



60 Mins



Ages 14+



1-5 Players

WIZKIDS™



WATERDEEP
DUNGEON OF THE MAD MAGE™
 BOARD GAME

DUNGEONS & DRAGONS®

RULEBOOK

GAME COMPONENTS

43 figures: (5 Dark Blue Heroes,
7 Purple Villains, and 31 Green
Monsters)

5 Hero tiles

4 Villain tiles

1 rulebook

1 adventure book

1 die

40 interlocking Dungeon tiles

4 double-sized interlocking
Special tiles

228 cards:

Starting Deck

- 5 Sequence of Play cards
- 65 Hero Power cards
- 4 Adventure cards
- 25 Encounter cards
- 25 Monster cards
- 30 Treasure cards
- 5 Trap cards
- 15 Spell cards
- 10 Elder Rune cards

Advanced Deck

- 9 Encounter cards
- 24 Monster cards
- 8 Treasure cards
- 3 Trap cards

20 Advancement tokens

- 4 Regain 2 HP tokens
- 4 Recharge tokens
- 4 +1 Damage tokens
- 4 Reroll tokens
- 4 +2 Attack tokens

64 1 HP tokens

8 5 HP tokens

18 1-inch circles

- 1 Ally token
- 1 Path to the Grave token
- 2 False Life tokens
- 2 Bulwark tokens
- 2 Extra Attacks tokens
- 3 Font of Magic tokens
- 2 Stoneskin tokens
- 2 Insect Plague
- 1 Cloaker
- 1 Crystal Crown
- 1 Runestone

42 one hundred gold pieces tokens

16 five hundred gold pieces tokens

6 one thousand gold pieces tokens

35 condition markers

- 5 Advantage/Disadvantage markers
- 10 Weakened markers
- 12 Stunned markers
- 8 Monster Advantage/Disadvantage

4 Healing Surge tokens

22 Monster HP tokens

32 Trap tokens

- 8 Safe Traps
- 6 Draw Traps
- 6 Dart Traps (1 Damage)
- 5 Arrow Traps (2 Damage)
- 4 Spear Traps (3 Damage)
- 3 Fire Traps (4 Damage)

5 Treasure tokens

7 Complex Trap tokens

5 3rd/4th level up tokens

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Inspired by the original Dungeons & Dragons® Roleplaying Game adventure, Waterdeep: Dungeon of the Mad Mage™. Visit our website at www.WizKids.com

TABLE OF CONTENTS

INTRODUCTION	3
GAME OVERVIEW	3
WINNING THE GAME	3
Campaign Play & the Advanced Deck	3
Game Setup	4
To Start Playing	4
Taking Turns	4
The Dungeon Tile Stack	5
PLAYER SETUP	6
THE HERO CARD	6
PLAYER TURN	6
Hero Phase	6
Exploration Phase	6
Villain Phase	7
MOVEMENT	7
Condition: Advantage	8
Condition: Disadvantage	8
Condition: Stunned	9
Condition: Weakened	9
ATTACKS	9
Expert Powers	9
Daily Powers	9
Utility Powers	9
At-Will Powers	9
COMBAT	9
Targeting	10
AC and HP	10
Attack Bonus	10
Making an Attack	10
Damage	10
Critical Hits	10
Defeating Monsters	10
Defeating Heroes	10
Regaining Hit Points	10
Healing Surges	10
Disabling a Trap	11
Other Actions	11
THE MONSTER DECK	11
THE ENCOUNTER DECK	12
EXPERIENCE POINTS	12
Canceling Encounter Cards	12
THE TREASURE DECK	13
THE TRAP DECK	13
THE SPELL DECK	14
PLAYING THE CAMPAIGN	14
Town Actions	14
SPECIAL COMPONENT: ELDER RUNE DECK	15
CAMPAIGN TRACKING	15
FREQUENTLY ASKED QUESTIONS	16

INTRODUCTION

Undermountain. The legendary dungeon of the Mad Mage, Halaster Blackcloak. Although you all had different reasons for coming here, you recognized the same strange pull that the mountain exerts upon you and your new companions. Something deep within its depths is calling your name, and you cannot help but answer.

Waterdeep: Dungeon of the Mad Mage

Strange dreams, whispers in the waking mind, our Heroes are compelled to journey to Mount Waterdeep, and to enter the Undermountain, the ancient dwelling of Halaster Blackcloak, the Mad Mage.

The entrance to the Undermountain lies in the center of a famous inn called, Yawning Portal. Our Heroes find themselves inside the inn, ready to face their obsession.

GAME OVERVIEW

The *Dungeons & Dragons*®: *Waterdeep: Dungeon of the Mad Mage*™ Adventure System Game is a cooperative campaign game. You and your fellow Heroes form an adventuring party, working as a team to succeed in the adventures that unfold inside the dungeons and caverns of the Undermountain.

Each player selects a Hero who has been drawn to Undermountain, to the Yawning Portal to explore its depths. Choose from the gnome rogue Trooper, the human sorcerer Marcon, the human paladin Nayeli Goldflower, the half-elf cleric Cormac, or the tiefling fighter Atka. Your Heroes will venture into the Undermountain's deepest depths, passing through Skullport, delving through unexplored caverns, avoiding devious traps, fighting monsters, and uncovering magical treasure.

Once you've selected your Heroes, you're ready to enter the Dungeon of the Mad Mage!

Exception Based Game

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

Number of Players

The game can be played with any number of players, from 1 to 5. Each player controls one Hero—and the game does the rest!

D&D Adventure System

You can combine this game with other D&D® Adventure System board games to create new and unique experiences. Check out www.WizKids.com for more information.

WINNING THE GAME

You win by completing the objective in the adventure you are playing. For example, you might have to round up bandits or destroy a lich's phylactery.

Unless stated otherwise in an adventure, you lose if any Hero is at 0 Hit Points at the start of that Hero's turn and there are no Healing Surge tokens left to play. You also lose if you are defeated by the adventure you are playing. Each adventure lists its specific victory and defeat requirements.

Campaign Play & The Advanced Deck

The *Waterdeep: Dungeon of the Mad Mage* board game is intended to be played as a campaign, although you can always play any adventure as a one-shot.

To support campaign play, you should separate your cards into two decks: The Starting Deck (cards with a white set icon #1-184) and The Advanced Deck (cards with a gold set icon #185-228). For your first game, use only cards from the Starting Deck. After each adventure, follow the instructions in the Aftermath section to make changes to the decks, which introduce more complex effects and more difficult challenges. As you continue to play, see "Playing the Campaign" on page 14 for more info on ways to beef up your Heroes as you get further in the adventures.

Game Setup

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

- ◆ Hero cards and all figures
- ◆ Hero Power cards
- ◆ 23 Dungeon tiles (representing dungeon; cavern comes later)
- ◆ Entry Well Tile
- ◆ Basic Encounter cards
- ◆ Basic Monster cards
- ◆ Basic Treasure cards
- ◆ Basic Trap cards
- ◆ Basic Spell cards
- ◆ Basic Adventure cards
- ◆ Elder Rune cards
- ◆ Trap tokens
- ◆ Condition markers (Advantage, Disadvantage, Stunned, and Weakened)
- ◆ Hit Point tokens
- ◆ Die



Advantage condition marker



Trap token



Stunned condition marker

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

To Start Playing:

- ◆ Shuffle the Monster cards into their own deck. Do the same for the Encounter cards, Treasure cards, Trap cards, Spell cards and Elder Rune cards. Place these decks in easy reach of all the players. Randomize all of the Trap tokens and keep them face down in easy reach of all the players. Complex Trap tokens are kept in a separate pile and only come into play when their card is drawn.
- ◆ Give each player a Sequence of Play card as a reminder of how play proceeds.
- ◆ Place the die and the various figures in easy reach.
- ◆ Pick your next adventure from the adventure book. If you're playing your first game, play Adventure 1: Mopping Up.
- ◆ Check the "Adventure Setup" section of the adventure book to see if your chosen adventure calls for any of the game pieces you set aside.
- ◆ Unless the adventure says otherwise, place the Entry Well tile in the center of the table and place two Healing Surge tokens beside it. These are the group's surges for this adventure.
- ◆ When you choose a Hero, take that Hero's Hero card, Power cards, and the figure that matches the Hero. The name of each Hero is printed on the base of the figure.
- ◆ Unless the adventure says otherwise, place each player's Hero figure on any square of the Entry Well tile. Adventures and cards refer to the players as "Heroes."
- ◆ Each Hero card tells you how many and which Power cards you can choose for that Hero. In your early games, you can use the Power cards suggested on the back of the adventure book. (See "Choosing Power Cards" on page 15 for details on how to choose Power cards in later games.) Set aside any Power cards that aren't used in this adventure.
- ◆ Set up the Dungeon tile stack (the deck of tiles) using the setup instructions in the adventure you have selected. You are now ready to begin play. The adventure tells you any other rules you need in the "Special Adventure Rules" section.

Taking Turns

Play progresses around the table, starting with a player of the group's choice and then proceeding clockwise. You can also each roll the die and let the player who rolled highest go first.

Your turn consists of three phases: one for your Hero, one for Exploration, and a Villain Phase for the Monsters under your control.

The Dungeon Tile Stack

You draw from the collected Dungeon tiles (referred to as the Dungeon tile stack) to build the dungeon and cavern areas. Each time you play, the area has a different layout. The dark dungeons and dangerously populated caverns are said to be deadly for the unprepared.

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

- ◆ **When you start an adventure on the Entry Well tile, you can start on either tile.**

Unexplored Edge: A Dungeon tile with an unexplored edge is a tile where you could place a new tile. This means that an edge of the tile is open and doesn't have another tile adjacent to it.





Tiles and Squares

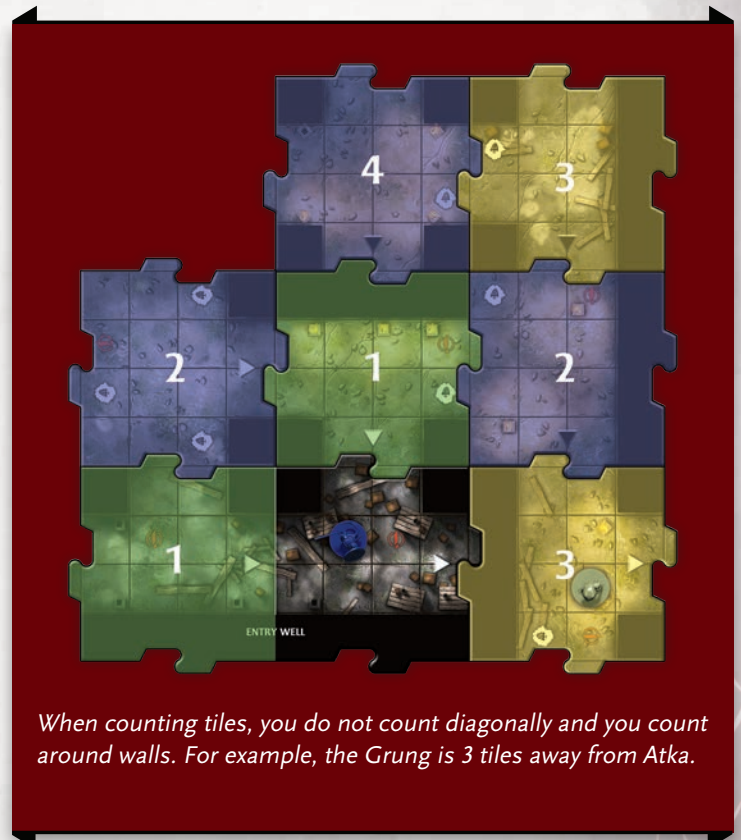
Game cards refer to both tiles and squares.

A **tile** is the basic building block of the dungeon or cavern, drawn from the Dungeon tile stack.

A **square** is one of the spaces on a Dungeon tile.

Tile Features:

- ◆ **Triangles:** Each tile features a white or black triangle that is used to specify less dangerous and more dangerous tiles. When you place a new tile, the triangle points toward the unexplored edge of the tile it is attached to. If the tile has a black triangle, you draw an Encounter card during the Villain Phase of your turn.
- ◆ **Monster Symbols:** Each tile may feature one or more Monster spaces with a  to indicate where to place Monsters.
- ◆ **Trap Symbols:** Each tile may feature one or more Trap squares with a  to indicate where to place Traps.
- ◆ **Ambush Symbol:** Each tile may feature a square with a  to indicate where special effects happen from card effects.
- ◆ **Treasure Symbol:** Each tile may feature a square with a  to indicate where to place a Chest token. When a Hero ends their turn on a square containing a Chest token, he or she draws two Treasure cards and gets to keep one, discarding the other card. Then discard the Chest token.
- ◆ **Other Features:** Dungeon tiles have darkened areas - representing walls and impassable areas - which cannot be moved through. Some tiles have names to distinguish them for use in certain adventures.



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

PLAYER SETUP

Place your Hero card (1st level) and your selected Power cards face up in front of you.

As you acquire Treasure cards, they also go face up in front of you.

As you acquire Monster cards, place them to one side of your Hero card, in the order in which you received them.

THE HERO CARD

Here's what a Hero card looks like. The parts of a Hero card are briefly described here and explained in detail on the listed page of this book.

- **Hero's Name, Race, Class, and Level:** The top lines show your Hero's race and character class. The Hero's level is shown in the bottom right corner.
- **AC (Armor Class):** The Hero's defense score. An attack hits the Hero if it equals or exceeds this number (see page 10).
- **HP (Hit Points):** The Hero's health. Damage reduces the Hero's Hit Points (see page 10). A Hero can never regain more Hit Points than his or her Hit Point total.
- **Speed:** The number of squares the Hero can move by using a single move (see page 7).
- **Surge Value:** When a Hero is at 0 Hit Points, he or she must use a Healing Surge token at the start of his or her next Hero Phase. After using the Healing Surge token, the Hero recovers this number of Hit Points (see page 10).
- **Special Ability:** Each Hero has a Special Ability, as described here.
- **Powers:** This tells you how many of each type of Power card you can select for use in an adventure, as well as any Power cards the Hero automatically gets to use (see page 9).

PLAYER TURN

Each player's turn consists of three phases. On your turn, complete these phases in this order:

- ◆ Hero Phase
- ◆ Exploration Phase
- ◆ Villain Phase



Hero card

Hero Phase

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

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

When you have finished all the steps in your Hero Phase, your Exploration Phase begins.

Exploration Phase

This is the phase in which you add new Dungeon tiles, draw Monster cards, and place Traps.

1. If your Hero occupies a square along an unexplored edge (see page 5), go on to Step 2. If your Hero doesn't occupy a square along an unexplored edge, you don't draw and place a new Dungeon tile. In this case, go on to the Villain Phase.
2. Draw a Dungeon tile and place it with its triangle pointing to the unexplored edge of the tile your Hero is exploring from.
3. Place Monsters, Traps and Chests (if any) on the new tile.

- ◆ To place a Monster, draw a Monster card from the Monster deck for each Monster symbol on the newly placed tile. Place the card in front of you to show that you control that Monster. Place the corresponding Monster figure on the Monster symbol of the newly placed tile. (The name of each Monster is printed on each figure's base.) If you draw a Monster card that matches a Monster you already control, discard that Monster card and draw again. If another player has a matching Monster card, however, that's okay.
- ◆ To place a Trap, choose a face-down Trap token from the pile and place it face-down on a Trap symbol.
- ◆ To place a Chest, take any Chest token and place it on a Treasure symbol.

When you have finished all the steps in your Exploration Phase, your Villain Phase begins.

Villain Phase

This is the phase in which you draw and play Encounter cards, as well as when you activate the Villain (if the Villain is in play) and any Monster cards you have in front of you.

1. If you didn't place a Dungeon tile in your Exploration Phase, or if you placed a Dungeon tile with a black triangle, draw and play an Encounter card.
2. If the Villain is in play, activate the Villain. (There could be more than one Villain in play, depending on the adventure. In this case, activate each Villain, one at a time.)
3. Activate each Monster card, in turn, in the order you drew them. Follow the tactics on the Monster card to determine what each Monster does on its turn. If there are multiple Monsters with the exact same name in play, activate each of those Monsters on your turn. So, if you have a Grung Monster card and another player has a Grung Monster card, you activate both Grungs during your Villain Phase. If both Monsters survive until the other player's Villain Phase, that player will activate both Grungs again!

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

MOVEMENT

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

When Does Your Hero Move?

Your Hero usually moves during the Hero Phase of your turn.

The effect of a Power card, Treasure card, or Encounter card can make your Hero move at other times, as well.

How Does Your Hero Move?

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

Think of your Hero's Speed as your movement budget. Each time your Hero moves a square, you spend 1 point from that budget. When you have no more Speed left, your Hero can't move any more.

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

- ◆ Your Hero can move in any direction, including diagonally, as long as you have the necessary Speed to spend.
- ◆ You can't move your Hero into a square filled with a darkened area.
- ◆ You can't move your Hero into a square occupied by a Monster.
- ◆ You can move your Hero through a square occupied by another Hero, but you can't end your Hero's movement there.



You can move your Hero to any square, even diagonal ones, with a few minor exceptions. You cannot enter a square with a Monster (A). You can move around walls but cannot enter a wall square (B). You cannot move between two adjacent walls (C). You cannot end your move in another Hero's square (D).



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

Triggering Trap Tokens:

A Trap is a snare or other mechanical device placed in the area to thwart the Heroes. When a Hero moves into a square containing a Trap token, or when they unsuccessfully attempt to disable the trap (see page 11), trigger the Trap and flip the token face up to reveal its effect. Monsters do not trigger Traps.

- ◆ If the token doesn't have a damage number, the Hero suffers no effect (exception: Draw, see page 13). Otherwise, the Hero takes the damage indicated. Then remove the token from the board. If your hero was in the middle of his or her move, you may continue moving them normally.



Trap token

Trap back token

Condition: Advantage

The presence of a champion uplifts your spirits. Patience in battle exposes your opponent's weaknesses. These effects and others like them cause a Hero to gain Advantage.

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

Condition: Disadvantage

An enemy knows where to strike. A curse cast by an enemy debilitates you. These effects and others like them cause a Hero to gain Disadvantage.

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

Monsters can also gain Advantage and Disadvantage. This works exactly the same for them as it does for a Hero.



Monster condition markers

Condition: Stunned

An Intellect Devourer attacks your mind. A spell of Fear sends you scampering away. These effects and others like them cause a Hero or Monster to gain the Stunned condition.

- ◆ If an attack or other effect causes a Hero or Monster to become Stunned, put a Stunned marker on that Hero's card or that Monster's figure.
- ◆ While a Hero is Stunned, he or she loses their free Move action. Discard the Stunned marker at the end of his or her Hero phase.
- ◆ While a Monster is Stunned, it skips its next activation and does nothing. After the Monster skips its activation, discard the Stunned marker.

Condition: Weakened

A swipe from a Shadow drains your strength. A bite from a Stirge makes you light-headed. These effects and others cause a Hero or Monster to gain the Weakened condition.

If an attack or other effect causes a Hero or Monster to become Weakened, put a Weakened marker on that Hero's card or that Monster's figure. While Weakened markers are cumulative, they do not stack: each marker is considered a separate condition.

Weakened is a form of damage and therefore reduces your Hit Points. This damage, however, cannot be healed in the normal way of regaining Hit Points: the only way to remove Weakened markers is through an effect that removes conditions or the spending of a Healing Surge.

When a Hero spends a Healing Surge, ALL Weakened markers are removed first, then the Hero regains Hit Points equal to his or her Surge Value.

ATTACKS

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

At the start of every adventure, you select Power cards that you have available for that adventure. Set the remaining Power cards aside. For your first few adventures, you can use the Power cards listed on the back of the adventure book. Once you become familiar with the game, you can choose which Power cards you want to use.

Whenever your Hero attacks, you pick a power you have in front of you (either from a Power card or a Treasure card) and use it as described in Combat.

Expert Powers

Expert Powers are truly powerful attacks and effects that are reserved for Heroes of higher levels. Not all of them require you to flip over after they are used, adding to their spectacular strength.



Daily Powers

Daily powers represent a significant attack or spectacular effect. When you use a Daily power, you flip it over and cannot use it again until some other effect (usually a Treasure card) allows you to flip it back up.

Utility Powers

Utility powers are special maneuvers that don't actively attack Monsters but instead provide other advantages. These advantages may include a specialized move or the ability to counter a Monster's attack. Many of these powers don't require an attack action to use, instead specifying when to use the ability. Unless the card states otherwise, when you use a Utility power, you flip it over and cannot use it again until some other effect (usually a Treasure card) allows you to flip it back up.

At-Will Powers

At-Will powers are relatively simple attacks, spells, or prayers. Using an At-Will power requires no special effort. It is weaker than a Daily power, so when you use it you do not flip it over. You can use it again on your next turn.

COMBAT

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

Targeting

When you decide to attack, first determine which Monsters your Hero can target. A power specifies what Monsters you can target, ranging from only Monsters in an adjacent square to a Monster as far as 2 or more tiles away.

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

Most important, keep in mind that you can never trace a diagonal path between tiles. If a power lets you attack a Monster within 1 tile of your Hero, that does not include Monsters on a Dungeon tile that is diagonal to your Hero's tile. You also cannot attack a Monster within 1 tile of your Hero if a wall completely blocks the path between the Hero's tile and the Monster's tile.

AC and HP

The AC (Armor Class) of a Hero or a Monster determines how difficult it is to hit. It represents a combination of physical armor, agility, and natural toughness. HP (Hit Points) show how much damage a Hero or Monster can take before being defeated.

Attack Bonus

Most attack powers and Monster attacks have an attack bonus. A power with a higher attack bonus is more likely to hit than one with a lower bonus.

Making an Attack

For each enemy a Hero's power or a Monster's attack targets, roll the die and add the attack bonus.

If the result of the die roll plus the bonus is equal to or greater than the target's Armor Class, the attack hits.

Damage

If an attack hits, it deals the listed damage to the Monster or Hero. Damage that reduces a Monster or Hero's Hit Points to 0 defeats them (see below). Damage that does not reduce a Monster or Hero to 0 Hit Points stays on that Monster or Hero (use the Hit Point tokens to track damage).

Critical Hits

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

Defeating Monsters

If a Monster's Hit Points are reduced to 0, the Monster is defeated. Remove its figure from the tile. The player controlling that Monster discards the Monster card into the Experience pile (see page 12). If more than one Hero controls that type of Monster, the player who made the attack discards the card if he or she controls one of those Monsters. If not, go clockwise

around the table. The first player you reach who controls one of those Monsters discards that Monster card.

When your Hero defeats a Monster, draw a Treasure card (see page 13). You can only draw one Treasure card per turn, no matter how many Monsters you defeat during that turn.

Defeating Heroes

When a Hero is reduced to 0 Hit Points, keep the Hero's figure on the tile. Knock the figure on its side to show that the Hero is at 0 Hit Points, and the Hero cannot take any additional damage or use any powers or items. Conditions, such as Advantage or Disadvantage, still apply to the Hero and the Hero can use any Advancements (see page 14).

Monsters ignore the downed Hero, following its tactics as though any Hero at 0 Hit Points were not there. If all of the Heroes are at 0 Hit Points during a player's Villain Phase, the Monsters do nothing and the phase ends immediately.

A Hero that starts his or her turn at 0 Hit Points must spend a Healing Surge token. If there are no Healing Surge tokens remaining, the Heroes lose the adventure.

Regaining Hit Points

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

Healing Surges

A Healing Surge represents a Hero's ability to fight on against overwhelming odds. Despite pain and injuries, a Hero can push forward to continue the battle. The Heroes begin the game with two Healing Surge tokens. These tokens are a resource that the entire group shares. You use Healing Surge tokens to revive a Hero that has been reduced to 0 Hit Points.

- ◆ If your Hero is at 0 Hit Points at the start of your turn, you must use a Healing Surge token. Discard one Healing Surge token and your Hero regains Hit Points equal to his or her Surge Value. You then take your turn as normal.
- ◆ If there are no Healing Surge tokens remaining when your Hero starts your turn at 0 Hit Points, the Heroes lose the adventure and the game ends.



Disabling a Trap

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

- ◆ If you roll a 1-10, you failed and triggered the Trap! (See “Triggering Trap Tokens” on page 8).
- ◆ If you roll an 11-20, you succeeded! Remove the Trap from the board and keep it face up next to the other Trap tokens.

Other Actions

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

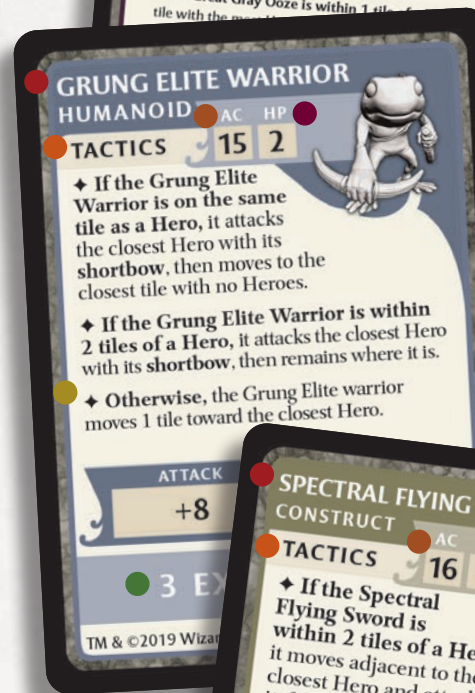
THE MONSTER DECK

The Monster deck randomly determines the Monsters that cross the Heroes’ paths as they explore.

Each Monster card shows a Monster’s defenses and attacks.

- **Monster Name and Type:** This shows the name of the creature and what kind of creature it is.
- **AC:** This is the Monster’s Armor Class, its defense score (see page 10).
- **HP:** This is the Monster’s Hit Points, its health score (see page 10).
- **Special Ability:** If the Monster has a special ability, it is shown here.
- **Experience:** This is how many Experience Points the Monster is worth when you defeat it (see page 12).
- **Tactics:** Each Monster card provides a Monster’s tactics. The tactics are a script that shows you what the Monster does when you activate it during your Villain Phase.
 - ◆ **The Monster’s tactics are presented as a list. Each possible tactic for the Monster starts with a statement. If that statement is true, the Monster uses the resulting tactic.**
 - ◆ If the statement is not true, go on to the next statement. The final entry in the tactics list is a default action that the Monster follows if no other statements are true.
 - ◆ If the tactic requires the Monster to move to a new tile, place the Monster on the new tile’s Monster symbol if the square is empty. Whenever possible, Monsters move from tile to tile by following the Monster symbols. If the Monster symbol square is occupied or the tile doesn’t have one, place the Monster anywhere on the tile.
 - ◆ Once a Monster has selected and followed one set of tactics, the Monster’s turn ends. Do not continue to check its remaining tactics that turn.

Villain card face



Monster card face

Monster card back

Encounter card face



Encounter card back

- ◆ Sometimes a Monster requires you to place a new Monster. Add that Monster card to the end of any Monster cards you control. The new Monster acts during your Villain Phase.

Villains: Villains are not drawn from the Monster deck. Instead, their appearance is triggered by an event in the adventure itself (typically when a certain tile is drawn from the stack). Villain cards represent especially tough “boss” Monsters and are considered Monsters for all purposes, EXCEPT that Villains activate during **each** Hero’s Villain Phase (see page 7), rather than just on the turn of the player who drew the card.

THE ENCOUNTER DECK

The Encounter deck represents the Events, Attacks, and other threats that inhabit the Undermountain. Whenever you draw an Encounter card, apply its effects immediately.

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

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

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

Events: An Event card is a strange occurrence, a dreadful sight or sound, or some other incident that befalls your Hero. An Event takes place when you draw the card unless you cancel it with Experience Points. Once you have resolved the Event, discard it.

Most Events are yellow cards. A few Events include an attack roll against one or more Heroes. These events appear on red cards and are called Event-Attacks to distinguish them from the Events that don’t include an attack roll.

EXPERIENCE POINTS

Heroes earn Experience Points by defeating Monsters. When you defeat a Monster, the Hero who controls it puts that Monster card in the party’s collective Experience pile. Each Monster card lists the Experience Points it provides. The tougher the Monster, the more Experience Points it is worth. Villains are worth Experience Points equal to their level.

Heroes can spend Experience Points to cancel an Encounter card. They should decide together when to spend Experience Points, but the active Hero can always choose to spend or not to spend Experience Points.

Canceling Encounter Cards

Canceling an Encounter card represents using the hard-fought experience your Hero has gained to avoid danger. For example, your Hero spots an ambush and avoids it before it can be sprung, or avoids an Event before it inflicts any injuries.

Whenever you draw an Encounter card, you can spend a certain number of Experience Points, as shown on page 2 of the

adventure book, to cancel it. The Monster cards you choose from the Heroes' Experience pile must add up to at least that number of Experience Points. Discard the cards after you spend them. You can't use any excess points from one cancellation in a later turn.

When you cancel an Encounter card, discard it and ignore its effects. You can cancel an Encounter card only when you draw it. Once the card comes into play, you cannot cancel it on a later turn.

Example: There are three Monsters worth 3 Experience each and one Monster worth 2 Experience in the Heroes' Experience pile. If you want to cancel an Encounter card for 5 Experience Points (which is the cost during Adventures 1-4), you could spend one 3-point Monster card and the 2-point Monster card. That would leave you with two 3-point Monster cards in the pile. If you then wanted to cancel another Encounter card, you would have to spend the two 3-point Monsters. Even though you have 6 total Experience Points and need to spend only 5, you don't have the right mix of cards to make exactly 5. The extra point is wasted and the card is discarded, though you still cancel the Encounter card.

THE TREASURE DECK

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

You can benefit from multiple Treasure cards in play that apply to your Hero.

The only exception to this rule applies to Items that provide an attack or defense bonus. A Hero can gain only one attack bonus and one defense bonus from Items at a time.

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

This game includes two types of Treasure cards.

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

THE TRAP DECK

The Trap deck represents special, often deadly traps! Whenever you trigger a Trap token with "DRAW" printed on it, you draw a Trap card, and place it with your Monsters. It will activate in turn order during step 3 of the Villain Phase.

These Complex Traps usually have a token associated with them and the Trap card will tell you on which tile it should be placed.

Treasure card back



Treasure card face

Trap card back



Trap card face

Draw Trap token



Complex Trap token



A Hero may attempt to disable the Trap using the Disable Trap action (see page 11) but many have an effect if you fail the Disable roll.

THE SPELL DECK

The Spell deck represents the various spells cast by Treasures, Monsters and Traps.

Spells can be cast by Heroes and Monsters and the Spell cards indicate how a Spell works depending on the caster. If a Hero is not casting the Spell then by default it is a Monster casting the Spell.

Once a Spell is cast, place the Spell card back in the Spell deck. The Spell deck will be shuffled before another Spell card is required to be drawn.

PLAYING THE CAMPAIGN

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

If you successfully complete the adventure, follow the Aftermath instructions which normally explain how to adjust the various decks. You may then take Town actions (see below).

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

Town Actions

Before and after each adventure, each player can take any number of Town actions to prepare for the next adventure. The actions available are listed in the adventure book, and differ based on the location of your Heroes. Some typical Town actions are below.

1. **Swap Powers.** In between adventures you may change your Hero's selected powers. You are still bound by the selection requirements on the Hero card.
2. **Buy Items.** Some locations will have a Marketplace where you can buy and sell Items. To sell Items, use the information

below. To buy Items, fill the Marketplace with four cards drawn from the Treasure deck.

You may buy any Item Treasure cards drawn for the buy price listed on the card. Any unbought Item cards and any non-Item cards drawn go back into the Treasure deck.

3. **Sell Items.** You may sell any Item Treasure cards your Hero has gained as long as you are at a Marketplace or a Trading Post. The sold Treasure card(s) goes back into the Treasure deck and the Hero gains the value listed on the card in gold pieces.
4. **Trade Treasure Cards and/or GP.** You can barter with other players, exchanging Item Treasure cards for other Treasure cards or GP (gold pieces). Alternatively, you may give another player an Item Treasure card or gold pieces without receiving anything in return. You can only trade items and GP with Heroes that are participating in the adventure. For example, if no one has played the Fighter for 2 adventures, you can't "borrow" the Fighter's 400 GP. Even if you're playing a Rogue.
5. **Level Up.** Page 2 of the adventure book will tell you which adventures allow leveling up and the cost. When going from 1st level to 2nd level, flip your 1st-level Hero card over to the 2nd-level side. Leveling up to 2nd level increases your Hero's Hit Points, Armor Class, and Surge Value. It also allows you to choose a new Daily power. When you level up to 3rd level, take the 3rd-level marker and add it to your Hero's card. Your Hero's Hit Points and Surge Value increases and you gain a new Utility power. In addition, you get to choose an Expert power. When you level up to 4th level, flip over the 3rd-level marker to the 4th-level side. Your Hero's Hit Points, Armor Class, and Surge Value increase. It also allows you to choose a new Daily and Expert power.
6. **Buy Advancement Tokens.** Your Hero can spend gold pieces to buy Advancement tokens: each token has its price listed on it. An Advancement token allows your Hero access to a specific benefit. A Hero can never trade or give an Advancement token to another Hero. The available tokens include:
 - ◆ **Reroll:** This token can be used to reroll any die rolled during your Hero Phase.
 - ◆ **+1 Damage:** This token can be used after you hit with an attack to deal +1 damage.
 - ◆ **+2 Attack:** This token can be used after you roll a die in an Attack to modify the roll upward by 2.
 - ◆ **Regain 2 HP:** This token can be used to regain 2 Hit Points.
 - ◆ **Recharge:** This token can be used to flip up any face down Power or Treasure card, enabling another use of that card.



Advancement tokens

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

Advancement Token Tracking

There are sometimes multiple copies of each Advancement token, each with a different gold piece value. Whenever a player purchases an Advancement token, the cost of the next token of that same type is increased.

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 on the back of the adventure book. Each 1st-level Hero card tells you how many powers of each type you get—you can choose which At-Will, Utility, and Daily Power cards you want for any particular adventure.

Special Component: Elder Rune Cards

Waterdeep: Dungeon of the Mad Mage requires the use of Elder Rune cards. These cards are drawn through various effects found in the game. They have two sides to them: a Bane side and a Boon side. The effect that caused the drawing of a Rune will tell you which side a Hero must resolve. Each Elder Rune indicates what it does and when it is discarded.

Some Elder Runes will last the entire adventure or when a Healing Surge is spent by that Hero. Others are discarded the moment after they resolve.



CAMPAIGN TRACKING

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



TROSPER GNOME ROGUE - Level:

Gold Pieces:	Items & Advancement Tokens:



MARCON HUMAN SORCEROR - Level:

Gold Pieces:	Items & Advancement Tokens:



NAYELI GOLDFLOWER HUMAN PALADIN - Level:

Gold Pieces:	Items & Advancement Tokens:



CORMAC HALF-ELF CLERIC - Level:

Gold Pieces:	Items & Advancement Tokens:



ATKA TIEFLING FIGHTER - Level:

Gold Pieces:	Items & Advancement Tokens:

D&D ADVENTURE SYSTEM FAQ

We've scoured the many board game forums to put together this list of frequently asked questions and the appropriate answers. Many of these have already been worked into the newest version of the rulebook, but some questions still need answers. So here they are. Check out www.WizKids.com for the most up-to-date rules and FAQ for the D&D Adventure System board games.

What do we do when we draw all the cards from a deck?

If you play through an entire deck of cards, shuffle that deck's discard pile and keep playing.

Sometimes a Monster's card says to move it adjacent to the closest Hero. What do I do if that Monster is already adjacent to a Hero?

You can simply leave the Monster where it is, or you can move it to any other unoccupied square adjacent to that Hero.

What happens when my Ally defeats a Monster?

The Monster goes to the Experience Point pile but you do NOT draw a Treasure card for the defeated Monster.

When a card specifies that an effect happens with a certain rolled number, does that include any modifiers?

No. That roll has to be natural - unmodified.

Where do I put a Monster that I move with one of my Powers or Treasure cards?

You can place the Monster in any unoccupied square that meets the effect's requirements.

What does "within 1 tile" mean?

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

What if I have to make a choice and there's more than one option?

Whenever there is more than one option for a choice, the active Hero chooses.

Do I apply a Miss effect if I cancel or avoid an attack?

No. If the attack does not happen, there can be no Miss. A Miss happens when a roll is made and the attack does not hit. (There may be other effects that turn an attack into a Miss but that is different).

Can two figures be adjacent if on different tiles?

Yes. Adjacency refers to being in an adjacent square (unless otherwise noted). That means a figure on tile A can be adjacent to a figure on tile B if their squares are adjacent to each other (not via a diagonal or with a wall).

Please explain Weakened? Let's say I have an 8HP/4SV Hero KOed with 2 Weakened markers: what amount of remaining HP should they have after using a Healing Surge?

The answer to the above question is 6. Let's break it down – and we are using the method of adding damage to Heroes instead of taking it away as a starting point. You have 6 damage markers and 2 Weakened markers (for simplicity we are valuing everything at 1). You are KOed cause you have reached your HP max of 8 (6+2). Comes your turn you use a HS. You immediately remove the 2 Weakened markers. Then you apply your SV of 4. So you remove 4 of the 6 damage markers. This means you have 6 HP left or just 2 damage left on the Hero.

Let's see how it works from the perspective of those that remove damage markers from their Heroes.

First thing to consider is how then to imagine Weakened when doing this. You would replace one of your damage markers with a Weakened marker. You take a Weaken 1 hit and remove 1 damage marker and replace it with a Weakened 1. You get another Weaken hit and now have 2 Weakened markers and 6 regular damage markers left. You get thrashed by monsters and lose the 6 remaining damage markers. You are KOed cause you have no damage markers left and the two Weakened markers reducing your Hero to oHP.

Comes your turn you use a HS. First, you remove the 2 Weakened markers replacing them with 2 damage markers. Second, you apply your SV of 4 and bring back 4 more damage markers. You are now up and running at 6 health.

Also, if an effect says "end one condition", you remove one Weakened marker. Not all of them. Each Weakened marker is a separate condition.



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