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CONTENTS



4 MINI-FIGURES



4 20-SIDED HERO DICE



BOSS STAND



4 BOSS TILES



DAMAGE CLIP



10-SIDED DUNGEON MASTER DIE



20 HERO TILES (5 PER CHARACTER)



PLASTIC DECK HOLDER



4 HEALTH TRACKERS



24 GOLD



ITEM DECK
(12 CARDS)



4 GATEKEEPER DECKS
(3 CARDS EACH)



8 BACKPACK CARDS



4 REFERENCE CARDS

4 ADVENTURE DECKS
(24 CARDS EACH)



4 DUNGEON BOARDS

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WELCOME TO ADVENTURE BEGINS

You and your party of heroes are on a journey through the lands of Neverwinter. You'll work together to overcome challenges, battle monsters, and defeat the Boss monster that's terrorizing the realm. Step forward, brave heroes: adventure awaits.

THE FIRST TIME YOU PLAY

1. Pop out all the gold tokens, Boss tiles, dungeon boards, and character tiles from the cardboard part sheet.

2. Clip the plastic arrows to the health trackers and set them to 10..



3. Sort the **adventure**, **gatekeeper**, **backpack**, and **item** cards into their decks and shuffle each deck.

There should be:

4 adventure card decks (24 cards each):

- Gauntlgrym
- Mount Hotenow
- Neverwinter Wood
- Neverwinter

4 gatekeeper card decks (3 cards each):

- beholder
- fire giant
- green dragon
- kraken

1 backpack card deck (8 cards)

1 item card deck (12 cards)

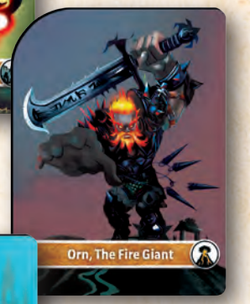
NOTE: Try to keep the play space as clear as possible. After you've chosen your journey and characters during setup, place all unused cards and game components in the box until they are needed.

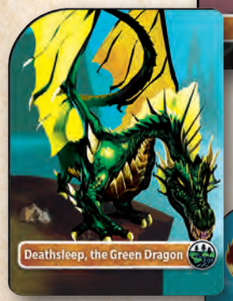
SET IT UP

1. Choose Your Journey.

There are four Boss monsters with unique storylines to play through. Read each story, then decide as a group which Boss your party will fight at the end of the game.









Felbris (beholder)

Location: **Gauntlgrym**

Felbris, a beholder of great power, has invaded Gauntlgrym and claimed it from the dwarves as its own. Soon after it arrived, it fell into a deep sleep filled with nightmares. As Felbris dreams, its alien mind warps reality, changing the city it's invaded and making it impossible for the citizens to return. Stop it before the whole city unravels!

Orn (fire giant)

Location: **Mount Hotenow**

The fire giant Orn has taken control of Mount Hotenow to harness the incredible power of the magma river at the mountain's heart. He set out to forge a dragon-slaying weapon the power of which the world has never known, but in the process caused the mountain to start spewing dangerous lava on the lands around it. You must stop him before the volcano erupts!

Deathsleep (green dragon)

Location: **Neverwinter Wood**

The evil dragon Deathsleep lives deep in the woods outside of Neverwinter, breathing noxious fumes into the once-beautiful forest. He's positioned his lair near a road so he can surprise travelers and traders passing through. He steals their treasure and turns them into a tasty snack. Destroy him before he ruins the forest for good and catches more innocent passersby in his snares!

The Kraken

Location: **Neverwinter**

A cult in Neverwinter divined that a kraken was nearby and beckoned it thinking to strike a deal. But since the kraken began approaching from several leagues away, Neverwinter's seen darkness, storms, poisoned water, and disappearing ships. Get to the harbor before the kraken arrives, and be prepared to fight. You must save the city!

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SET IT UP

2. Assemble The Board

1

Once you've chosen your journey, insert the Boss tile into the black boss stand and place it on its matching dungeon board at one end of the table. It should sit on the gatekeeper space on the last space of the board.



2

Connect the three remaining dungeon boards in any order, then attach them to the Boss's dungeon board.





3

Order your chosen Boss's three gatekeeper cards by number. (You won't need the other Bosses' gatekeeper cards this game.)

Place the gatekeeper card labeled **1** image-side up on the table beside the first dungeon board's gatekeeper space. Place the **2** gatekeeper card beside the second board's gatekeeper space, and the **3** card beside the third board's gatekeeper space.



4

Each dungeon board comes with a unique adventure deck. Shuffle and load the icon-matched adventure deck for the first dungeon board into the deck holder.



5

Place the 10-sided (black) DM die and damage clip for the monster cards in the top of the deck holder. Put the deck holder in front of the oldest player to start.



6

Shuffle the item card deck and place it to the side of play. Place the gold tokens in a pile beside them. You'll collect gold throughout the game.

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SET IT UP

3. Choose your hero.

Each member of your party will play as a different hero. Once you've each chosen your hero, take their five tiles.

You each:

1. Place a plastic health tracker in front of you and make sure the health points are set to 10.
2. Create your hero's character:
   - Choose one side of your hero tile.
   - Choose one side of one of your two personality tiles. Each of the four sides are unique and feature a different ability. All abilities have different effects and advantages.
   - Choose one of your two combat tiles and start on Level 1.
3. Slot those three tiles into your health tracker facing you and then put the rest back in the box.
4. Place your chosen hero's color-matched mini-figure on the first space of the first dungeon board.
5. Take a color-matched 20-sided die and a reference card.

Hero tile

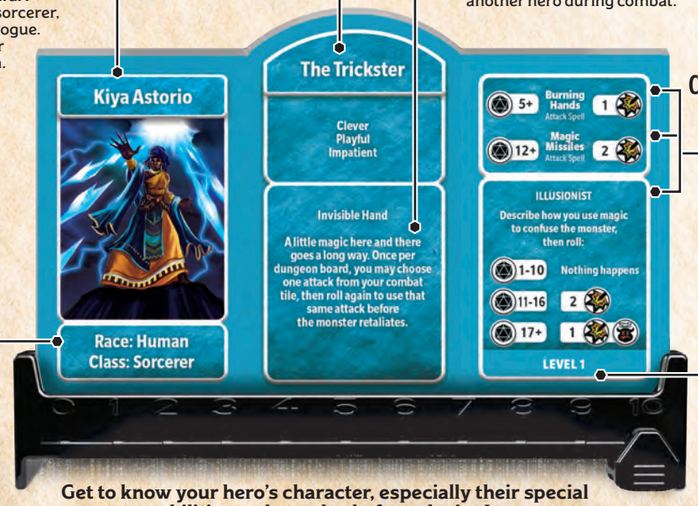
- **Hero name**
- **Race and class:** You'll play as an elf bard, a dwarf fighter, a human sorcerer, or a dragonborn rogue. See back cover for more information.

Personality tile

- **Personality type:** This helps you understand your hero's background.
- **Special ability:** Once per dungeon board, you may use this to gain an advantage or help another hero during combat.

Combat tile

- **Attack:** These include weapons, spells, and moves you may use during combat, as well as creative attacks, which let you decide how you'll fight a monster. All attacks are specific to your hero's race and class.
- **Level:** You begin the game on Level 1, but you'll be able to level up later.



Get to know your hero's character, especially their special abilities and attacks, before playing!

4. Choose your backpack



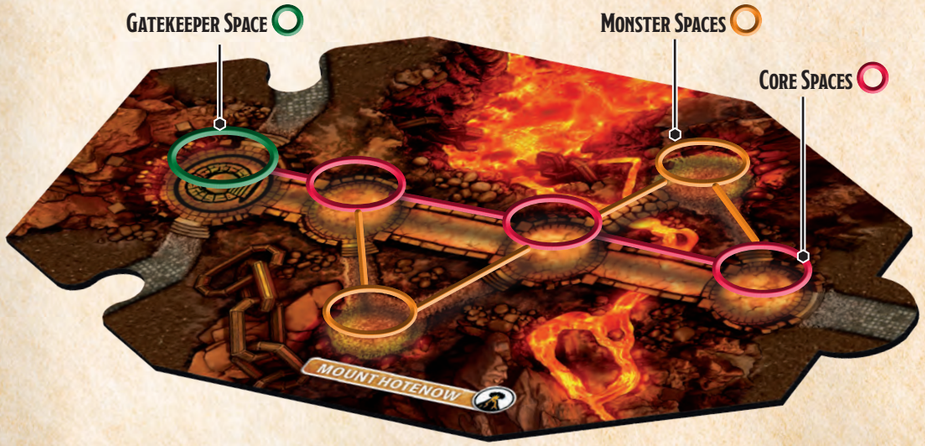
Choose one backpack card that sparks your imagination and keep it next to your health tracker. Any hero can choose any backpack. They're meant to provide inspiration during the game if you need help coming up with a plan or attacking a monster creatively when a special ability calls for it.

PLAY

Your party of heroes will travel through the dungeon boards of Neverwinter completing adventures and battling monsters on your way to defeating the Boss.

Each dungeon board is made up of **core spaces**, **monster spaces**, and one **gatekeeper space**.

The party will move along the core path together, starting on the first core space. Throughout the game, heroes can choose to split from the party and move to monster spaces. Whenever that happens, the rest of the party must wait for them—**the entire party must play through core spaces and gatekeeper spaces together.**



The role of **Dungeon Master (DM)**, the game's storyteller, rotates each move. The DM narrates a space's adventures and battles and acts as a referee when necessary. The oldest player starts as DM. After that, the role of DM moves clockwise.

Now, it's time to play like a hero.

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PLAYING THROUGH A DUNGEON BOARD

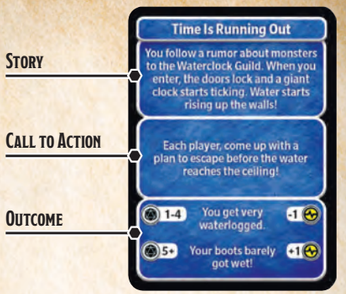
1. When you begin a core space, a new DM draws an adventure card and places it in the deck holder so that the artwork is facing the other players. Only the DM should be able to see the text on the back of the card.
2. The DM reads the story text at the top of the card to the party.
   - **If the card has a scenario**, all players, including the DM unless otherwise stated, follow the instructions in the call to action. If the card calls for the DM to roll for the outcome, they should use the 10-sided die.
   - **If the card is a monster**, players will battle it using their 20-sided die. See COMBAT (page 12) for more info on battling monsters.
3. Once you've completed the call to action or combat, the DM reads the outcome portion of the card and executes the given outcome. The DM then discards the card at the bottom of the deck.
4. Now each hero in the party moves their mini-figure forward.
   - **If all heroes stayed on the core path**, repeat the steps in this section.
   - **If any heroes move to a monster space**, heroes who moved to the next core space must stop and wait for them. A new DM finds and draws the **next monster card in the adventure deck** and places it in the deck holder. Heroes on the monster space must defeat that monster then rejoin the party on the core path. The party then plays through the next core space together, repeating the steps in this section.

NOTE: If not all players moved to the monster space, the role of the DM rotates to the next player who is not on that space. After, the role of DM rotates as normal.

- **If your party has reached a gatekeeper space, see GATEKEEPER SPACES (page 11).**



SCENARIO CARD



STORY

CALL TO ACTION

OUTCOME



MONSTER CARD



STORY

OUTCOME

When moving your mini-figures, remember: Staying on the core path is the quickest, safest route to the end of the dungeon board. Heroes who move onto **monster spaces** risk losing HP in combat, but have the chance to earn extra gold!

GATEKEEPER SPACES

These spaces play just like core spaces, except you'll play through a GATEKEEPER CARD instead of an adventure card. Each gatekeeper card presents a malicious obstacle sent by the boss you'll face at the end of the game.

1. When the party reaches the last space of a dungeon board (the gatekeeper space), the deck holder passes clockwise, but the DM doesn't draw a card. Instead, the DM takes the gatekeeper card you placed beside that space during setup.
2. **Play through the scenario or battle the monster** on the gatekeeper card to finish the board and move to the next dungeon board.
3. When you start a new dungeon board, take the current adventure deck out of the deck holder and replace it with the corresponding adventure deck for your new board.



HEALTH

Throughout the game, heroes will lose and have opportunities to restore HP.

- Certain adventure and gatekeeper cards cause heroes to lose HP, while some restore HP.
- During combat, heroes lose HP when they take damage from monsters.
- Some heroes' special abilities (located on their personality tiles) allow them to restore their own and/or other heroes' HP. These can be used during combat. See COMBAT (page 12) for more info.
- When a hero levels up, it resets their HP to 10. See GOLD (page 14) for more info.
- **If a hero's HP drops to 0, they die**, but they may choose to trade in all their gold to revive themselves and continue playing. See GOLD (page 14) for more info.



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COMBAT

Combat takes place whenever your party encounters a monster.

Heroes participating in combat take turns, in a clockwise order, attacking the monster. For each hero attack, the monster attacks back.

A hero's attack is successful when they declare an attack and roll the number listed on their combat tile or higher.

This causes damage to the monster and lowers its HP. The monster is defeated when its HP reaches 0.

A monster's attack is successful when its die roll inflicts damage to the attacking hero. The hero's HP decreases by the amount listed on the monster card for that die roll.

The DM always plays as the monster. But if the DM is engaging in combat too, **they play as a hero as well as the monster.**

ORDER OF COMBAT

1. The DM places the monster card in the deck holder, with the artwork facing the other players, and places the damage clip at the monster's max HP. **If the monster card lists any strengths or weaknesses**, the DM reads those to the party.
2. If more than one hero is engaging in combat, each participating hero rolls their 20-sided die to see who attacks first. This includes the DM if they are also on that space.
3. The hero with the highest roll **declares the attack OR special ability** they wish to use.



The damage clip slides down as the monster loses HP.

Strengths and weaknesses are uncommon, but can change the balance of combat.

The monster does not have to declare its attacks. Instead, the DM's die roll determines what attack the monster will use and how much damage the attack causes.

When the monster has been defeated, all players on that space collect a reward.

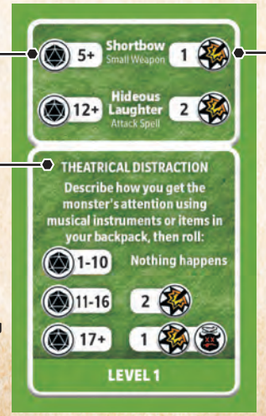
If the hero wishes to declare an attack, they must choose one. A hero's combat tile has **three** attacks they may choose from. An attack may be a **weapon**, a **spell**, a **move**, or a **creative attack**, which lets the hero decide how they'll fight the monster. All attacks cause damage. Creative attacks work on a scale—what the hero rolls determines *how successful* the attack is.

Next to each type of attack listed on the combat tile, you'll see the number required for that attack to be successful. The hero declares their attack, then rolls their 20-sided die.

If the hero rolls that number or higher, their attack is successful! The monster takes the listed damage for that attack.

If the hero rolls lower than the required number, their attack misses and the monster does not take any damage.

COMBAT TILE (TYPES OF ATTACKS)



The number in the die symbol tells you how high you have to roll to complete that attack.

A creative attack lets you describe how you want to fight the monster. If you roll high enough, you may earn gold or stun the monster in addition to inflicting damage. See the icon key (page 15) for more info.

These icons and the numbers beside them indicate how much damage a successful attack inflicts on a monster.

NOTE: Any time a hero rolls a 20 when attacking, they can add +1 damage to their attack!

If a hero's attack stuns the monster, the monster won't be able to attack back. In that case, skip Step 4.

If the hero wishes to declare a special ability:
A hero's unique special ability is located on their personality tile. After declaring the ability, the hero follows the instructions listed. A hero may only use their special ability once per dungeon board.

4. The monster attacks the hero who just attacked it. The monster does not have to declare their attack. The DM rolls for the monster using the black 10-sided die, then tells the hero how many HP, if any, the hero loses.
5. Combat then moves to the next hero in clockwise order and repeats steps 3 and 4 until the monster's HP reaches 0—then it's defeated! Remember, if the DM is engaging in combat, they play as a hero as well as the monster. The hero who delivered the final blow must **describe how they defeated the monster**. The DM distributes the gold or items listed on the bottom of the monster card to **all the players on that space**. See GOLD (page 14).



PERSONALITY TILE



Special Ability

use 1x per dungeon board



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REWARDS

GOLD



Gold is earned through both combat and certain adventure cards. It can be used for several purposes:

Purchasing Items
In addition to earning items through combat, once you've collected 3 gold, you can purchase an item. You may purchase items at any time except when you are participating in combat. To do so, return 3 gold to the pile, then draw three item cards and choose one. Shuffle the cards you did not choose back into the item deck.

Leveling Up
Once you've collected 5 gold, you can level up. You may level up at any time **except when you are participating in combat**. To do so, return 5 gold to the pile and flip your combat tile to the side labeled "Level 2." Reset your HP to 10. You now have new and stronger attacks.

Defying Death
If at any point your HP falls to 0, you are dead. You must trade in all your gold to regain 5 HP and continue play. If you don't have any gold, any other hero may donate one piece of gold to save you.

If you die during combat, you must sit out for the remainder of that monster card. You do not receive any gold or item cards for defeating the monster. You can use gold to revive yourself **once combat is over,** then rejoin your companions on the next core space.

USING ITEMS

Item cards can be used during combat to increase a hero's damage or block a monster's attacks, but they have limitations.

- An item card can only be used **once per dungeon board**. After a hero has used an item card, they must flip the card over. They can flip it back when the party reaches the next dungeon board.
- A hero may use multiple item cards during combat, but they may use only **one item card each time they attack or are attacked**.
- Item cards that increase damage can only be added on to successful attacks.



ITEM CARD BACK



ITEM CARD FRONT

The Giver Rule

Heroes may give any items or gold to another hero at any time during the game for any reason. Heroes are not able to give HP, unless specified by a special ability on their personality tile.

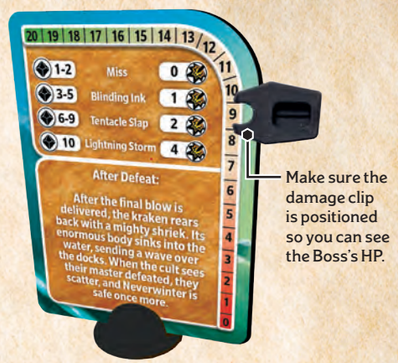
WINNING THE GAME

Once you've reached the last space of the last dungeon board, it's time to defeat the boss!

On the back of your Boss tile are an attack set and an HP tracker. **The DM plays as the Boss** just as DMs play as monsters throughout the game. The DM clips the damage tracker to the Boss tile at its max HP.

Heroes take turns (clockwise) battling the boss following the same steps laid out in ORDER OF COMBAT. **Once you've defeated the boss, you win the game!** The player who dealt the final blow describes how they defeated the boss and reads the winning story text on the back of the Boss tile.

Congrats! The day is won and victory is yours!



Make sure the damage clip is positioned so you can see the Boss's HP.

ICON KEY



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CHARACTER REFERENCE

RACES

D&D® heroes come from widely varying backgrounds: sturdy, practical dwarves, high-minded elves, fierce dragonborn, trouble-making humans, and others united in seeking glory.

ELF:
Elves value freedom and self-expression. They're long lived and a little wild, like the forests they often inhabit.

DWARF:
Dwarves put down deep roots in their mountains, honoring the traditions and gods of their ancestors. They love treasure, possess a sturdy constitution, and occasionally hold a grudge.

DRAGONBORN:
Dragonborn are fierce fighters who are proud of their draconic ancestry and rich culture. Clan means everything to them and they tend towards perfectionism.

HUMAN:
Humans are best known for their adaptability and variety. They build long lasting institutions to offset their own short lives, admire ambition and skill, and hail from every corner of the world.



CLASSES

Your class is the primary definition of what your character can do in the extraordinary magical landscape of Dungeons & Dragons®. A class is more than a profession; it is your character's calling.

BARDS: Bards are wanderers by nature. They bring music and magic together to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds.

FIGHTERS: Fighters are combat specialists that have trained with every style of weapon available. Their skills are in high demand among adventurers and mercenaries alike.

ROGUES: Stealthy, deceptive, and often morally gray, rogues come with a variety of useful skills that other classes might be above learning.

SORCERERS: Sorcerers often don't know the source of their arcane powers, just that they must use them. They are powerful, intuitive, and possessed of uniquely flexible magic.

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