

AGE 14+

ELEMENTAL EVIL.



TEMPLE OF
ELEMENTAL EVIL™
B O A R D G A M E

DUNGEONS & DRAGONS®

ADVENTURE BOOK

HOW TO USE THE ADVENTURE BOOK

The *DUNGEONS & DRAGONS® Temple of Elemental Evil™ Board Game* is a cooperative adventure game. You and your fellow Heroes work as a team to survive the threats of the Temple of Elemental Evil, an enormous complex filled with elemental cultists.

For most of the adventures, you win together or lose together. Play through “Adventure 1: Escape” (page 3) to get a feel for how the game plays, then try “Adventure 2: The Cult of the Howling Hatred” (page 4). These adventures show the basics of the game, but there are many twists to come!

How the Adventures Work

Each adventure contains the following sections:

Start the Adventure: Read the first boxed text aloud to set the scene of the adventure for the players. Some adventures also feature a read-aloud section when a significant scene takes place in the adventure.

Objective: What the Heroes need to accomplish to win the adventure.

Number of Heroes: How many Heroes the adventure is designed to handle. This number usually corresponds to the number of players (one Hero for each player). You can play any of the adventures as a solo experience, where you run all the Heroes yourself.

Adventure Setup: This section provides details about any special setup needs of the adventure, including notes related to Dungeon tiles, Monsters, tokens, and other game elements.

Special Adventure Rules: This section contains any new rules or rules changes to be incorporated into the adventure. It also describes any special Victory or Defeat conditions for the Heroes, as well as an Aftermath section to describe what happens between adventures.

Making Adventures More or Less Challenging

To make an adventure more challenging, reduce the number of Healing Surge tokens from two to one.

To make an adventure easier, increase the number of Healing Surge tokens from two to three.

The Town of Red Larch

Adventures 3, 7, and 11 are Town Adventures. For these adventures, you will not use the Dungeon tile stack, instead you pre-build the town of Red Larch as shown to the right:

The Campaign

The Temple of Elemental Evil Board Game is intended to be played as a campaign. That is, you and your friends begin with Adventure 1 and play with the same characters all the way through Adventure 13, in order, using page 15 of the rulebook to keep track of the Heroes between adventures. We feel this will provide you with the best possible Temple of Elemental Evil experience! That said, as with previous Adventure System games, you can still feel free to play any one of these adventures as a stand-alone experience. Consult the Rule Book for more information.

Your First Game

If this is your first game, use the Power cards suggested below for your Hero. Once you're more familiar with the game, you can choose your own Power cards.

Alaeros, Human Fighter: Battle Axe, Great Axe, Sweeping Attack, Action Surge, Daring Shout

Barrowin, Dwarf Cleric: Warhammer, Light Crossbow, Divine Strike, Cure Wounds, Light

Talon, Human Ranger: Longbow, Scimitars, Frenetic Archery, Hunter's Mark, Goodberry

Ratshadow, Halfling Rogue: Throwing Daggers, Short Sword, Deadly Assault, Reliable Talent, Sneaky

Nymmestra, Sun Elf Wizard: Chill Touch, Shocking Grasp, Burning Hands, Bigby's Hand, True Strike



ADVENTURE 1

Escape

What happened? The last thing you remember... betrayal, an ambush, crazed maniacs wearing robes of stone, or fire. It's all hazy now. But one thing you recall with certainty—the acid, burning through the flesh of your friends.

You had come to the Sumber Hills because of the rumors—the whispers of fire in the sky, rumblings in the earth, voices on the wind. The locals whispered of disappearances of anyone who wandered into the countryside. You and your companions felt compelled to act. If only you'd been more prepared...

Objective: Battle any threats that manifest and escape from the dungeon.

Number of Heroes: 1–5 (solo experience or group adventure).

Suggested Heroes: If it is your first time playing this adventure, take Alaeros as your player character. Once you become experienced with the game, try this mission again with other Heroes!

Adventure Setup

Special Components in this Adventure: Massacre Site tile, Guard Room tile, Start Tile.

Place the **Massacre Site** tile on the table. Place each Hero on any square of the tile.

Take the **Guard Room** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Guard Room tile into those tiles. Then, without looking at any of the tiles, put the shuffled Guard Room and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Guard Room tile will appear between the 9th and 12th tile drawn.)

A. Tiles 1–8

B. Tiles 9–12: Guard Room tile and 3 random Dungeon tiles.

C. All other Dungeon tiles.



Special Adventure Rules

Guard Room: When a Hero reveals the Guard Room tile, read:

Daylight at last! Only a final few guardians stand between you and freedom...

Then:

- ◆ Place the **Start Tile** next to the closest unexplored edge of the Guard Room tile.

Start Tile: Until the Guard Room tile is revealed, if any effect would reference the Start Tile, use the Massacre Site tile instead.

Victory: The Heroes win the adventure when they escape the dungeon. At the end of a player's Hero Phase, if all Heroes are on the Start Tile, they escape.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the scenario with 2 Healing Surges, make the following changes:

- ◆ Add the **Elemental Blessing** Encounter card to the Encounter deck.
- ◆ Add a **Chest of Gold** Treasure card to the Treasure deck.

If the Heroes complete the scenario with fewer than 2 Healing Surges, instead make the following changes:

- ◆ Add the **Hidden Traps** Encounter card to the Encounter deck.
- ◆ Add a **Bag of Silver** Treasure card to the Treasure deck.
- ◆ Each Hero gains 100 gold pieces.

ADVENTURE 2

The Cult of the Howling Hatred

You have found your way clear of the caves full of strangely dressed cultists, only to discover that you are not the only one to have suffered at the hands of these maniacs. A few other surviving adventurers have made their way to the village of Red Larch to regroup, but before you can even begin to plan your revenge, you hear word that a prisoner was captured by the cult. Banding together with the other survivors, you hatch a rescue plan.

Objective: Defeat the Air Elemental and rescue the prisoner.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Special Components in this Adventure: Start Tile, Air Altar tile, Elemental Air Node tile, Mychasi Ally card and token, Air Elemental Villain card and figure.

Place the **Start Tile** on the table. Place each Hero on any square of the tile.

Take the **Air Altar** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Air Altar tile into those tiles. Then, without looking at any of the tiles, put the shuffled Air Altar and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Air Altar tile will appear between the 9th and 12th tile drawn.)

A. Tiles 1–8



B. Tiles 9–12: Air Altar tile and 3 random Dungeon tiles, shuffled together.



C. All other Dungeon tiles.



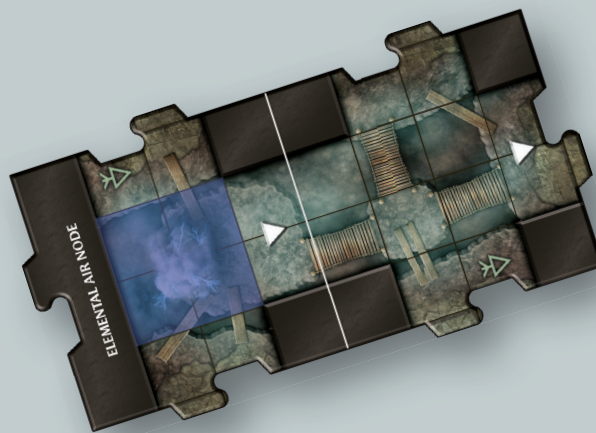
Special Adventure Rules

Air Altar: When a Hero reveals the Air Altar tile, read:

These elemental fanatics have many allies—and those who call themselves the Cult of the Howling Hatred have been especially numerous. You have finally reached a group of cells, the bars of which consist of fused coral, iron, and stone. None are occupied, but the door to one stands open. The former occupant looks to have been a brass dragon wyrm— which is currently menaced by a howling air elemental behind an altar sculpted to resemble furious wind spirits!

Then:

- ◆ Instead of drawing Monster cards for the tile, the active player takes the Air Elemental Villain card and places the Air Elemental figure on the **Air Altar** tile. As a Villain, the Air Elemental acts at the start of each player's Villain Phase.
- ◆ Place the **Elemental Air Node** tile next to the closest unexplored edge of the Air Altar tile.
- ◆ Place the Mychasi token on any square of the Elemental Air Node depicted on the Air Node tile. The active Hero gains the Mychasi Ally card.
- ◆ Mychasi activates first during step 3 of your Villain Phase. She counts as a Hero for the purpose of Monster tactics and Hero powers. She is unaffected by Encounter cards.



Victory: The Heroes win the adventure when they defeat the Air Elemental.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If Mychasi survived or escaped the dungeon, the Heroes have dealt a significant blow to the mysterious cultists. Make the following changes:

- ◆ Add the **Hidden Cache** Encounter card to the Encounter deck.

If the Heroes complete the adventure with 2 Healing Surges, make the following changes:

- ◆ Add the **Cultist Attack** Encounter card to the Encounter deck.
- ◆ Add the **Thundering Boomerang** Treasure card to the Treasure deck.

If the Heroes complete the scenario with fewer than 2 Healing Surges, instead make the following changes:

- ◆ Add the **Distant Shot** Encounter card to the Encounter deck.
- ◆ Add a **Bag of Silver** Treasure card to the Treasure deck.
- ◆ Each Hero gains 100 gold pieces.

ADVENTURE 3

Rotten in Red Larch

You've returned from your first foray against the Cult of the Howling Hatred, but the subtle menace of the cult looks to have infiltrated Red Larch. It appears that some of the townsfolk have been replaced by agents of the cult. Track down the spies and eliminate them!

Objective: Find the 3 doppelganger agents.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Special Components in this Adventure: 5 Town tiles, 12 Villager tokens.

You will not need the Dungeon tile stack for this adventure.

Create the town by assembling the 5 **Town** tiles as shown on page 2.

Collect two copies of each of the following villagers from the box: Amber, Borivik, Calabria, Drusilia, Eldon, and Fodel.

Separate the two sets of villagers into two identical piles, making sure one copy of each villager is represented in each pile. Turn the two sets of tokens face down, then randomly remove 3 villager tokens from one of the two sets. Without looking at them, return the 3 removed villagers to the box. Combine the two sets of remaining tokens into one group, still face down. This will result in a set of 9 villagers.

Mix up the 9 villagers (again, without looking at them) and place them face down on the Villager squares on the Town tiles.

Place each Hero on any square of the **Town Square** tile.

Each player places one new Monster on a tile without a Monster.

Special Adventure Rules

Town Adventure: This adventure features a few new rules:

- ◆ Each Hero skips his or her Exploration Phase.
- ◆ Each player draws an Encounter card during his or her Villain Phase.
- ◆ If you draw an Encounter card with both a “Dungeon” and “Town” effect listed, resolve only the Town effect.
- ◆ If any effect would reference the Start Tile, use the Town Square tile instead.

Investigate Villager Action: This adventure features a new action that a Hero can take. When a Hero takes the Investigate Villager action, he or she can flip over one adjacent villager. If another villager is face up, check to see if they match. If they match, you have discovered one of the doppelganger agents and you remove both villager tokens from the board. If they do not match, flip one of the two face-up villagers face down.

Monsters ignore Villager tokens during this adventure.

When a Hero discovers the first doppelganger agent, read:

Entering the town smithy, you're startled to see the face of the same towns person you just passed in the street! Drawing your weapons, you move to quickly surround and subdue the double.

Victory: The Heroes win the adventure when they have discovered the three doppelganger agents lurking in Red Larch.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the scenario with 2 Healing Surges, make the following changes:

- ◆ Remove 3 **Air Cultist** Monster cards from the Monster deck.
- ◆ Add the 3 **Empowered Air Cultist** Monster cards to the Monster deck.
- ◆ Add the **Instrument of the Bards** Treasure card to the Treasure deck.

If the Heroes complete the scenario with fewer than 2 Healing Surges, instead make the following changes:

- ◆ Add a **Bag of Silver** Treasure card to the Treasure deck.
- ◆ Each Hero gains 100 gold pieces.

ADVENTURE 4

Assault on the Haunted Keep

You've tracked the doppelganger's allies to this ruined keep, but the telltale signs of the elemental cultists are everywhere. This threat can't be left unchallenged!

Objective: Explore the Haunted Keep and defeat Arkashic Thunn.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Special Components in this Adventure: Start Tile, Furnace Room tile, Arkashic Thunn Villain card and Salamander figure.

Place the **Start Tile** on the table. Place each Hero on any square of the tile.

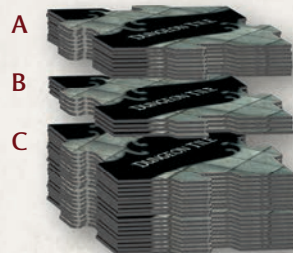


Take the **Furnace Room** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Furnace Room tile into those tiles. Then, without looking at any of the tiles, put the shuffled Furnace Room and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Furnace Room tile will appear between the 9th and 12th tile drawn.)

A. Tiles 1-8

B. Tiles 9-12: Furnace Room tile and 3 random Dungeon tiles.

C. All other Dungeon tiles.



Special Adventure Rules

Furnace Room: When a Hero reveals the Furnace Room tile, read:

The ancient keep was riddled with foul monsters and more cultists, but the dungeon has grown warmer the deeper you delve. Entering the latest chamber, you see a vast furnace, and it fills the air with stifling heat. But this chamber is not empty. Emerging from behind the furnace is a large, red-and-orange scaled creature with the lower body of a serpent and a humanoid torso. With a voice like crackling flames, it says, "For the Cult of the Eternal Flame!" And it rushes to attack!

Then:

- ◆ Instead of drawing Monster cards for the tile, the active player takes the Arkashic Thunn Villain card and places the Salamander figure on the **Furnace Room** tile. As a Villain, Arkashic Thunn acts at the start of each player's Villain Phase.

Victory: The Heroes win the adventure when they defeat Arkashic Thunn.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: Remove 3 **Air Cultist** Monster cards and add 3 **Empowered Air Cultist** Monster cards to the Monster deck, if you haven't already.

If the Heroes complete the adventure with 2 Healing Surges, make the following changes:

- ◆ Remove 3 **Fire Cultist** Monster cards from the Monster deck.
- ◆ Add 3 **Empowered Fire Cultist** Monster cards to the Monster deck.
- ◆ Add a **Chest of Gold** Treasure card to the Treasure deck.

If the Heroes complete the scenario with fewer than 2 Healing Surges, instead make the following changes:

- ◆ Add the **Dark Temptation** Encounter card to the Encounter deck.
- ◆ Each Hero gains 100 gold pieces.

ADVENTURE 5

Beneath the Sumer Hills

You have driven the elemental cults from Red Larch. Now it is time to take the fight to your enemies. Beyond the furnace below the Haunted Keep, you found subterranean passages leading ever deeper into the Sumer Hills, populated by ever more cultists and their foul allies. Their reach is much greater than you imagined!

Objective: Defeat the summoned Elemental.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Special Components in this Adventure: Start Tile, Air Elemental Villain card and figure, Earth Elemental Villain card and figure, Fire Elemental Villain card and figure, Water Elemental Villain card and figure.

Place the **Start Tile** on the table. Place each Hero on any square of the tile.

Shuffle the Dungeon tile stack.



Special Adventure Rules

Elemental Symbols: As Heroes reveal tiles during the Exploration Phase, keep track of the symbols on each tile. Each symbol corresponds to an element:



FIRE



AIR



EARTH



WATER

When a Hero reveals the 4th tile with the same elemental symbol on it (that is, the 4th tile with one or more air, earth, fire, or water symbols), read:

As you've explored this new dungeon, the signs of cult activity have grown. Some rooms are filled with swirling gusts of wind, while the floor in others quakes and shifts underfoot. Entering this last chamber, a jagged portal of magical energy appears. From the rift steps a towering elemental!

Then:

- ◆ Instead of drawing a Monster card for the tile, the active Hero's player takes the Elemental Villain card that corresponds to the 4th elemental symbol and places the figure for that card on the most recently explored tile. For example, if a 4th Air symbol is revealed, the player takes the Air Elemental Villain card and places the Air Elemental figure on the new tile. As a Villain, the Elemental acts at the start of each player's Villain Phase.

Once an elemental has appeared, further exploration does not summon more Elemental Villains.

Victory: The Heroes win the adventure when they defeat the summoned Elemental.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: Remove 3 **Fire Cultist** Monster cards and add 3 **Empowered Fire Cultist** Monster cards to the Monster deck, if you haven't already.

If the Heroes complete the adventure with 2 Healing Surges, make the following changes:

- ◆ Add the **Air Elemental** Monster card to the Monster deck.
- ◆ Add the **Wings of Flying** Treasure card to the Treasure deck.

If the Heroes complete the scenario with fewer than 2 Healing Surges, instead make the following changes:

- ◆ Add the **Onslaught of Monsters** Encounter card to the Encounter deck.
- ◆ Add a **Chest of Gold** Treasure card to the Treasure deck.
- ◆ Each Hero gains 100 gold pieces.

ADVENTURE 6

The Price of Fire

You have uncovered rumors that the cultists have created a weapon capable of destruction on a massive scale. Your quest to learn more has led you here—a stronghold of the Cult of the Eternal Flame. You don't know what lies ahead, but you can be certain that the cult will zealously guard its new device.

Objective: Stop the cultist from fleeing with the Devastation Orb and defeat the Fire Elemental.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Special Components in this Adventure: Start Tile, Fire Altar tile, Elemental Fire Node tile, Fire Elemental Villain card and figure, Fleeing Cultist Adventure card and token.

Place the **Start Tile** on the table. Place each Hero on any square of the tile.

Take the **Fire Altar** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Fire Altar tile into those tiles. Then, without looking at any of the tiles, put the shuffled Fire Altar and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Fire Altar tile will appear between the 9th and 12th tile drawn.)

Find the Fleeing Cultist Adventure card and set it aside.

A. Tiles 1–8

A



B. Tiles 9–12: Fire Altar tile and 3 random Dungeon tiles.

B



C. All other Dungeon tiles.

C



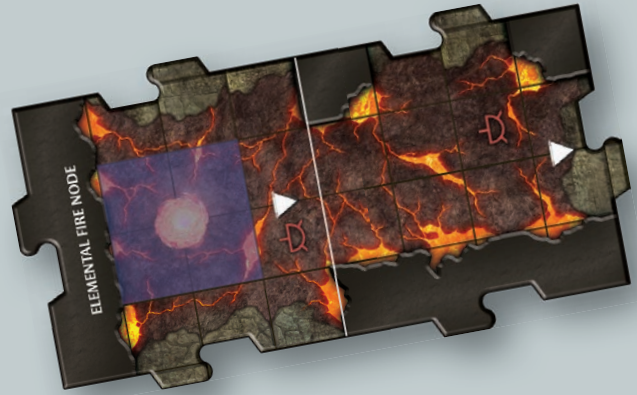
Special Adventure Rules

Fire Altar: When a Hero reveals the Fire Altar tile, read:

The air here shimmers with heat like a desert mirage, and a raised altar carved with images of leaping flames and howling, burned faces dominates the chamber's center. A towering pillar of fire stands behind the altar, two flaring eyes giving away its elemental nature. Beyond that imposing figure, you see a fire cultist glaring at you. "Attack!" he screams as he turns around and looks for a quick exit. Behind the cultist is a nightmarish scene of fire and smoke—a fire node, a conduit to the Elemental Plane of Fire!

Then:

- ◆ Instead of drawing Monster cards for the tile, the active player takes the Fire Elemental Villain card and places the Fire Elemental figure on the **Fire Altar** tile. As a Villain, the Fire Elemental acts at the start of each player's Villain Phase.
- ◆ Place the **Elemental Fire Node** tile next to the closest unexplored edge of the Fire Altar tile. The active player takes the Fleeing Cultist card and places the Fleeing Cultist token on any square of the fire node depicted on the Fire Node tile.



Victory: The Heroes win the adventure when they defeat the Fire Elemental and the Fleeing Cultist has either escaped or been defeated.

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Fleeing Cultist with the Devastation Orb escaped the dungeon, the consequences are dire. Make the following changes:

- ◆ Add the **Devastation Orb Attack** Encounter card to the Encounter deck.

If the Heroes complete the adventure with 2 Healing Surges, make the following changes:

- ◆ Add the **Fire Elemental** Monster card to the Monster deck.
- ◆ Add the **Flametongue Sword** Treasure card to the Treasure deck.

If the Heroes complete the scenario with fewer than 2 Healing Surges, instead make the following changes:

- ◆ Add the **Elemental Brand** Encounter card to the Encounter deck.
- ◆ Each Hero gains 100 gold pieces.

ADVENTURE 7

Siege of Red Larch

You have returned to Red Larch after dealing with the Cult of the Eternal Flame and their deadly champion, but you have no time to relax. The elemental cultists and their monstrous allies have been sighted converging on Red Larch to retaliate for your meddling. Now, you and your companions are all that stand between the citizens and death.

Objective: Defeat the cultists and save as many Villagers as you can.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Special Components in this Adventure: 5 Town tiles, 9 Villager tokens.

You will not need the Dungeon tile stack for this adventure.

Create the town by assembling the 5 **Town** tiles as shown on page 2.

Take one copy of each of the 9 **Villager** tokens and place them on the Villager squares on the Town tiles.

Place each Hero on any square of the **Town Square** tile.

Each player places one new Monster on a tile without a Monster.

Special Adventure Rules

Town Adventure: This adventure features a few new rules:

- ◆ Each Hero skips their Exploration Phase.
- ◆ Each player draws an Encounter card during their Villain Phase.
- ◆ If you draw an Encounter card with both a “Dungeon” and “Town” effect listed, resolve only the Town effect.
- ◆ If any effect would reference the Start Tile, use the Town Square tile instead.

Rescue Villager Action: This adventure features a new action that a Hero can take. When a Hero is adjacent to a Villager token and takes the Rescue Villager action, he or she removes that token from the board, rescuing the villager from the cult. When a Hero takes this action, place the rescued Villager token on that Hero’s card.

Villagers: Villagers follow slightly different rules than Heroes:

- ◆ A Villager counts as a Hero for the purpose of Monster tactics and Hero powers. A Villager is unaffected by Encounter cards.
- ◆ Each Villager has AC 12 and 2 Hit Points.
- ◆ If a Villager is reduced to 0 Hit Points or fewer, the Villager is dead and is removed from the board.

Monster Assault: At the end of each player’s Villain Phase, place a new Monster on a Town tile with no Monsters as long as a Villager token remains on any Town tile. This new Monster does not activate this turn. If all tiles have a Monster on them, do not place a new Monster.

Victory: The Heroes win the adventure when all Villager tokens and Monsters have been removed from the board—one way or another.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes rescued 5 or more Villagers, they receive a special boon from the grateful citizens of Red Larch.

- ◆ The Heroes can choose one Item Treasure card from the Treasure deck and choose one Hero to gain possession of that Item.

If the Heroes complete the adventure with 2 Healing Surges, make the following changes:

- ◆ Add the **Devastation Orb Attack** Encounter card to the Encounter deck, if you haven’t already.
- ◆ Add the **Cloak of Protection** Treasure card to the Treasure deck.

If the Heroes complete the scenario with fewer than 2 Healing Surges, instead make the following changes:

- ◆ Add the **Appease Ghosts** Encounter card to the Encounter deck.

ADVENTURE 8

Lost Souls

The raid on Red Larch was terrible: Citizens screaming and dying as howling winds, flash floods, earthquakes, and explosive fire caused panic and chaos. Some died in the attack, but you managed to save several villagers. But in a twist both terrifying and heartening, you have learned that the cultists took prisoners, likely intending them for some terrible ritual sacrifice. You must find these poor souls and set them free.

Objective: Free the villagers and defeat the Water Elemental.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Special Components in this Adventure: Start Tile, Oubliette tile, Water Elemental Villain card and figure, Amber, Borivik, Calabra, Drusilia, and Eldon Ally cards and Villager tokens.

Place the **Start Tile** on the table. Place each Hero on any square of the tile.



Take the **Oubliette** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Oubliette tile into those tiles. Then, without looking at any of the tiles, put the shuffled Oubliette and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Oubliette tile will appear between the 9th and 12th tile drawn.)

A. Tiles 1-8

B. Tiles 9-12: Oubliette tile and 3 random Dungeon tiles.

C. All other Dungeon tiles.



Special Adventure Rules

Oubliette: When a Hero reveals the Oubliette tile, read:

You have fought your way through more dark minions of the elemental cult, making your way here, to a prison. The bars of the cells are made of twisted, sharp crystalline growths fused with jagged iron. Beyond, you see the huddled forms of the surviving prisoners, and the chamber softly echoes with their quiet, fearful weeping.

Then:

- ◆ Starting with the active player, each player takes an Ally card, beginning with Amber and proceeding alphabetically through the cards set aside during Setup. Place the matching Villager token on the **Oubliette** tile.
- ◆ The active player takes the Water Elemental Villain card and places the Water Elemental figure on the **Start Tile**. As a Villain, the Water Elemental acts at the start of each player's Villain Phase.

Villagers: Villagers follow slightly different rules than Heroes:

- ◆ A Villager you control activates first during step 3 of your Villain Phase. A Villager counts as a Hero for the purpose of Monster tactics and Hero powers. A Villager is unaffected by Encounter cards.
- ◆ Each Villager has AC 12 and 2 Hit Points (also listed on the Villager cards).
- ◆ If a Villager starts its activation on the Start Tile, remove its token from the board. That Villager is now rescued. Place that Villager's card and token on the active Hero's card.

Victory: The Heroes win the adventure when they defeat the Water Elemental.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: The Heroes collectively gain 100 gold pieces for each Villager that survived, or was rescued.

If the Heroes complete the adventure with 2 Healing Surges, make the following changes:

- ◆ Add 3 **Empowered Water Cultist** Monster cards to the Monster deck.
- ◆ Remove 3 **Water Cultist** Monster cards from the Monster deck.
- ◆ Add the **Iron Stone of Inspiration** Treasure card to the Treasure deck.

If the Heroes complete the scenario with fewer than 2 Healing Surges, instead make the following changes:

- ◆ Add the **Rushing Waters** Encounter card to the Encounter deck.
- ◆ Each Hero gains 100 gold pieces.

ADVENTURE 9

Retribution

The audacity of the elemental cultists to strike at Red Larch cannot go unanswered. You tracked them back once more to their sprawling, otherworldly temple in the Sumer Hills and freed the captives of their raid. With the villagers clear of further retribution, it's time for payback!

Objective: Defeat the Earth Elemental and escape with the Devastation Orb.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Special Components in this Adventure: Start Tile, Earth Elemental Villain card and figure, Devastation Orb Treasure card and token.

Place the **Start Tile** on the table. Place each Hero on any square of the tile.



Take the **Devastation Orb** card and set it aside. Shuffle the rest of the Treasure Deck and, without looking at any of the cards, put the Devastation Orb after the 8th card.

Shuffle the Dungeon tile stack.

Special Adventure Rules

Devastation Orb: When you draw the Devastation Orb Treasure card, read:

This member of the cult was carrying a Devastation Orb, one of the cult weapons capable of massive destruction. But now the weapon is yours, and you will have justice for the people of Red Larch.

Then:

- ◆ The active player takes the Earth Elemental Villain card and places the Earth Elemental figure on the **Start Tile**. As a Villain, the Earth Elemental acts at the start of each player's Villain Phase.

Victory: The Heroes win the adventure if they defeat the Earth Elemental. The Hero that ends the adventure with the Devastation Orb Treasure card keeps it for Adventure 10.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: Remove 3 **Water Cultist** Monster cards and add 3 **Empowered Water Cultist** Monster cards to the Monster deck, if you haven't already.

If the Heroes complete the adventure with 2 Healing Surges, make the following changes:

- ◆ Remove 3 **Earth Cultist** Monster cards from the Monster deck.
- ◆ Add the **Earth Elemental** and 3 **Empowered Earth Cultist** Monster cards to the Monster deck.
- ◆ Add the **Ring of Elemental Control** Treasure card to the Treasure deck.

If the Heroes complete the scenario with fewer than 2 Healing Surges, instead make the following changes:

- ◆ Each Hero gains 100 gold pieces.

ADVENTURE 10

Destroy the Earth Node

You have dealt serious blows to the cults of air and fire thus far. Now you face the Cult of the Black Earth. They wear armor made of stone and their allies range from burrowing creatures to giants. The work of ending this threat once and for all must continue, and it falls to you. You must find the Earth Node and destroy it before more creatures from the elemental plane come forth.

Objective: Place the Devastation Orb on the Earth Node and defeat Swerglemergle.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Special Components in this Adventure: Start Tile, Earth Altar tile, Elemental Earth Node tile, Swerglemergle Villain card and figure, Devastation Orb Treasure card and token.

Place the **Start Tile** on the table. Place each Hero on any square of the tile.

Take the **Earth Altar** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Earth Altar tile into those tiles. Then, without looking at any of the tiles, put the shuffled Earth Altar and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Earth Altar tile will appear between the 9th and 12th tile drawn.)

If no Hero has the Devastation Orb Treasure card, choose a Hero to possess it.

Special Adventure Rules

Earth Altar: When a Hero reveals the Earth Altar tile, read:

The altar of the Cult of the Black Earth fills this chamber. This one is shaped from a massive block of murky, multifaceted stone, the whorls of which form menacing, howling faces.

Then:

Place the **Elemental Earth Node** tile next to the closest unexplored edge of the Earth Altar tile.

New Actions: This adventure features two new actions that a Hero can take: Pass Devastation Orb and Activate Devastation Orb.

Pass Devastation Orb Action: A Hero must have the Devastation Orb Treasure card to take this action. When a Hero takes the Pass Devastation Orb action and is adjacent to another Hero, he or she can give that Hero the Devastation Orb Treasure card and token.

Activate Devastation Orb Action: A Hero must have the Devastation Orb Treasure card and be adjacent to any square with the earth node on the Elemental Earth Node tile to take this action.

- ◆ When a Hero takes this action, place the Devastation Orb token on the Elemental Earth Node tile.
- ◆ The Devastation Orb Treasure card is removed from the Hero's possession but remains in play in front of that player.

Once the Orb is activated, follow the instructions on the Devastation Orb Treasure card.

When a Hero activates the Devastation Orb, read:

The destructive power of the orb will certainly be enough to collapse this earth node—and then some. As the orb activates, the earth begins to quake, and an ominous rumbling fills the air. Looking beyond the node, you see a massive, two-headed shadow emerge from the back of the room! An ettin guards the earth node!

Then:

- ◆ The active Hero's player takes the Swerglemergle Villain card and places the Ettin figure on the Earth Altar tile. As a Villain, Swerglemergle acts at the start of each player's Villain Phase.

Victory: The Heroes win the adventure when the Devastation Orb is activated and Swerglemergle is defeated.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: Remove 3 **Earth Cultist** Monster cards and add 3 **Empowered Earth Cultist** Monster cards to the Monster deck, if you haven't already.

If the Heroes complete the adventure with 2 Healing Surges, make the following changes:

- ◆ Add the **Dragon Ambush** Encounter card to the Encounter deck.

If the Heroes complete the scenario with fewer than 2 Healing Surges, instead make the following changes:

- ◆ Each Hero gains 100 gold pieces.

ADVENTURE 11

Vengeance of the Crushing Wave

The destruction of the Earth Node is complete, and the threat of the Cult of the Black Earth greatly diminished. Returning to Red Larch, you are greeted with gratitude and a free round of ale at the local pub. Before you can take even a single sip, a blast of energy crashes through the town, knocking you off of your stool. As everyone in the pub stumbles and clutches their chest, a cry echoes through the streets outside: "Dragon!" Bursting out onto the street, you see a massive, black-scaled dragon winging low over the rooftops, acid spewing from its maw. "Now you will all suffer," the dragon screams. "Prepare to die together as payment for your meddling ways."

Objective: Drive Velathidros from Red Larch and save as many Villagers as you can.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Special Components in this Adventure: 5 Town tiles, Velathidros (Village Attack) Villain card and figure, 9 Villager tokens.

You will not need the Dungeon tile stack for this adventure.

Create the town by assembling the 5 **Town** tiles as shown on page 2.

Take one copy of each of the 9 **Villager** tokens and place them on the Villager squares on the Town tiles.

Place each Hero on any square of the **Town** Square tile.

Place the Black Dragon figure on any unexplored edge.

The player of the first Hero to act takes the Velathidros (Village Attack) Villain card. As a Villain, Velathidros (Village Attack) acts at the start of each player's Villain Phase.

Each player places one new Monster on a tile without a Monster.

Special Adventure Rules

Town Adventure: This adventure features a few new rules:

- ◆ Each Hero skips their Exploration Phase.
- ◆ Each player draws an Encounter card during their Villain Phase.
- ◆ If you draw an Encounter card with both a "Dungeon" and "Town" effect listed, resolve only the Town effect.
- ◆ If any effect would reference the Start Tile, use the Town Square tile instead.

Rescue Villager Action: When a Hero is adjacent to a Villager token and takes the Rescue Villager action, he or she removes that token from the board, rescuing the villager from the cult.

When a Hero takes this action, place the rescued Villager token on that Hero's card.

Villagers: Villagers follow slightly different rules than Heroes:

- ◆ A Villager counts as a Hero for the purpose of Monster tactics and Hero powers. A Villager is unaffected by Encounter cards.
- ◆ Each Villager has AC 12 and 2 Hit Points.
- ◆ If a Villager is reduced to 0 Hit Points or fewer, each Hero takes 1 damage. The Villager is dead and is removed from the board.

Defeat the Dragon: After Velathidros is reduced to 5 Hit Points or less, read:

The dragon lets out a hissing bellow at your latest wound, and speaks, its voice deranged and manic, "So pathetic. You are weak, and I will crack the bones of these mewling mortals and suck their marrow as you watch! Do you think you know power? Only I know true power. Join me, and I will share it with you!"

The dragon fights until reduced to 0 Hit Points. In this adventure, this does not kill Velathidros, but it is sufficient to drive off the dragon. When that happens, read:

The dragon roars once more, but this time, you can tell it is a roar of pain. "This is not the end, mortals! The Crushing Wave will see you drown in sorrow." With that, it launches into the air, and you see it wing away, dragon blood seeping from a dozen wounds.

Victory: The Heroes win the adventure when they defeat Velathidros.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes rescued 5 or more Villagers, they receive a special boon from the grateful citizens of Red Larch.

- ◆ The Heroes can choose one Item Treasure card from the Treasure deck and choose one Hero to gain possession of that Item.

If the Heroes complete the adventure with 2 Healing Surges, make the following changes:

- ◆ Add the **Frightful Presence** Encounter card to the Encounter deck.
- ◆ Add the **Horn of Blasting** Treasure card to the Treasure deck.

If the Heroes complete the scenario with fewer than 2 Healing Surges, instead make the following changes:

- ◆ Add the **Acid Fog** Encounter card to the Encounter deck.

ADVENTURE 12

Seize the Advantage

You have successfully crippled the Cult of the Howling Hatred, the Cult of the Eternal Flame, and the Cult of the Black Earth. Now the champion of the Cult of the Crushing Wave has declared war on everything you have tried to protect. You badly wounded the dragon in its assault on Red Larch and following the trail of blood it left was easy enough. But putting a stop to the cult of water in their home will be the most difficult task you have faced.

Objective: Defeat the Water Elemental and claim the water trident, Drown.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Special Components in this Adventure: 4 Water Symbol tokens, Pool of Olhydra tile, Water Elemental Villain card and figure, Drown: Water Trident Treasure card.

Place the **Start Tile** on the table. Place each Hero on any square of the tile.

Take the **Drown: Water Trident** Treasure card from the Treasure deck and set it aside.

Take the **Pool of Olhydra** tile from the Dungeon tile stack and set it aside.

Shuffle the rest of the Dungeon tile stack.

Special Adventure Rules

Alter Terrain Action: This adventure features a new action that a Hero can take when he or she is on a tile without a Water Symbol. When a Hero takes the Alter Terrain action on a tile without a Water Symbol, he or she may pay 5 Experience Points to place a Water Symbol token on that tile. That tile now counts as though it has a water symbol in addition to its original elemental symbol.

Pool of Olhydra: Once 4 tiles with one or more Water Symbols have been placed, read:

The sound of dripping water—pervasive thus far—has been replaced by the sounds of rolling waves and intermittent rainfall. As you enter the last chamber, you see several standing pools. Suddenly, a towering pillar of living water with glowing, menacing eyes erupts from the floor!

Then:

- ◆ Place the **Pool of Olhydra** tile adjacent to the closest unexplored edge of the last Water tile.
- ◆ Instead of drawing a Monster card for the tile, the active Hero's player takes the Water Elemental Villain card and places the Water Elemental figure on the Pool of Olhydra tile. As a Villain, the Water Elemental acts at the start of each player's Villain Phase.

The Hero who defeats the Water Elemental gains the **Drown: Water Trident** Treasure card.

Victory: The Heroes win the adventure when they defeat the Water Elemental and seize Drown.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

Aftermath: If the Heroes complete the adventure with 2 Healing Surges, make the following changes:

- ◆ Add the **Water Elemental** Monster card to the Monster deck.
- ◆ Add the **Frost Brand** Treasure card to the Treasure deck.

If the Heroes complete the scenario with fewer than 2 Healing Surges, instead make the following changes:

- ◆ Add the **Whirlpools** Encounter card to the Encounter deck.
- ◆ Each Hero gains 100 gold pieces.

ADVENTURE 13

The Last Stand

You have tracked the champion of the Cult of the Crushing Wave to his lair. Velathidros the black dragon has much to answer for—not the least of which is the latest attack on Red Larch. With the dragon's defeat, you will finally drive the elemental cults from this region. You know that you must find a water node and send the water-borne trident Drown through to seal the node and end this conflict. But after seeing the devastation Velathidros unleashed on Red Larch, many in the town question if you and your fellow adventurers have the power to defeat the dragon, a sentiment that has been echoed over many campfires.

Objective: Destroy the Water Node and defeat Velathidros.

Number of Heroes: 2–5 (group adventure).

Adventure Setup

Special Components in this Adventure: Start Tile, Water Altar tile, Elemental Water Node tile, Velathidros Villain card and figure, Timer token.

Place the **Start Tile** on the table. Place each Hero on any square of the tile.

Take the **Water Altar** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Water Altar tile into those tiles. Then, without looking at any of the tiles, put the shuffled Water Altar and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Water Altar tile will appear between the 9th and 12th tile drawn.)

Special Adventure Rules

Water Altar: When a Hero reveals the Water Altar tile, read:

You recognize the structure in the middle of this chamber instantly: this is a water altar. Carved from blue-white stone into the shape of a cresting wave, you see vague images of howling, mad faces carved into its surface. You hear whispers behind you but when you turn around, only your allies are there.

Then:

- ◆ Place the Elemental Water Node tile next to the closest unexplored edge of the Water Altar tile.
- ◆ Instead of drawing a Monster card for the tile, the active Hero's player takes the Velathidros Villain card and places the Black Dragon figure on the Water Altar tile. As a Villain, Velathidros acts at the start of each player's Villain Phase.

New Actions: This adventure features two new actions that a Hero can take: Pass Drown and Destroy Water Node.

Pass Drown Action: When a Hero takes the Pass Drown action and is adjacent to another Hero, he or she can give that Hero the Drown: Water Trident Treasure card.

Destroy Water Node Action: A Hero must have the Drown: Water Trident Treasure card and be adjacent to any square with the water node on the Elemental Water Node tile to take this action.

- ◆ When a Hero takes this action, the Drown: Water Trident Treasure card is removed from the Hero's possession but remains in front of that player. Read:

You plunge Drown into the heart of the water node, directly into the conduit to the Elemental Plane of Water. As soon as you do, the chamber rocks with violent tremors, and the protruding handle of the trident begins to emit a horrible, piercing sound. The node is rapidly becoming unstable. Escape before it is destroyed, taking you with it!

- ◆ Place a Timer token on the Drown: Water Trident card.
- ◆ At the end of the Hero's next Hero Phase, remove the Timer token from the Drown: Water Trident card and all Heroes and Monsters on the Elemental Water Node tile take 20 damage.

Temptation: As soon as the first Hero moves on the Water Node tile, read:

The voice of Velathidros fills the water node and surrounding chambers: "You have proven most worthy, mortal. Surely you know your struggles have accomplished nothing. Would you not rather join the side of power? Of strength? Join me and crush your companions, and I will grant you power unimagined!"

At this point, the active Hero has a choice. He or she can reject the dragon's offer... or join Velathidros and betray the party. If the Hero rejects the dragon, the offer passes to the next Hero in turn order until someone accepts or all Heroes have rejected the dragon. If all Heroes stand firm, the adventure proceeds normally.

However, if a Hero accepts the offer, that Hero becomes the Traitor and the following rules apply:

- ◆ The Traitor can attack other Heroes and Heroes can attack the Traitor.
- ◆ The Traitor immediately heals 1 Hit Point for each other Hero playing.
- ◆ If the Traitor reduces a Hero to 0 HP, he or she draws a Treasure card.
- ◆ If a Hero reduces the Traitor to 0 HP, he or she draws a Treasure card.
- ◆ The Traitor no longer counts as a Hero in Monster tactics.

- ◆ If any Hero has the Drown: Water Trident Treasure card, the Hero who defeats the Hero gains possession of it.
- ◆ The Traitor does not draw Encounter cards.
- ◆ The Traitor cannot use Healing Surges.
- ◆ Velathidros does not activate on the Traitor's Villain Phase.

Adventure End

Victory: The Heroes win the adventure when they defeat Velathidros and destroy the Water Node. If a Hero chose to become the Traitor, the Traitor wins if the Heroes are defeated. Defeating the Traitor is not required for the Heroes to achieve victory, although it is very satisfying.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining. The Traitor loses the adventure if he or she has 0 Hit Points at the start of his or her turn.

If the Heroes won the adventure, read:

Injured, yet victorious, you return to Red Larch to the cheers of the surviving villagers. The battle was not without its losses, but in the end, you emerged victorious. You have earned your place in the songs of heroes, but most of all, you've earned a well-deserved rest as you help the town of Red Larch rebuild, and prepare for its next challenge.

If the Traitor won the adventure, read:

Little did these mortals know that you were the one that actually betrayed them. All along, you have been advancing the cult's agenda while the unworthy have been achieving "victories." Now, nothing stands in the way of you achieving the power that has always been just out of grasp. . .



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