). This does not count as an action. They are used once and then discarded.

When an item is found and a hero cannot carry any more, discard the new item or an existing item; the item cannot be given to another hero on this turn.

Only certain characters can use some items, as indicated on the card.

A **Special Item** that is discarded or lost will not reappear in that Adventure; put it in the Item card discard pile, where it may appear in a later Adventure.

RUNNING THE GAME

Play the Adventures through in order as a **campaign**.

As soon as the Objective in an Adventure can no longer be completed, the DM wins.

If at least one Hero completes the Objective, the heroes win. The Adventure ends and no further chests can be opened, and remaining monsters play no further part in this Adventure. The DM reads out the conclusion to the Adventure, which leads on to the next one.

Items still in the heroes' possession can be distributed amongst themselves before the next Adventure, but skeleton keys must be discarded.



SETUP

A player who wishes to play as a Druid plays **Elwick** in Adventures 1 and 2 and **Orwick** in Adventures 3-6. The DM controls **Elwick** in Adventures 4-6.

Note changed Starting Items for some heroes.

The DM separates and shuffles the specified Roaming Monster cards and places them facedown as the **Roaming Monster deck**.

ROAMING MONSTERS

The roaming monsters for each Adventure are specified on the Adventure layout.

At the start of each turn, the DM can attempt to bring in a roaming monster as long as at least one hero is outside (not in a room).

Roll the black **Special die**: on a *star*, turn over the top card from the Roaming Monster deck and bring it into play as normal. Place the matching monster figure on, or as close as possible to, an entry space (*animal print* symbol) indicated on the layout (DM's choice if there are several). The monster can be used immediately.

Some Adventures start with a number of roaming monsters already on the loose: turn over the indicated number of cards and place the monsters as above.

Once placed, a roaming monster acts like a normal monster on all subsequent turns.

When a roaming monster is defeated, place its card faceup next to the board to form a discard pile. If you run out of cards, shuffle this discard pile to form a new deck. If all roaming monsters are in play, no more can be brought in until one is defeated.

Keep roaming monster cards separate from normal monster cards.

SPECIAL ATTACKS

Yuan-Ti

Yuan-ti may spend both of their actions attacking.

When attacking, Yuan-ti may hit with a **poison strike**. Roll the black **Special die**: on a *star*, the attack ignores the AC of the target hero.

Grasp and Hold

This attack is available to the **Owlbear** and **Shambling Mound** monsters and **Elwick** when he wears the *Twisted Cape of Fingers*.

When attacking, roll the black **Special die**: on a *star*, the hero is grabbed and may not attack or move until he breaks free. Each turn he may attempt to do so by rolling the black **Special die**: on a *star*, the hero may take 2 actions as normal, otherwise, he may take no actions that turn.

A grasping monster may only grasp one hero at a time. If it moves or attacks it lets go of the hero.

Charge

This combination of move and attack is available to **all heroes** and **Razor Boars**.

Declare the action by shouting "*Charge!*" and picking a target; the path to it must be clear (nothing on the spaces) and in a straight line. A figure may charge through an open door from one room into another.

Roll the green **Charge die**: move the charging figure the number of spaces shown, placing a yellow attack die on the figure's starting space. Roll the die and move the figure again, placing another yellow die on the space the figure was on.

Continue rolling the die and placing an attack die on the charge path in the following order: **yellow die, yellow die, red die, orange die, orange die, purple die**.

Keep rolling until the move places the figure onto the target space, all 6 dice have been placed on the charge path, or a *blank* is rolled on the Charge die. If a *blank* is rolled the charge has failed, the move action is over, and the figure must reduce his HPs by 1.

Successful Charge

If the charger reaches the target space or all 6 dice have been placed, the charge is a success. Move the charger onto the target space, and move the target figure onto any adjacent space, even diagonally.

If the charger or target steps onto a trap space at any point during the charge, the trap goes off.

Roll all the attack dice on the charge path, plus the black Special die and black Turn Undead die.

Add up the swords and subtract the target's AC as normal. Fighters get their normal +1 attack bonus.

The number of *skulls* rolled is the number of HPs the charger loses (not affected by AC). If you roll a *star* on the Special die, the target loses his next turn.

ITEMS

Rings and **bracers**, when worn, do not count against the maximum number of items a hero may possess.

Only one ring type and one bracer type may be worn at any one time.

TERRAIN

Brook

Moving onto a water space counts as moving 2 spaces for both heroes and monsters.

Using the bridge is a normal move.

Bushes and Thickets

Bushes are placed along the lines to cover 4 spaces. Only Druids and Shambling Mounds may move through spaces with bushes.

No one may land on or attack through a bush.

Trapdoors

Moving from the trapdoor at one end of a passageway to the trapdoor at the other end (in either direction) counts as one space.

Neither a hero or a monster may block access to a passageway or end their turn on a trapdoor space.

If a passageway leads to an unexplored area, the DM suspends play and lays out the new area when the hero appears through the passageway; the hero may then complete the rest of his turn.

The Initiative remains unchanged.

All monsters except Dragons can use a trapdoor as long as it leads to an area already explored.

Starting Spaces

Heroes may begin outside in some Adventures; place them on the starting spaces in any order and deal Initiative cards as normal.



SETUP

Morkahn replaces one of the heroes from the original game. All Adventures in the *Eternal Winter* are set at Level 3. Note changed Starting Items for some heroes.

The DM separates and shuffles the specified Roaming Monster cards and places them facedown as the **Roaming Monster deck**.

ROAMING MONSTERS

The roaming monsters for each Adventure are specified on the Adventure layout. The DM separates and shuffles the specified Monster cards and places them facedown as the **Roaming Monster deck**.

At the start of each turn, the DM can attempt to bring in a roaming monster as long as at least one hero is outside (not in a room).

Roll the black **Special die**: on a *star*, turn over the top card from the Roaming Monster deck and bring it into play as normal. Place the matching monster figure on, or as close as possible to, an entry space (*animal print* symbol) indicated on the layout (DM's choice if there are several). The monster can be used immediately.

Some Adventures start with a number of roaming monsters already on the loose: turn over the indicated number of cards and place the monsters as above.

Once placed, a roaming monster acts like a normal monster on all subsequent turns.

When a roaming monster is defeated, place its card faceup next to the board to form a discard pile. If you run out of cards, shuffle this discard pile to form a new deck. If all roaming monsters are in play, no more can be brought in until one is defeated.

Keep roaming monster cards separate from normal monster cards.

WINTER MONSTERS

Winter Monsters have an asterisk symbol on their icons. For Ogre, Goblin and Groll winter monsters, use figures from the base game.

DRAGONS

Movement

A Dragon may only enter rooms and pass through doors which are at least 2 spaces wide. It may not pass through pillars, trees or chests (but may move over traps as normal).

A Dragon does not move a double count of spaces and must have sufficient room to move through each movement space with its 2x2 area.

Breath Attack

Dragons have a **breath attack** with an unlimited range and a width of 2 spaces, directed straight forward in one of the 4 directions, but never diagonally.

The attack ignores a hero's AC and injures every hero standing in its path; however it is blocked by solid objects such as walls, towers or trees. The attack passes through monsters but does not affect them. Any defensive item or spell that protects from ranged attacks also protects from breath attacks.

SPECIAL ATTACKS

Winter Wolf

Winter Wolves have a **breath attack** with a range of 3 spaces and a width of a single space, directed straight forward in one of the 4 directions, but never diagonally.

The attack ignores a hero's AC but can only injure the nearest hero it hits.

Any defensive item or spell that protects from ranged attacks also protects from breath attacks.

Frost Salamander

Frost Salamanders have a **cold aura attack** which affects 2 spaces all around them.

The attack ignores a hero's AC.

Any defensive item or spell that protects from ranged attacks also protects from cold aura attacks.

Cold aura is effective through walls and other solid objects.

TOWERS

Figures may move up onto the tovertop (considered an outdoor space) or down to ground level. The tower is an obstacle at ground level and line of sight rules apply.

When a tower is revealed, the DM reveals all of the chests and monsters on top of it (the top is not a room in its own right). The area of board covered by the tower cannot be accessed.

You must be outside to fire a ranged weapon at a target on the tovertop. An radius of a square space around the tower cannot be fired at from above, nor can a figure fire at the top from these spaces.

To climb up onto or down from a tower, you must be standing on one of squares next to it, or one of the edge spaces on the top, respectively.

A figure attacked from below while standing on a tower adds 1 point to their AC.

FLYING

Flying figures may move from ground level onto the tovertop and back. Flight is only possible outdoors.

Use a movement Action to roll the light blue **Flight die**:

Ascend: fly from anywhere on ground level to any free square on the tovertop. You may not attack while flying. If you are already on the tower you cannot move.

Descend: fly down to ground level from anywhere on the tovertop. You may not attack while flying. If you are already on the ground you cannot move.

Fly: fly and land anywhere on the same level. You may not attack while flying.

Figures move as normal if they do not wish to fly.

TERRAIN

Movement on Snow

All heroes except the Barbarian have their movement reduced by 1 for each turn they *begin* on snow. Only space fully covered in snow or ice are snow spaces.

Passageways

Moving from one end of a passageway to the other end (in either direction) counts as one space. Neither a hero or a monster may block access to a passageway or end their turn on a passageway space.

If a passageway leads to an unexplored area, the DM suspends play and lays out the new area when the hero appears through the passageway; the hero may then complete the rest of his turn. The Initiative remains unchanged.

All monsters except Dragons can use passageways as long as they lead to an area already explored.

Double Doors

A hero needs to stand by only one of the door spaces to open the whole door.

Snow Chutes

A hero that lands on a snow chute trap disappears and lands on a special space as shown; their turn ends. If the area has not yet been explored, the DM lays out the room before the next player's turn. The Initiative remains unchanged.

Starting Spaces

Heroes may begin outside in some Adventures; place them on the starting spaces in any order and deal Initiative cards as normal.