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Game: **D&D WRATH OF ASHARDALON**

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

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DUNGEONS & DRAGONS

WRATH OF ASHARDALON

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 5 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.

Each player draws a **Treasure card**, drawing and discarding until each has drawn an **Item**.

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.

Start the game with 2 **Healing Surge tokens**; these are a resource the entire group shares.

Set up the **Dungeon 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**.

DUNGEON TILES

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 tile. The **unexplored edge** is the tile edge where you could place a new tile.

The **Start tile** is where heroes usually enter the dungeon, 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.**

If you draw a **Long Hallway tile**, draw an extra tile and place it on the hallway's unexplored edge (if possible). If the extra tile features a black triangle, draw an Encounter card during your Villain Phase.

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 dungeon 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 **scorch mark** 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 dungeon 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 affects 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 scorch mark; if that is occupied, place it anywhere on the tile.

Of 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

Dazed

Put a **Dazed marker** on your Hero card (you can only have one at a time). Instead of your normal Hero phase, you may only Move or Attack. At the end of the phase discard the marker.

If an 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.

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 power of a particular item.

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.

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 Objects

To pick up an object, you must be in any adjacent square during your Hero phase (this does not take an action). You can pick up any number of items, or even pick up items as you move past them.

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).

Active 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.

Environment: The effects apply to all players; place the card where everyone can see it.

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

If you cancel an Environment card with XP, do not discard the one already in play.

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

Hazards: Place the Hazard card's corresponding marker on the active hero's tile.

If there is already a hazard there, discard the new card and draw another Encounter card.

After placing the marker, put the Hazard 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.

Traps: Traps are like hazards, but 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.

Each Treasure Card represents an item. Items provide a lasting benefit.

Decide if you wish to keep the item for your hero or give it to another hero; once you've decided you can't give it to another hero later.

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.

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 using 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**.

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.

A monster's XP may be used immediately if you rolled a 20 and wish to level up.

The *Tome of Experience* Treasure card also gives you the opportunity to level up your hero.

VARIANT

Making Adventures More or Less Challenging

To make an adventure more or less challenging, reduce or increase the number of Healing Surge tokens available by one.

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 facedown nearby.

You will also need either a specific Chamber card or the entire Chamber card deck, depending on the adventure.

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*. 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**, place additional Chamber tiles next to each unexplored edge of that tile as well.

After you've placed the Chamber tiles, draw the top Chamber card or a specific Chamber card, depending on the adventure.

Filling the Chamber

Most Chamber cards tell you to **fill the Chamber** as follows:

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 (on empty Chamber tiles first).

Once all tiles have been filled, 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** which tells the heroes how to defeat the chamber.

DOORS

When an adventure uses the door rules and you draw a tile with an **open door symbol**, 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:

Unlocked: Discard the Closed Door token.

Trapped: Each hero adjacent to the Closed Door token immediately takes 1 damage. Then discard the token.

Locked: Place the faceup token back on the Dungeon tile. While a hero is adjacent to a locked door, he can attempt to unlock the door instead of attacking, by rolling a 10 or higher. Discard the token.

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.