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Game: **D&D THE LEGEND OF DRIZZT**

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DUNGEONS & DRAGONS

THE LEGEND OF DRIZZT

BOARD GAME

SETUP

Pick an adventure from the **Adventure Book**.

Separately shuffle the **Monster**, **Encounter** and **Treasure cards**. If you go through a deck during play, shuffle the discards into a new deck and keep playing.

Each player takes a **Sequence of Play card**, then chooses one of the first level heroes and that hero's **Hero card**, his **Power cards**, and his figure.

Each hero card tells you how many and which Power cards you can choose for your hero (or you may select them randomly). Set aside any Power cards not used.

Check the adventure to see what **Treasure cards** heroes start with. Treasure cards are placed faceup in front of you.

As you acquire Monster and Trap cards, place them to one side of your Hero card in the order you receive them.

Unless the adventure says otherwise, start the game with 2 **Healing Surge tokens**; these are a resource the entire group shares.

Set up the **Cavern Tile** stack, the **starting tile**, and any **Quest tiles** based on the adventure's setup instructions, and follow any other special instructions.

Choose or randomly determine a **first player**.

CAVERN TILES

A **tile** is the basic building block of the dungeon, drawn from the Cavern Tile stack. A **square** is one of the spaces on a tile. The **unexplored edge** is the tile edge where you could place a new tile.

The **Start tile** is where heroes usually enter the caverns, and consists of 2 connected tiles; treat each as its own tile for the purposes of movement and counting tiles.

You may usually move or count diagonally when moving by squares, even between tiles (unless your path is blocked). **You cannot move or count diagonally by tiles.**

ORDER OF PLAY

Play progresses clockwise, starting with the first player. A player's turn consists of 3 phases:

HERO PHASE

If you have 0 **Hit Points** (HP), use a **Healing Surge** token if one is available.

Perform one of the following actions:

Move, then attack (or attempt to disable a trap).

Attack (or attempt to disable a trap), then move.

Make 2 moves.

EXPLORATION PHASE

If your hero isn't on an **unexplored edge space**, proceed directly to the Villain phase.

If your hero is on an **unexplored edge space**, draw a cavern tile and place it with its triangle pointing to your hero's tile. Place a **monster** on the new tile.

To place a **monster**, draw a Monster card and place it in front of you, then place the corresponding figure on the **mushroom patch** on the dungeon tile you just placed. If you already have the same Monster card in front of you, discard the drawn card and draw again.

VILLAIN PHASE

If you didn't place a cavern tile in your Exploration phase, or you placed a tile with a **black triangle**, draw and play an **Encounter card**.

If the **villain** is in play, activate him. Activate each villain one at a time if there are more than one. Anything that effects a monster affects a villain.

Activate each **Monster** and **Trap card**, in turn, in the order you drew them. Follow the monster's tactics to see what it does, going down the list until a statement applies. If there is more than one monster with the same name in play, activate *each* on your turn.

A monster moved to a new tile is placed on the mushroom patch; if that is occupied, place it anywhere on the tile. If a monster requires you to place a new monster, add its card to the end of any Monster cards you control.

Once a monster has followed one set of tactics, the monster's turn ends.

MOVEMENT

You usually move during your Hero phase, but some card effects may make you move at other times.

You move a number of squares equal to your **Speed** in any direction, including diagonally. You may not move into a wall square, between 2 diagonally adjacent walls, or into a square occupied by a monster. You may move through a square occupied by another hero, but may not end your movement there.

A monster with a base larger than one square that is on more than one tile counts as being on *all* the tiles its base is on.

CONDITIONS

Immobilized

Put an **Immobilized marker** on your Hero card (you can only have one at a time). Your Speed is reduced to 0, however you can still swap positions with other figures or be placed in new positions.

At the end of your Hero phase discard the marker.

Poisoned

Put an **Poisoned marker** on your Hero card (you can only have one at a time).

You take 1 damage at the beginning of your Hero phase, 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. On a 10 or higher, discard the Poisoned marker.

POWERS

Your hero attacks using either his Hero card powers or the powers of Treasure cards.

Daily powers are flipped over when used and cannot be used again until some other effect allows you to flip them back up.

At-Will powers are not flipped over when used and can be used again on your next turn.

Utility powers are flipped over when used and cannot be used again until some other effect allows you to flip them back up. These powers don't actively attack monsters, but provide other advantages. Many don't require an attack to use, but specify an alternate time to use the ability.

COMBAT

When you attack, first determine which monster you can **target**, as specified by the power you are using.

You cannot attack if the path to the target is blocked by walls, and you can never trace a diagonal path between tiles.

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 is equal to or greater than the target's **Armor Class** (AC), the attack hits.

If an attack hits, it deals the listed damage to the target. Use the HP tokens to track damage.

Defeating Monsters

If a monster is reduced to 0 HP, remove its figure from the dungeon tile and **draw a Treasure card**. You may only draw one Treasure card per turn.

The player controlling the monster discards the Monster card into the **Experience Pile**.

If more than one hero controls that type of monster, the player who made the attack discards it if he controls one of those monsters; if not, go clockwise to find the first player who controls one and discard his card.

Defeating Heroes

If you are reduced to 0 HP, put your figure on its side.

Monsters ignore the downed hero and act as though he was not there. You cannot take any additional damage or use any powers or items; other effects still apply. If you are healed before the start of your turn, your figure stands up and may act normally.

A hero starting his turn at 0 HP must spend a **Healing Surge token**; discard it and regain HP equal to your **Surge value**, then take your turn as normal.

If there are no Healing Surge tokens when you start your turn at 0 HP, the heroes lose the adventure.

OTHER ACTIONS

Picking Up and Dropping Objects

To pick up or drop an object, you must be in any adjacent square during your Hero phase (this does not take an action).

You can carry any number of items, and even pick up or drop items in the middle of a move.

Destroying Objects

If the object that needs to be destroyed has an AC and HP, you can **target** it just like a monster. If you have a power that attacks all monsters on a tile, it can also attack an object on that tile. Once you deal damage equal to its HP, the object is destroyed—remove its marker from the tile.

Disabling Traps

While you are on a tile with a Trap, you can attempt to disable it instead of attacking.

If you roll the number on the Trap card or higher, discard the card and its marker.

Escaping the Dungeon

To escape from the dungeon, you need to be on the specified location at the end of your Hero phase.

Once you have escaped, you no longer take your Hero or Exploration Phases, or draw Encounter Cards, but you do continue to take your Villain phase and activate any Monster cards or Trap cards you control.

THE ENCOUNTER DECK

When you draw an **Encounter card**, its effects apply immediately unless you cancel it using **Experience Points** (XP).

Your Hero: The hero played by the player who drew the card.

Curses: Place a Curse card on top of your Hero card; curses last the time specified.

Events: Most Events are yellow cards; those that attack heroes are red and called Event-Attacks. Events are discarded once resolved.

Traps: Place the Trap card's corresponding marker on your hero's tile. If there is already a trap there, discard the new card and draw another Encounter card.

After placing the marker, put the Trap card in front of you with any other Monster cards. On your Villain phase, the trap activates like a monster; take the actions on its card. If it attacks, it does so like a monster.

A hero on a tile with a trap may attempt to disable it instead of making an attack by rolling the number on the card or higher. If he succeeds, discard the Trap card and marker.

THE TREASURE DECK

Treasure cards explain when they can be used. You may only draw one Treasure card per turn no matter how many monsters you defeat that turn.

You can benefit from multiple Treasure cards in play that apply to your hero. However, you can only gain one attack bonus and one defense bonus from items at a time.

Fortunes are played immediately and provide an immediate benefit; discard the card immediately.

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.

EXPERIENCE POINTS

Each Monster card lists the **Experience Points** it is worth. A villain is worth XP equal to its level.

Experience is a party resource: there is only one XP pile from which all heroes share. Players decide together when to spend XP, but the active player can always choose to spend or not spend XP.

Heroes can spend XP to cancel an Encounter card, or to **Level Up**.

Canceling Encounter Cards

Whenever you draw an Encounter card, and only then, you may spend 5 XP (discard Monster cards from the Experience Pile whose XP add up to 5) to cancel it. You can't use any excess points. Discard the cards after spending them.

When you cancel an Encounter card, discard it and ignore its effects.

Leveling Up

Whenever a hero rolls a natural 20 when making an attack roll or a disable trap roll, that player can choose to spend 5 XP to become **2nd level**.

Discard the Monster cards and flip your Hero card to the 2nd level side; this increases your HP (do not remove any previous damage), AC and Surge value, you may choose a new Daily Power, and you gain the special ability to make critical attacks.

The *Battlefield Promotion* Treasure card also gives you the opportunity to level up your hero.

WINNING THE GAME

Players win by cooperating to achieve the **objective** in the adventure they are playing.

Players lose if they are defeated by the adventure or, unless stated otherwise, if any hero is at 0 HP at the start of his turn and there are no **Healing Surge** tokens left to play.

ADVANCED GAMES

The Advanced Deck

For your first couple of games, just use the Starting Deck (cards 1–100). Adventures 1 through 4 need only this deck. For Adventures 5 and beyond, you will need the Advanced Deck (cards 101–200), which adds more cards and more complex effects.

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 an easier game, choose the Power cards you want. For a more challenging game, choose your Power card in each category randomly.

CAVERN EDGE TILES

Some adventures require you to create a finite cavern complex before you begin play.

First, place the Start tile on the table. Shuffle the Cavern tile stack, and then place a Cavern tile next to each unexplored edge of the Start tile.

Next, place another Cavern tile next to each unexplored edge. Count the number of unexplored edges that remain, and then take that many Cavern Edge tiles. If the adventure calls for the numbered Fissure tiles, take them before other Cavern Edge tiles.

Shuffle the Cavern Edge tiles, and then place a Cavern Edge tile next to each unexplored edge.

COMPETITIVE ADVENTURES

Even in a competitive adventure, a hero cannot attack another hero unless the adventure so specifies.

Team Adventures

A competitive adventure might split the Heroes into teams. A team can include a single hero. Each team has its own Experience pile. If a new team is created in the middle of a game, that team starts with an empty Experience pile. The active Hero has the final say on spending Experience to cancel Encounter cards or to level up.

Villainous Heroes

Some competitive adventures might involve one or more villainous heroes. A villainous hero counts as both a villain and a hero, and he can use Power cards and Treasure cards against other heroes as if they were monsters. The other heroes treat villainous heroes as villains. A villainous hero acts during that player's Hero Phase, not during each player's Villain Phase.

Villainous Heroes are still susceptible to attacks from monsters and Encounter cards unless otherwise specified by the adventure.