

DUNGEONS & DRAGONS®

RULES



INTRODUCTION

The present system of rules incorporates elements from both D&D board games and Descent, in order to adapt them to a more complex and varied scenarios, and allowing to create big campaigns, adding some elements of traditional roleplaying. Like the original system, these rules act as default, and can be replaced by others stated for specific adventures, encounters or other cards and tactics of allies and enemies.

NUMBER OF PLAYERS

The game is designed for a maximum of 7 players. Each player will control a hero, as well as enemies and allies. Although there is no formal DM, one of the players has to be the guide through each adventure.

VICTORY CONDITIONS

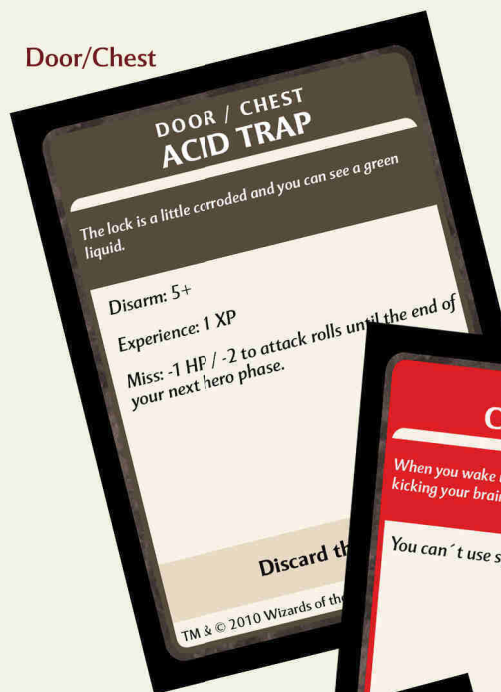
Players will win by completing the adventure objectives you're playing. Since the rules are intended to be used in a campaign (which involves several successive adventures), players will only lose if all heroes are Defeated in the course of a mission. However, if you want to play a mission alone, you can choose the defeat condition if any of the heroes reduce their PG to 0 while carrying 2 previous Injuries. (number of injuries sustained by a hero could be changed for a more difficult experience).

COMPONENTS

You can use the tokens included in any of the base games. The new system adds some new elements regarding of the original:

- ♦ New Hero sheets
- ♦ Treasure / Monster / encounter / condition tokens
- ♦ Tiles with different types of terrain
- ♦ Spell Cards (depending on the profession)
- ♦ Monster and allies cards
- ♦ Road event deck
- ♦ Exploration deck
- ♦ Combat encounter deck
- ♦ Door / chest deck
- ♦ Injury deck
- ♦ Chamber deck
- ♦ Treasure deck
- ♦ Others

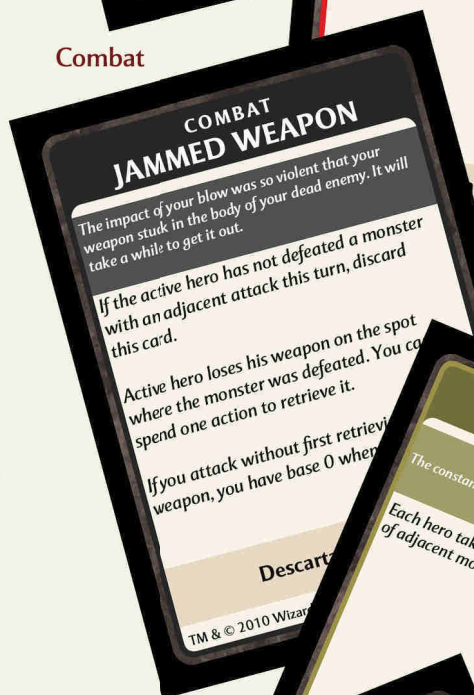
Door/Chest



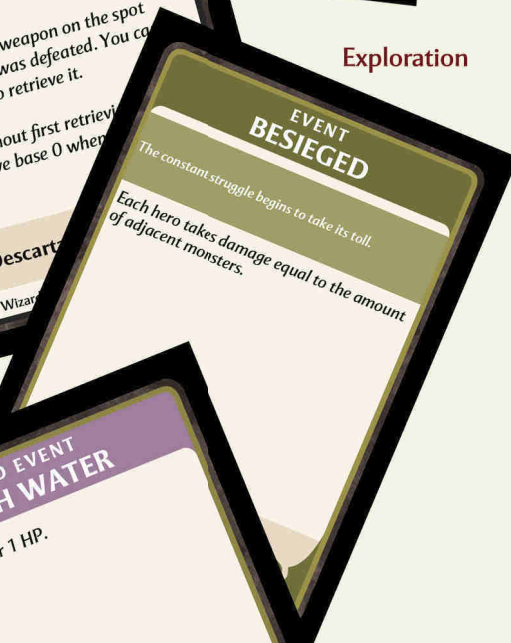
Injury



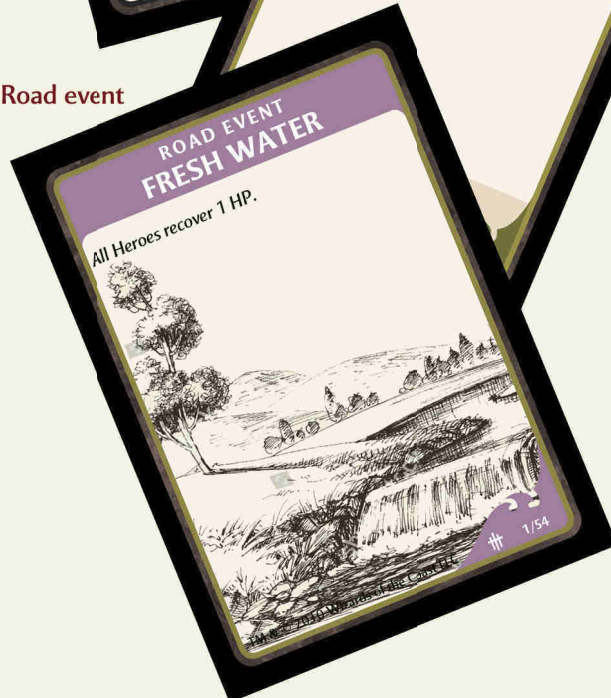
Combat



Exploration



Road event



GETTING STARTED

CHARACTER ELECTION

The player must choose one of the 10 hero archetypes presented below. As the character progresses, you can increase your basic stats and incorporate new skills. The player will be able to choose the name and race of the hero. In some cases they will have to make choices that cannot be changed later (Magic Schools, Oaths, etc).

NAME

BASIC STATS

Regeneration (Surge)

Movement

Hit Points

Armor Class

RESISTANCES

Poison

Fire

Cold

Will

ABILITIES

Ranged attack

Melee attack

Open Locks

Dexterity

Passive Ability

Unique Hability

SPECIAL

Fury: Once per turn, if you suffer damage from a monster attack, put a Fury counter. While in this state, you suffer -2 CA and enemies have advantage against you. If you don't attack on your turn, discard all the counters.

Axe Hurricane: Once per adventure Attack any monster on your tile (Damage 1). You can spend a Fury counter to increase the damage 1 Point (Max. damage 3)

DRUID

Whether calling on the elemental forces of nature or emulating the creatures of the animal world, druids are an embodiment of nature's resilience, cunning, and fury. They claim no mastery over nature. Instead, they see themselves as extensions of nature's indomitable will.

Spells: Up to 2 spells per aventura since level 2 (must memorize them previously).



BASIC ABILITIES

Detect Enemy: When you are not exploring, you can consume an action and make a roll. If 11+, simulates exploration on an edge of your unexplored tile. You can't see the cards.

Nature affinity: +2 to attack rolls against plants and fey creatures.

Hate of the Unnatural: +2 to attack rolls against aberrants and Undead.

Natural armor: Heroes and allies on your tile have +1 to AC.

NORMAL ABILITIES

Call Natural Ally: Once per adventure, you can invoke a Shambling Mound as your ally. Coloca la carta de "Montículo Tambaleante" bajo tu control.

Herbalist: Duplicate the curative effects of potions on yourself.

Resist Nature: Attacks from Fey creatures have Disadvantage against you.

Natural knowledge: You have advantage on your attack rolls against beasts, animals and insects.

ADVANCED ABILITIES

Improve Natural Ally: The "Shambling Mound" has +3 to AC and +2 to HP.

Survive: When your HP reaches 0, you can survive an additional turn without dying or taking injuries.

Wild shape: You can revert to your human form at any time.

Poison Immunity: You are immune to Poison status.

BARBARIAN

For some, their rage springs from a communion with fierce animal spirits. Others draw from a roiling reservoir of anger at a world full of pain. For every barbarian, rage is a power that fuels not just a battle frenzy but also uncanny reflexes, resilience, and feats of strength.



BASIC ABILITIES

Two weapon fighting: You can equip 2 objects that reward attack rolls instead of one. The total of 3 equipped items remains the same.

Exceptional Reflexes: When taking damage from an encounter or trap, roll a die. If you roll 13+, the attack fails automatically. You only suffer the damage by Failure (if any).

Hump: You can jump 1 tile that has difficult terrain, or traps such as wells (as long as it has already been previously placed).

Intimidate: Level 1 monsters will not target you when attacking (unless you are the only target within range).

NORMAL ABILITIES

Double Attack: You can make two attacks on your turn. Each counts as one action.

Warcry: In normal state, heroes or allies up to 1 tile away have +2 to their attack rolls. Consumes 1 action.

Survive: When your HP reaches 0, you can survive an additional turn.

Damage Reduction: In Fury state, the damage done by any type of attack is reduced by 1 (except damage from a miss).

ADVANCED ABILITIES

Unbreakable Will: +5 to rolls against the Dominated state.

Perfect Fury: You have no penalties when you have Fury counters in play.

Legendary Fury: In Fury state, your attacks have a +5 bonus and do 1 additional point of damage.

Counterattack: If an adjacent attack against you misses, once per turn, you can make an attack against the one that missed the hit.

BARD

Whether scholar, skald, or scoundrel, a bard weaves magic through words and music to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds.

Spells: The Bard can use up to 2 spells per adventure from 2nd level and does not have to memorize them previously.



BASIC ABILITIES

Seeker: You get double the gold when you perform a Search or open chests action.

Master of the Sword: +1 to adjacent attack rolls.

Sowmaster: +1 to ranged attack rolls.

Combat Expert: You can make an attack with a -3 penalty and get a +3 bonus to AC for one turn.

NORMAL ABILITIES

Inspirational muse: You start the adventure with 1 additional inspiration point.

Balance: You are immune to the Dazed state.

Open Locks: +2 to Open Locks.

Trapper: +2 to Disable Traps.

ADVANCED ABILITIES

Escape Artist: When you start your turn with 2 or more monsters on your tile, you can lose your 2 actions and move up to 2 tiles.

Wandering: When you have to solve an encounter on the road (between adventures) you can draw 3 cards and solve one. Discard the others.

Magic Affinity: You can use 1 additional spell per adventure.

Magic Surge: Increase damage dealt by your unique power by one (per enemy).

CLERIC

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest, a cleric is imbued with divine magic.

Spells: the cleric can use up to 2 spells per adventure from 2nd level (they must be memorized beforehand).



BASIC ABILITIES

Eradicate undead: +2 to attack against undead (ethereal and non-ethereal).

Contempt for evil: +2 to attack against Aberrations

Blessed weapon: +1 to attack

Handle animal: Beasts have Disadvantage in their attacks against you.

NORMAL ABILITIES

Advanced Meditation: You can change the divine spells available when taking a short rest during a mission.

Harmonize: You can memorize an additional Cleric spell.

Advanced Healing: Each time you use a healing spell, you heal 1 additional hit.

Hard to hit: +1 to AC.

ADVANCED ABILITIES

Guerrero Divino: Puedes atacar 2 veces en tu turno.

Higher Wisdom: You can memorize an additional Cleric spell.

Sabiduría Arcana: Un conjuro de hasta Nivel 3 se vuelve permanente (A Voluntad).

Demon hunter: +5 to attack against demons.

RANGER

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

Favored enemy: When creating the character, the player must choose a “favored enemy” (Human, elf, dwarf, goblin, orc, kobold, beast or undead).

Spells: Starting at Level 4, the explorer will be able to memorize 2 Explorer spells per adventure (they must be memorized previously).



BASIC ABILITIES

Combat Style (Archer): You can make an additional ranged attack with a -2 penalty.

Combat style (two-weapon): You can make an additional adjacent attack with a -3 penalty.

Environmental awareness: Reduce the number of encounters along the way by 1.

Fast tracker: You can move through difficult terrain without penalties.

NORMAL ABILITIES

Evasion: You take no damage from missed encounters and traps.

New enemy: you can choose a new type of Favored Enemy.

Combat style (Multi-Shot - Requires: Archer): With your normal attack you can attack up to 3 enemies at the same time, with a -3 penalty.

Combat Style (Two Weapons Enhanced - Requires: Two Weapons): Your unskilled hand attack reduces its penalty to -1.

ADVANCED ABILITIES

Combat style (Precise Shot - Requires: Multi-shot): You have no penalties on any of your shots.

Combat Style (Two Expert Weapons - Requires: Multi-Shot): You have no penalties on any of your hits.

Silent movement: You must not solve exploration encounters.

Natural magic: You can memorize a new spell.

MONK

Whatever their discipline, monks are united in their ability to magically harness the energy that flows in their bodies. Whether channeled as a striking display of combat prowess or a subtler focus of defensive ability and speed, this energy infuses all that a monk does.

The image shows a Monk character card. On the left is an illustration of a muscular monk with a shaved head and a small tattoo on his forehead, wearing a green dhoti and a green sash. He is in a dynamic pose, with his right arm extended forward, palm facing up, and a bright blue energy blast emanating from his hand. The card has a gold and brown border with various icons and numbers. In the center, there are five circular icons with numbers: 3, 6, 7, and 14. To the right, there are two sections: 'ABILITIES' and 'SPECIAL'. The 'ABILITIES' section has two rows of icons and numbers. The first row has a red icon with a sword, the number 6, and a green icon with a sword. The second row has a green icon with a sword, the number 3, and a blue icon with a sword. The 'SPECIAL' section has two paragraphs of text.

ABILITIES	
6	1
3	1

SPECIAL

Concentrate Ki: You can decide to do 1 Bonus hit damage HP in exchange for a -4 attack penalty.

Eternal Mountain Avalanche: Once per adventure, you can lose your 2 actions to do 3 damage to an adjacent monster. hit or miss, you ignore all the damage towards you until the end of your next turn.

BASIC ABILITIES

- Ki Master:** Your penalty for using Concentrate Ki is reduced to -2.
- Fight without weapons:** +1 to attack when fighting without items equipped
- Lightness:** +2 MP when fighting with no items equipped.
- Evasion:** +1 to AC.

NORMAL ABILITIES

- Chained Attacks:** If you hit an attack, you get +1 to the roll for the next attack (up to a maximum of 5). This bonus accumulates until you miss or don't attack on your turn.
- Calm:** you should not take exploration encounters.
- Improved unarmed fight:** +1 to attack when fighting with no items equipped.
- Ki Strike:** If the attack roll is 16+, the opponent is Dazed (up to level 3).

ADVANCED ABILITIES

- Purity of body:** immune to Poisoned state.
- Body Fortitude:** Once per adventure, can heal 1d6 Hits.
- Eternal Body:** You regenerate with 100% of your HP.
- Empty Body:** Once per adventure, you can use the Ethereal Excursion spell.

FIGHTER

All fighters share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.



BASIC ABILITIES

- Blind fight:** When you are Blinded and miss an adjacent attack, you can reroll.
- Combat Expert:** You can decide to make a -5 attack on the roll and get +2 AC until the start of your next turn.
- Weapon Finesse:** +1 to your adjacent attacks.
- Combat Reflexes:** Attacks against you have a -1 penalty to attack.

NORMAL ABILITIES

- Improved Crit:** Your attacks do +1 damage when your roll is 15+
- Dodge:** when the same opponent attacks you 2 times, their second attack has a -2 penalty to the roll.
- Footwork:** If on your turn you kill or stun an opponent, you can move adjacent to a monster on your tile and do a additional attack with a -1 penalty.
- Deflect Arrows:** Ranged attacks against you have a -2 penalty.

ADVANCED ABILITIES

- Powerful Attack:** You can get a -3 penalty on your next attack to deal +1 damage.
- Whirlwind:** you can choose to use all your actions (free and unfree) to attack all adjacent opponents, with a -2 penalty.
- Weapon Mastery:** +3 to your adjacent attacks
- Second Wind:** Upon death, sacrifice your special power to revive without Wounds.

WIZARD

Wizards are supreme magic-users, defined and united as a class by the spells they cast. Drawing on the subtle weave of magic that permeates the cosmos, wizards cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. Their mightiest spells change one substance into another, call meteors down from the sky, or open portals to other worlds.

Mastery: when creating the character, the player must choose 2 Schools of Magic (see Schools of Magic).

Spells: From Level 2 the Magician can begin to use spells. (You must memorize them beforehand).



BASIC ABILITIES

Open magic locks: +5 to Open level 3 or magic Locks.

Exceptional Dexterity: +1 AC.

Extend duration: the duration of your spells is extended by 1 turn.

Rank increase: the rank of your spells increases by 1 tile.

NORMAL ABILITIES

Concentration: Combat encounters that affect concentration will have no effect.

Memory: You can memorize an additional spell.

Piercing Spells: You gain +2 to attack or resistance rolls when using spells.

Speed up spell: You can cast a spell as a free action on your turn, but that will spend 2 spell slots (the spell used and another of your choice).

ADVANCED ABILITIES

Scholar: you can memorize an additional spell.

Mastery: a spell of up to level 4 of your choice becomes permanent (At Will).

Hard to Kill: +5 HP.

Agile Memory: You can change the spells available when taking a short rest during a mission.

SCHOOLS OF MAGIC

Abjuration: they are protective in nature, although some of them have aggressive uses. They create magical barriers, they deny negative effects, they harm intruders, or banish creatures to other planes of existence.

Conjuration: they deal with the transport of objects and creatures from one place to another. Some spells summon creatures or objects to the side of the spellcaster, while others allow him to teleport to another location. Some spells create objects or effects out of thin air.

Divination - they reveal information, whether in the form of forgotten secrets, glimpses of the future, the location of hidden things, the truth behind illusions, or visions of distant people or places.

Enchantment: affect the minds of others, influencing or controlling their behavior. These spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature as a puppet.

Evocation: manipulate magical energy to produce a desired effect. Some summon blasts of fire or lightning. Others channel energy positive to heal wounds.

Illusion: they deceive the senses or the mind of others. They make people see things that are not there, to lose sight of those that are there, hearing phantom noises, or remembering things that never happened.

Necromancy: manipulate the energies of life and death. These spells can grant an additional reserve of life force, deplete the life energy from another creature, create undead, or even bring the dead back to life.

Transmutation: change the properties of a creature, object or environment. They can turn an enemy into a creature harmless, reinforce an ally's strength, or make an object move at the caster's command.

PALADIN

Whatever their origin and their mission, paladins are united by their oaths to stand against the forces of evil. Whether sworn before a god's altar and the witness of a priest, in a sacred glade before nature spirits and fey beings, or in a moment of desperation and grief with the dead as the only witness, a paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

Oath: When creating the character, the player must indicate the oath to which his character will be subject. From level 4, the oath will enter in force..

Orisons: You can use 2 orisons per adventure, which must not be learned or memorized previously (you can use any spell available (according to your level)).



BASIC ABILITIES

Detect evil: +2 to attack against demons.

Lay on of Hands: Once per adventure, you can heal Hits equal to half your level on yourself or an adjacent ally.

Disturb undead: +2 to attack rolls against undead disturb undead: +2 to attack rolls against undead.

Holy weapon: +1 to attack rolls

NORMAL ABILITIES

Holy sword: +3 against ethereal monsters.

Divine grace: you are immune to poison.

Divine Burial: +1 damage against Undead.

Shield handling: +1 AC.

ADVANCED ABILITIES

Hurt evil: +3 to attack rolls against demons

Remove disease: +3 to rolls to remove Poisoned, Burned, and normal Curses.

Fast Stand: You are immune to the Dazed state.

Holy Resistance: You are immune to normal curses.

OATHS:

When you reach level 4, you take the oath that identifies you as a Paladin until the end of your days. Until now, you've been in a "preliminary" phase, dedicated to the "path" but not totally devoted to it.

OATH OF DEVOTION: The oath of devotion links a champion to the noble ideas of justice, virtue, and order. Some call them knights, white knights or holy warriors. These paladins represent the ideal of the knight in shining armor who acts for honor in search of justice and the greater good.

Nivel 4	Protección contra el Bien y el Mal / Santuario
Nivel 5	Restablecimiento Menor / Potenciar Característica
Nivel 8	Señal de Esperanza / Disipar Magia
Nivel 13	Libertad de Movimientos / Guardián de la Fe
Nivel 18	Comunión / Golpe de Llamas

OATH OF THE ANCIENTS: Sometimes called faerie knights, green knights, or horned knights, the paladins who make this oath they fight on the side of light in the cosmic conflict against darkness because they love beauty and life-filled things that there are in the world, not necessarily because they believe in the principles of honor, courage or justice.

Nivel 2	Impacto Enmarañador / Hablar con los Animales
Nivel 5	Rayo Lunar / Paso Brumoso
Nivel 8	Crecimiento Vegetal / Protección contra la Energía
Nivel 13	Tormenta de Hielo / Piel Pétreo
Nivel 18	Comunión con la Naturaleza

OATH OF VENGEANCE: It is a solemn promise to punish those who have committed a grave sin. When the forces of helpless villagers are badly murdered, when an entire village turns against the will of the gods, when a brotherhood of thieves it becomes too violent and powerful, when a dragon slaughters an entire village; At times like this, paladins emerge and take an Oath of Revenge to straighten out what has gone wrong. For these paladins (whom some call avengers or dark knights) their own purity is not as important as dispensing justice.

Nivel 2	Perdición / Marca del Cazador
Nivel 5	Inmovilizar Persona / Paso Brumoso
Nivel 8	Acelerar / Protección contra la Energía
Nivel 13	Destierro / Puerta Dimensional
Nivel 18	Inmovilizar Monstruo

OATH OF CONQUEST: The Oath of Conquest summons paladins who seek glory in battle and the subjugation of their enemies. For these champions, it is not enough to establish order. They must crush the forces of chaos. Sometimes called knights tyrants or those who dialogue with iron, those who take this oath congregate in shadowy orders that serve gods or philosophies of war and power well organized. Some of these paladins go so far as to relate to the powers of the Nine Hells.

Nivel 2	Armadura de Agathys / Orden Imperiosa
Nivel 5	Inmovilizar Persona / Arma Espiritual
Nivel 8	Lanzar Maldición / Miedo
Nivel 13	Marchitar / Dominar Bestia
Nivel 18	Dominar Persona / Plaga de Insectos

OATH OF TREACHERY: The Oath of Treachery is the path taken by those paladins who have reneged other oaths or who They are only interested in their own power and survival. Commonly known as black guards, these profane warriors are only devoted to themselves. themselves. Someone desperate enough to follow one of these paladins does so because, while deceptive, these paladins command great power. Those who follow them without falling prey to their betrayal hope to indulge in wanton violence and accumulate great wealth and treasure.

Nivel 2	Hechizar Persona / Retirada Expeditiva
Nivel 5	Invisibilidad / Imagen Múltiple
Nivel 8	Forma Gaseosa / Acelerar
Nivel 13	Confusión / Invisibilidad Mayor
Nivel 18	Dominar Persona / Pensamiento

ROGUE

Rogues rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem, demonstrating a resourcefulness and versatility that is the cornerstone of any successful adventuring party.



BASIC ABILITIES

Disarm device: +2 to Disarm Traps.

Light feet: Traps do not activate when in shadow mode

Steal: If you are in shadow mode and adjacent to a monster, you can use an action and roll a die. If the roll is 1-8 you fail and get exposed (your turn ends); 9-14 draw a treasure token; 15+ draws a treasure card.

Opportunistic: You have advantage on attack rolls while in shadow mode.

NORMAL ABILITIES

Surprise !: +3 to attack rolls against villains

Consummate Pro: You can open level 1 and level 2 locks without rolling.

Foul Play: When you hit an enemy who can't take actions on their turn, you deal +1 damage.

Spot Enemy: When not exploring, you can consume an action and make a roll. If it is 11+, simulate scanning on one edge of your unexplored tile. You can't see the cards.

ADVANCED ABILITIES

Shadowmaster: You can perform attacks without exiting shadow mode, but your speed is halved.

Ambush: In shadow mode, if a hero on your tile explores, you can attack monsters that move to your tile immediately before they attack (does not apply to ranged attacks). You cannot attack on your next turn.

Trap Master: When you draw or enter a tile that contains a Trap, discard the Trap.

Stealth Master: You must not resolve encounters when exploring.

BASIC CONCEPTS

MOVEMENT

Each hero has indicated on their respective sheet the number of movement points (measured in squares). Heroes will be able to move in all directions (both straight and diagonal),

Heroes will be able to cross the squares occupied by another hero moving, as if there was no obstacle. The same applies to enemies.

In case of traveling through rough terrain (water, ice, etc.) movement is difficult and the hero must spend additional movement points to get around those obstacles. In the case of movement between tiles (monsters or others) will take more turns to pass through the tile.

LINE OF SIGHT

For a hero / monster to have line of sight towards a square, it should be able to draw a straight line without interruption from any corner of your box to any corner of the target square. There will be no line vision if:

- o The imaginary line passes through the edge of a piece of board, a door or a blocked square. (occupied by another miniature or by an Obstacle), or if the line runs along the edge of a locked box.
- o The drawn line only touches the corner of a blocked square (but not through), the target square is within line of sight. There is not need to draw line of sight between adjacent squares.

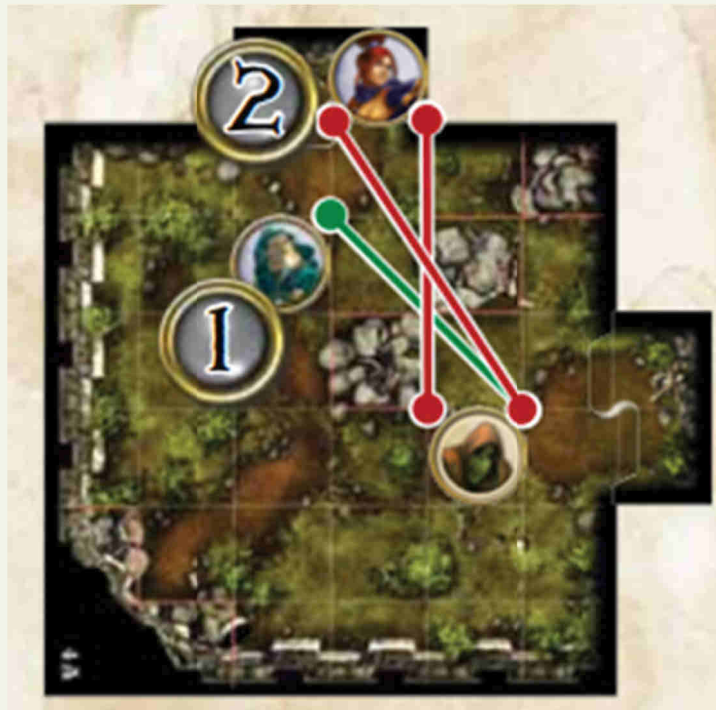
STANDING UP:

When a hero's HP is 0 at the start of his turn, will get back on his feet with a hit amount equal to his Regeneration Points, and the player must draw a card from the Injury deck.

These serious wounds allow the player to continue the adventure with a penalty, which will last until the end of the mission. Every hero can have up to two Deep Wounds. If your GP returns to 0 for third time, the hero will die.

Once a hero stands up, he will take his turn normally. If the hero is healed before the start of his turn for at least 1 Hit Point, will not be considered defeated and must not draw the Injury card.

In the event that a hero dies, the game can continue with the remaining players. The defeated player may be revived when returning town / city.



Line of sight - Example

COMBAT

The combat sequence is as follows:

Set Objective (Targeting): Determine what are the enemies that can be attacked and the Line of Sight.

Attacks: Heroes can perform Melee or Ranged attacks. The hero sheet indicates the base value and the damage.

Melee attacks can only be directed at targets located on adjacent squares. Ranged attacks can only be directed at targets in non-adjacent squares.

Distance penalty: When attacking a target that is more than one tile away from the attacker, the hero receives a -1 penalty for each additional tile.

Example: If the hero wants to attack a monster located 4 tiles away, the hero receives a -3 penalty to attack rolls.

Dice Roll: Roll 1d20, (considering modifiers). If the roll (base + 1d20) equals or exceeds the AC of the target (also consider modifiers), it takes damage equal to the number of points indicated on the hero sheet.
If the roll is less than the AC, check if there is some side effect (some monsters do base damage even if they fail, for example).

Experience: If the target's Hit Points are reduced to 0, the enemy is defeated. Place the corresponding card in the XP pile.

GOLD AND ITEMS

During the campaign, heroes will collect treasures (gold and items) that they can use to help them in their adventures, acquire items, or hire temporary allies in the towns or cities they visit.

Treasures can be obtained in several ways:

Monsters: You get gold equal to the monster's level

Villains: You get gold equivalent to your level + 1 item.

If a player kills more than one monster or villain in the same turn, the higher level target prevails.

Adventures: Players will be able to use an action to open chests, or other places indicated in each adventure.

Traps / Locks: Heroes gain experience equal to the level of the lock or the one indicated on the chest / door card.

Missions: Heroes will be rewarded upon completing side missions in the towns / cities they visit (see Mission board). The reward and XP for each mission will be indicated on the board as well.

Merchants: Heroes can buy or sell objects from merchants in town or on the road.

LOAD (BACKPACK)

Heroes will be able to carry items both in their backpack and equipped.

Up to 3 objects can be equipped at the same time, which they will not be able to reward the same characteristic. In case this happens, the higher value shall prevail.

Example: The player has armor that gives bonus AC +2, a Weapon that grants +1 to the attack rolls and a collar that grants +1 speed and +1 AC. In this case, the AC bonus will be +2.

Backpack: The hero can carry a number of items equal to its hit points.



ITEM EXCHANGE

When drawing an item card, the player can decide whether to give it to another player or not, regardless where the hero is placed.

Subsequently, items can be exchanged between heroes only if they are adjacent to each other, and the active hero spends an action to deliver a single item.

Between adventures, the heroes will be able to exchange items freely.

SEARCH ACTIONS

CHESTS

Locks: If the trunk is closed (indicated with a number on the chest token), a lockpick should be used to open it. Roll 1d20 and add the Bonus to Open Locks. Regardless the result, the lockpick is lost.

Level 1: Roll 10+

Level 2: Roll 15+

Level 3: Roll 20+

Traps: Once the chest is opened, the player must draw a Chest / Door card to determine if it has a trap, its effect, and the roll necessary to disable it. This roll will be modified by the bonus to Disable Traps.

Reward: To determine the content of the chest, the player must make a roll (1d6):

- 1 - Nothing
- 2 - 1 PO
- 3 - 2 PO
- 4 - 3 PO
- 5 - 4 PO
- 6 - Item

Level 3 chests contain an additional Item.

Break: If the hero decides to break the chest (takes an action without roll), the player must draw the chest card and roll the reward (1d6). In case there was a trap, it will be activated assuming the corresponding damage. If the reward was an item, roll 1d20. If 10+ the Item is destroyed.

DOORS

During exploration, tiles may be revealed with doors. When this happens, a closed door token must be placed. Doors block line of sight and you must use an action to open them.

Like chests, they can be closed with a mechanism and / or contain traps, applying the same rules. In case a monster is on a tile with a closed door, it will be able to open it. In that case, it will lose its activation to open the door when the tactics force the monster to go through it.

Any game effect that involves placing a monster on an unexplored edge that contains a door, it will open it, but in this case the monster will not lose its turn.

Variants:

If you want to increase or decrease the Item rate found in chests, use:

Option 1: An Item is obtained on a roll of 5-6.

Option 2: Use Wrath of Ashardalon Treasure Tokens adding or removing item tokens according to the difficulty of the adventure.

It can also be applied to the gold that monsters and villains leave behind when defeated.

PLAYER PROGRESSION

All experience gained (monsters and villains, side quests, open gates, and disable traps, among others), will always correspond to the group. Once reached the number of experience points required (see table 1), the player will be able to progress to the next level without further requirements, but you must do it in town or resting during the mission.

To ensure a uniform distribution of experience, each hero can have up to 2 levels more than the other heroes on the group. This way, your teammates will need to level up beforehand to keep moving forward.

Ex: If the wizard is level 3 and his companions are still level 1, the wizard will not be able to progress to level 4 until the rest of the heroes go up to at least level 2.

When leveling up, the player recovers all HP, removes all states that affect (including Injuries) you and you can reuse your unique skill and items that are used only once per adventure.

On the other hand, you will get skill points, which can be used to increase your basic stats (CA, PG, PM), skills (Ranged and melee attacks, lock picks and disarm traps), and Resistances (poison, fire, cold and will).

The HP for the "Standing" will always be half of the normal HP. In case that the HP points are odd, it is rounded down.

You can also increase the damage of your attacks, but you must use 2 skill points.

According to the level reached you can obtain a new skill, that you will have to choose from among those that correspond to your class.

In the case of Classes that have lists of spells (Druid, Mage, Bard, Cleric, Paladin and Explorer), upon ascending to Level 2 (Level 4 in the case of the ranger and the Paladin) will have 2 spaces to memorize spells. Upon reaching an even level, they will unlock new spells.

Level	XP	Points	Extras
2	5	2	
3	10	1	
4	15	1	Basic ability
5	20	2	
6	25	1	
7	30	1	
8	35	1	
9	40	1	
10	45	1d4+1	
11	50	1	Normal Ability
12	55	1	
13	60	1	
14	65	1	
15	70	2	
16	75	1	Advanced Ability
17	80	1	
18	85	1	
19	90	1	
20	100	1d4+1	

Table 1 - Player Progression



PLAYER TURN SUMMARY

A) HERO PHASE

Status: Resolve all the effects that weigh on the hero at the start of your turn (eg Poison). Then you can roll for resistance (if applicable).

Free action: The player has a free action to exchange an equipped item for one that is found in the backpack, or to drink a potion.

Normal Actions: Each hero can perform 2 actions per turn in the order you prefer. You are not required to use both. (move, attack, Open / close doors, Search, Grab objects, Short break *).

Short break: Once per adventure, the company may rest to recover 1d6 HP lost and eliminate conditions (the skills used and the injuries do not reestablish).

In order to rest there must be no enemies at stake, and an encounter roll must be made (10+ succeeds). If the roll fails, the break is interrupted and heroes won't recover HP. They must draw a card from the exploration encounter deck and solve it. You can go back to Rest after resolving the encounter or later.

B) EXPLORATION PHASE

Upon reaching an open edge of a tile, the player will have the option to explore or not. In case of doing so, You must have at least 1 Speed Point available.

First, you will need to draw a tile from the tile stack and place it next to the unexplored edge where the hero is and then move to an adjacent square of the new tile spending 1 Speed point.

The tile should be laid with the arrow facing the hero. In the case of tiles without an arrow, the player may choose which edge to connect, as long as the resulting map is valid. If the new tile cannot be attached, the player will place it at the end of the tile stack and take another one.

After laying the new tile, if the tile has a black triangle or a bone symbol, you must roll a die (1d20) to determine the number of monsters to place.

When drawing tiles with a white arrow or without symbol, player doesn't have to place a monster.

ROLL	ENEMIES
1-3	4
4-6	3
7-12	2
13-18	1
19-20	0

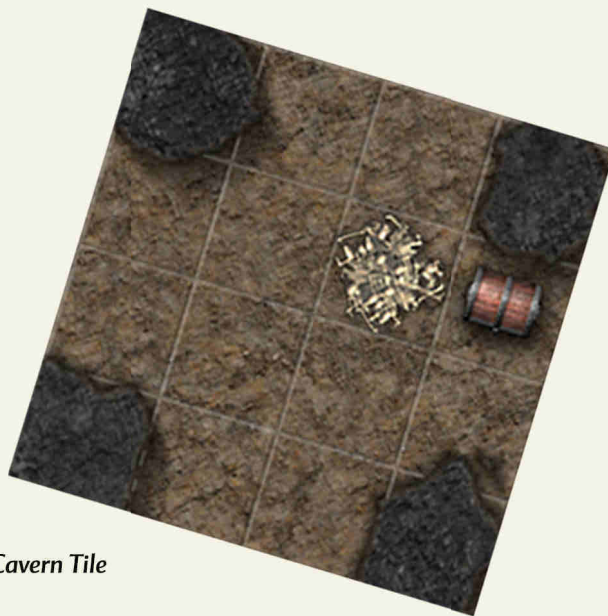
Draw from the monster deck the amount of cards indicated in the table above and place them on the tile(s). If any of the monsters to be placed is Level 3 or higher, place a chest randomly on the tile.

Duplicated Monsters: In no case may the players have under their control 2 identical monsters. If this happens, pass the duplicate to the player on your left, until you find one that does not have that monster. If everyone has a copy, it is discarded.

Initiative: Once the enemies have been placed, you must make an initiative roll for each side. If the hero wins, you can continue your turn using the remaining actions you have, and the enemies you've placed will not activate on their first turn. Otherwise, the active hero's turn ends, passing to the encounter phase and villains.

The hero's roll will be modified by his bonus to Dexterity / Disarm traps. In the case of monsters, the roll is modified by the monster with the highest level.

If there are no monsters on the new tile, the hero must immediately resolve an exploration encounter upon entering it. Once resolved, you can continue your turn, if possible. The hero can spend 5 XP to dismiss the Encounter.



Cavern Tile

COMBAT ENCOUNTERS, MONSTERS AND VILLAINS PHASE

Combat encounters: In case the hero ends its turn on a tile that has at least one monster or villain, must resolve a Combat Encounter. Unlike Exploration encounters, these encounters can't be canceled with XP.

Villains: After the encounters are resolved, player has to activate all characters under its control, in the following order:

- o Allies
- o Traps
- or Villains
- or Monsters

In the case of monsters, duplicates, will be activated at the same time. For example, if Player A must activate a Wolf, and Player B also has one, both are activated.

HISTORY MODE

TOWN OR CITY

As players progress through the campaign, they will use various towns and / or cities as a base, and they will be able to perform a series of actions before continuing to the next adventure, as long as they are available.

Rest: They can rest in the tavern to fully regain your HP and other features (Injuries, etc). Each town has its price.

Buy / sell items: players can visit the merchants place to buy or sell items. Every town or city will determine the list of available items and their price.

Revive fallen heroes: Those heroes who have been killed or seriously injured during adventures visiting the healer or clergyman of the place. The cost to revive it will be 5 gold pieces for each level of the hero to be resurrected. Injuries cost 5 gold pieces to cure them too.

Side missions: The company will be able to embark on side missions to collect experience and gold, which will be available on the bulletin board of the place. The amount will vary depending on the time and the size of the town.

Hire allies: Mercenaries can be hired in the Tavern or Adventurer's Guild (1 per adventure)

History map

After leaving town, the heroes will have to hit the road that will take them to their next adventure. The campaign map will specify the number of days it will take to arrive to your new destination.

The group must resolve 1 encounter per day. Every hero must (in turn) draw a card from the Adventure deck and resolve the encounter. Players will decide who starts.

If the road event drawn involves a battle, the monsters will be spread out to be controlled by the players, starting with the one with the lowest CA.

ANNEX 1 - STATES

Advantage: On your next attack, roll the die 2 times and use the highest result.

Disadvantage: On your next attack, roll the die 2 times and use the lowest result.

Immobilized: The target cannot perform actions on its next turn.

Frozen: The target is Immobilized. If you hit, on a roll of 18+, the target is immediately killed.

Slowed: The target reduces its speed to 2 on its next turn.

Poisoned / Burned: Target loses -1 Hits / turn until that the affected person rolls a 10+.

Dazed: The target cannot perform actions, but can defend yourself normally.

Stunned: The Target is unable to perform any actions, and is AC.

Blinded: The target's base attack and MP are reduced to half.

Scared: You are immobilized for a turn. You have -4 to attack on the source of fear.

Weakened: Target takes a -1 damage penalty for a turn.

Enchanted: Target becomes a monster / hero plus. At the beginning of each turn, make a Roll. If you get 10+ cease to be enchanted.

Silenced: The target cannot use spells or unique attacks.