

WINTER WOLF



FROST SALAMANDER



GOBLIN MARAUDER



WHITE DRAGON



SKRAETHOR



WINTER GOBLIN



WINTER GNOLL



WINTER OGRE



USE FIGURES FROM MAIN GAME

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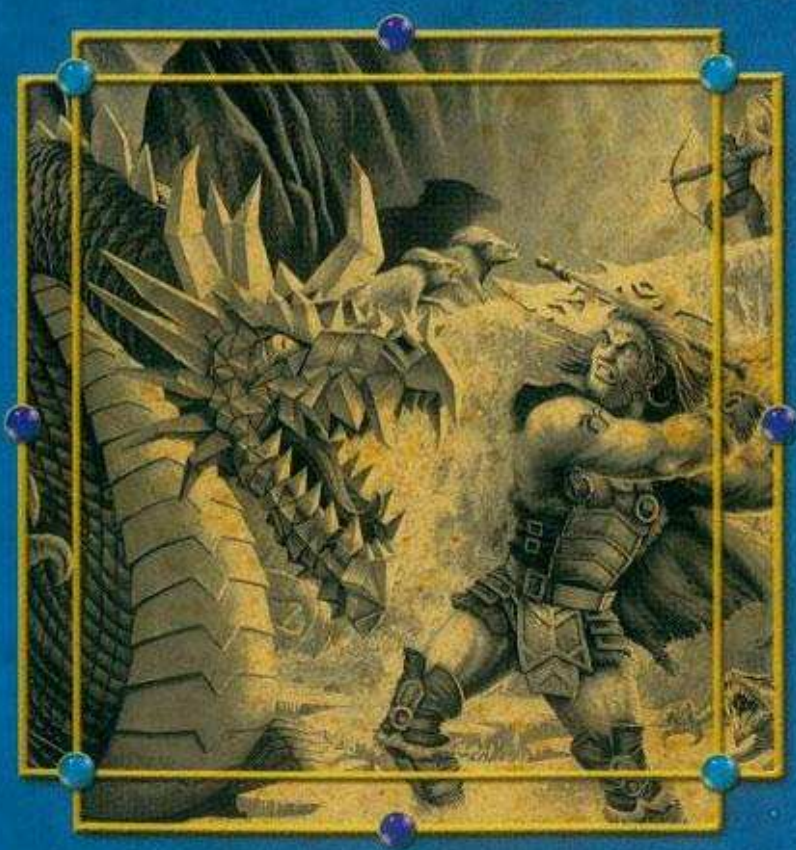
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DUNGEONS DRAGONS

THE FANTASY ADVENTURE
BOARD GAME



ETERNAL WINTER EXPANSION SET

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CONTENTS:

2 double-sided gameboards, 1 Barbarian Hero figure, 8 monster figures (including 1 large Dragon figure), 1 tower, 4 double door tokens, 1 Hero token, 2 passageway tokens, 26 item cards, 24 monster cards, 1 reminder card, 1 Hero board, 1 die and Adventure book.

It is the height of summer and yet a bitter chill hangs in the air. Farmers talk of stunted crops and fear of winter famine spreads across the land.

A fearsome White Dragon, Skraethor, has cursed the land of Rallion. With every beat of his heart, warmth is sapped from the earth, creating a barren and icy wasteland where only evil can prosper. Serving Skraethor are bands of vile monsters who roam the land as the cold creeps across it, leaving destruction and death in their wake.

The Heroes resolve to seek out Skraethor and drive back the Eternal Winter.

Can they defeat the fiendish army of monsters and triumph over Skraethor, or will Rallion and its people suffer his malicious cruelty for ever more?

In the shelter of trees in the southern fens, they discover a Barbarian lying badly wounded. There he had lain for twelve nights, kept alive through sheer determination, but as he grew weaker, wolves were closing in. Death seemed inevitable, but now Fate has brought the Heroes to him...

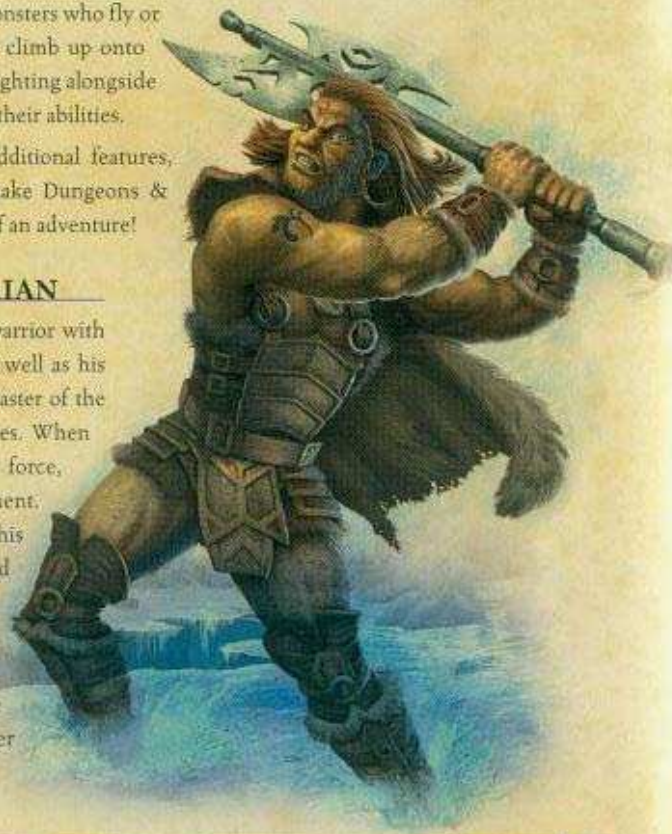
1. ETERNAL WINTER EXPANSION – NEW RULES

The extension game is played in the same way as the original Fantasy Adventure Board Game. However, there are some new rules you will encounter in the wastelands of the Eternal Winter, as well as terrain that affects movement, double doors and monsters who fly or roam the land freely. The Heroes can climb up onto towers and, with the raging Barbarian fighting alongside them, they have an extra dimension to their abilities.

The following section explains the additional features, new gameplay and extra rules that make Dungeons & Dragons – Eternal Winter even more of an adventure!

MORKAHN THE BARBARIAN

Morkahn is an immensely powerful warrior with combat flowing through his veins. As well as his skill and discipline in battle, he is a master of the wild, especially agile in wintry climates. When enraged, he fights with devastating force, making him a truly formidable opponent. Despite the power of his rage and his warrior nature, he is humble, loyal and good, driven on by his determination to protect those he considers friends. A valiant Hero, Morkahn is willing to fight to the death, using the last ounce of his strength in a rage attack to conquer his opponent.



BASIC ITEMS

As all the Adventures in the Eternal Winter take place on Level 3, Morkahn begins with the following basic items:

LEVEL 3

- Barbarian Battleaxe
- The Ascender

SPECIAL ACTIONS:

- Add 1 to attack score rolled in all Melee attacks.
- Rage – an extra Melee attack that ignores the monster's Armour Class. Does not use an action, but must take place during the Barbarian's turn. Costs 4 Hit Points at the end of his turn.
- Full movement of 5 squares on any terrain – not slowed by snow.

ROAMING MONSTERS



Dungeons & Dragons – Eternal Winter contains a new class of monsters called roaming monsters. These creatures roam the wastelands of the Eternal Winter, thirsty for battle and hunting for someone – anyone! – to attack.

The roaming monsters for each Adventure are specified on its Adventure Layout. The Dungeon Master (DM) should separate the relevant cards from the other monster cards and place them face down next to the gameboard to form the roaming monster deck.

At the start of each turn, the DM can attempt to bring in a roaming monster, as long as at least one of the Heroes is outside (not in a room).


TO ENTER A ROAMING MONSTER:



1. Roll the Special Die from the original board game.
2. If you roll a  a new monster appears in the wasteland. Turn over the top card from the roaming monster deck and bring the card into play as normal.
3. Place the matching monster figure on, or as close as possible to, the entry space  indicated on the Adventure Layout.

The monster can be used immediately.


4. If you roll a blank or there are no Heroes outside at the start of the DM's turn, no roaming monster can enter the game on that turn.

Some Adventures begin with a number of roaming monsters already on the loose. The Adventure Layout will tell you how many there are. Shuffle the roaming monster deck and turn over the number of cards indicated. Place them on or as close as possible to the entry space. 

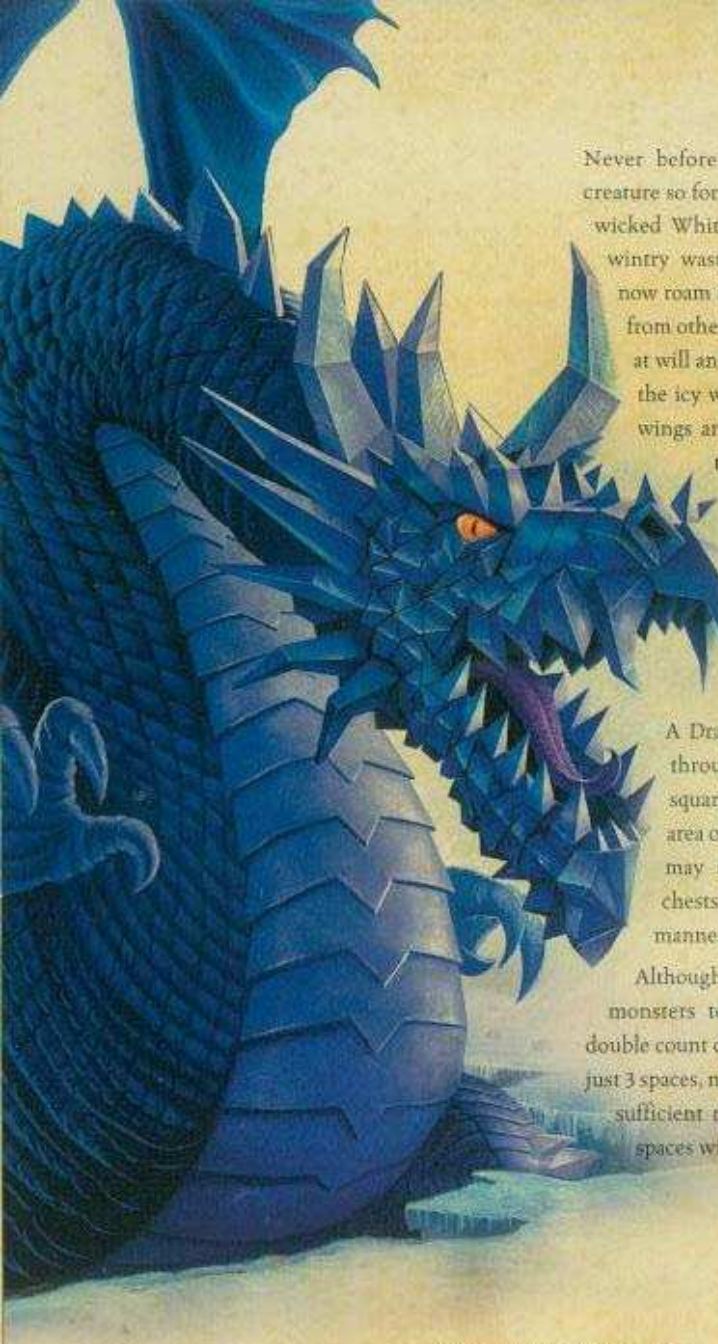
Once a roaming monster has been introduced into the game, it acts like a normal monster on all subsequent turns. When a roaming monster is defeated, place the card face up next to the board to form a discard pile. If, during the game, you run out of cards in the roaming monster deck, shuffle the roaming monster discard pile and place it face down to form a new deck. However, if all roaming monsters are in play, no more can be brought into the game until one is defeated.

Note: keep roaming monsters separate from the main monster deck at all times. When you have monster cards laid out in front of you, keep the roaming monsters on the left-hand side and main monsters on the right.

WINTER MONSTERS

Some monsters have adapted well to the harsh climate of the wastelands of the Eternal Winter and have formed winter tribes. These monsters are referred to as 'winter monsters' and have a  symbol on their icons. For Winter Ogres, Winter Goblins and Winter Gnolls, use the figures from the original board game.

Some Weapons, Spells and Special Items are particularly effective against winter monsters.



DRAGONS

Never before have the Heroes had to face a creature so formidable as a Dragon! Skraethor, the wicked White Dragon, has turned Rallion to a wintry wasteland, where his evil dragon kin now roam free. Too mighty to be under threat from other creatures, they plunder and pillage at will and kill for sheer pleasure. At home in the icy wasteland, they spread their massive wings and fly far and free. Although huge, these creatures can give chase and follow the Heroes inside, but they are far less graceful on the ground, where they find their movement cramped.

DRAGON MOVEMENT

A Dragon may only enter rooms or pass through doors which are at least two squares wide. A Dragon requires a square area of 2 spaces by 2 spaces to move in and may not pass through pillars, trees or chests. It can move over traps, in the same manner as all monsters.

Although they need double the area of other monsters to move, Dragons do not move a double count of spaces. For example, a move of 3 is just 3 spaces, not 6, although the Dragon must have sufficient room to move through each of the spaces with its 2 by 2 area.

BREATH ATTACK

Dragons have a powerful Breath Attack, which blasts a stream of icy breath two spaces wide and an unlimited number of spaces forward. It may be directed in a straight line emanating from the Dragon in any one of the four directions (but not diagonally) and ignores a Hero's Armour Class.



Dragon's Breath Attack passes through the monster and hits both Lidda and Morkahn, behind her. Mialec is safe behind the pillar.

The Dragon's icy breath is so powerful that Heroes standing one in front of the other for protection will all be injured by its attack. However, such attacks can be blocked by solid objects such as walls, towers or trees. The Dragon's breath passes through monsters, but does not affect them. Any defensive Item or Spell which protects from Ranged Attacks will also protect from Breath Attacks.

OTHER MONSTER ATTACKS

WINTER WOLF

Winter Wolves have a Breath Attack similar to a Dragon's. With a range of 3 spaces and a width of a single space, the Winter Wolf's Breath Attack can be directed straight forward in one of the four directions, but never diagonally. It ignores a Hero's Armour Class, as the Dragon's does, but can only injure the nearest Hero if two or more are standing in a line. Any defensive Item or Spell which protects from Ranged Attacks will also protect from Breath Attacks.



Winter Wolf 1's Breath Attack hits Lidda, and she acts as a shield for Morkahn. Mialec is out of range of Winter Wolf 2's Breath Attack.

FROST SALAMANDER

As well as the ability to rip their prey apart with powerful claws and teeth, Frost Salamanders can use a Cold Aura Attack, which ignores a Hero's Armour Class and affects 2 spaces all around them, as shown. Any defensive Item or Spell which protects from Ranged Attacks will also protect from Cold Aura Attacks.

Unlike all other attacks, Cold Aura is effective through walls and other solid objects.



Morkahn is hit by the Cold Aura Attack through the wall. Lidda is out of range.

TOWERS

On their journey, the Heroes will come across a number of towers. On them, there could be untold treasures to be discovered, or mortal danger in the shape of a monster or Dragon.

You can move up on to the tovertop or down to ground level. The tower is an obstacle in its own right on ground level and line-of-sight rules apply to it i.e. Heroes and monsters can hide behind it like a tree or pillar.

A tovertop is never a 'room' in its own right. Whenever an area of the gameboard contains a tower, the DM should reveal all the chests or monsters shown on top of it as soon as that gameboard area is revealed. Traps in any area must stay hidden until discovered by the Heroes.

The area of gameboard covered by the tower cannot be accessed.

LINE OF SIGHT ON A TOWER

The usual rules for line of sight apply to towers. A character on top of a tower can fire at a target on the ground as if they were on the same level or fire up to the tovertop level when they are on the ground. This means that trees, pillars and walls can still block line of sight and be used as effective shelters.

You must be outside to fire a ranged weapon at a target on the tovertop – you cannot fire at the tovertop from inside rooms.

Exception to Line of Sight Rules: on ground level, there is a path a single square wide around the base of the tower which cannot be attacked from above. Similarly, you cannot attack at a target on the tovertop when standing on one of these 'safe' spaces.



'Safe' spaces at the base of a tower.

SCALING A TOWER

There are two ways of scaling a tower: climbing or flying. To climb up onto a tower, you must be standing on one of the 'safe' squares directly beneath it, and you must stand on one of the edge squares in order to climb down again.

When flying, you can move from any space on one level to any space on another. (see 'Flying' section).

ATTACKING FROM DIFFERENT LEVELS

If attacked from below while standing on a tower, any monster or Hero will add 1 point to their Armour Class as they are more difficult to attack in this instance.

FLYING

Monsters or Heroes with the ability to fly, or an Item enabling flight, are able to move from ground level onto the tovertop and back.

In most cases you must roll the Flight die in order to do this. Rolling the Flight die uses up one action.



There are three possible outcomes from rolling the Flight die and you **must** carry out whichever one you roll, if it is possible:



ASCEND

Fly up from anywhere on ground level to any free square on the tovertop. You may not attack whilst in flight. If you are already on the tower and the Flight die tells you to fly up, you cannot move your Hero or monster.



DESCEND

Fly down to any ground level space from anywhere on the tovertop. You may not attack whilst in flight. If you are already on ground level and the Flight die tells you to fly down, you cannot move your Hero or monster.



FLY

Fly and land anywhere on the same level. You may not attack whilst in flight.

Using the Flight die counts as a movement action, so you can attempt to fly a maximum of two times on each turn. Heroes and monsters move as normal if they do not wish to fly.

Flight is possible only outdoors. Even flying monsters such as Dragons can move only on foot when indoors. The top of a tower is considered an outdoor space.

MOVEMENT ON SNOW

Snow underfoot makes moving difficult for all Heroes except the Barbarian. Their movement is reduced by 1 for each turn they begin on snow. If they start on another surface and then move onto snow they can take their full movement quota.

Only spaces fully covered in snow or ice are snow spaces.



PASSAGEWAYS



In certain Adventures, this symbol will indicate that there is a passageway leading from one part of the gameboard to another. Passageways are similar to doors, although they do not change the initiative.

Moving between one end of a passageway and the other counts as one space. You can move through a passageway in either direction. Neither Heroes nor monsters may block access to a passageway by ending their turn on a passageway space.

If a passageway leads to a new, unexplored area, the DM suspends play and lays out the new area as soon as the Hero appears through the passageway. The Hero may then complete the rest of their turn.

All monsters, except Dragons, can use passageways as long as they lead to areas which have already been explored.

DOUBLE DOORS

Double doors work in exactly the same way as single doors. A Hero needs only to stand by one of the door spaces to be able to open the whole door. Line of sight for ranged weapons is the same through double doors as single doors, but one space wider.

SNOW CHUTES



If a Hero lands on a Snow Chute trap, they disappear and land outside on the special space as shown and their turn ends. If the area has not yet been explored, the DM lays out the room before the next player's turn. However, as with passageways, the initiative remains unchanged.

STARTING SPACES

Heroes do not necessarily begin an Adventure in a room – you may be told the start position is outside. Place the Heroes on the starting spaces in any order and deal the initiative cards as normal.

WINNING THE GAME

As in the main game, each Adventure is successfully completed by the Heroes when the Objective read out by the DM at the start is completed.

The DM wins the Adventure if the Heroes are prevented from completing it.

Snow is falling thickly around the five Heroes as Morkahn recounts his tale:

Driven by his insatiable thirst for treasure and raw hatred of peace, the evil White Dragon, Skraethor, has kidnapped the Prince of the lost city of Magerath. If he can force the Prince to divulge the city's secret location, he will make Magerath his Lair, plunder its legendary riches and unleash his cruel wrath on the people of Rallion.

Morkahn, a loyal friend to Magerath's King, set out at once to rescue the Prince. His journey took him to the village of Haethan, where he was welcomed with warm food, shelter and news of sightings of the Prince near the northern village of Aldkor.

Making his way to Aldkor, Morkahn was set upon by a band of Skraethor's minions. He fought with every ounce of his force and rage, but the beasts were many, and the Barbarian was mortally wounded.

Now, with the effects of Jozan's healing powers and a roaring fire, his strength is returning. He tells the Heroes that he is concerned for the safety of the villagers of Haethan with these bloodthirsty creatures nearby, but that he cannot go back as he must rescue the Prince. The Heroes agree that one of them must return to protect the villagers, while the other three join with Morkahn and continue their quest together...

2.

BEFORE YOU START

1. You will need to combine your original Dungeons & Dragons Fantasy Adventure Board Game with the Eternal Winter Expansion Set to play these new adventures. Make sure you have both games to hand.
2. Morkahn replaces one of the Heroes from the main game. Decide between you who he will replace.
3. Choose your characters as usual and place their Hero card in front of you. There must still be a Dungeon Master (DM), who controls all the monsters in the game and is responsible for laying and overseeing the gameboards.
4. All Adventures in the Eternal Winter are set at Level 3. Set the levels on the Hero cards accordingly.
5. Take the new cards from the Eternal Winter Expansion set and separate the monster cards from the item cards. The DM removes the Special Items from the item cards and puts them aside, within easy reach.
6. Shuffle the remaining item cards together with item cards from the main game and place them beside the board to form the item deck.
7. The Starting Weapons for some Heroes have changed and are shown below. The DM deals out the correct Starting Weapons to whichever Heroes will accompany Morkahn.



LEVEL 3 BASIC ITEMS
• Greatsword



LEVEL 3 BASIC ITEMS
• Greater Restoration Spell
• Resolution Crossbow



LEVEL 3 BASIC ITEMS
• Fireball Spell
• Bow of Fortune



LEVEL 3 BASIC ITEMS
• Yondalla's Amulet
• Relentless Bolass

8. The DM pulls out the relevant roaming monster cards for the Adventure as shown on the Adventure layout. The remaining monster cards from both games are set aside.
9. The DM lays out the gameboards for Adventure 1, as shown on page 11, and reads out the Adventure and the Objective.

TURN THE PAGE TO BEGIN YOUR QUEST...

3. CREATE YOUR OWN ADVENTURES

Create exciting new Adventures of your own. Photocopy these icons, and the Adventure Layout and icons from the original board game, to design your own fantasy Adventures. There's no limit to what you can do!



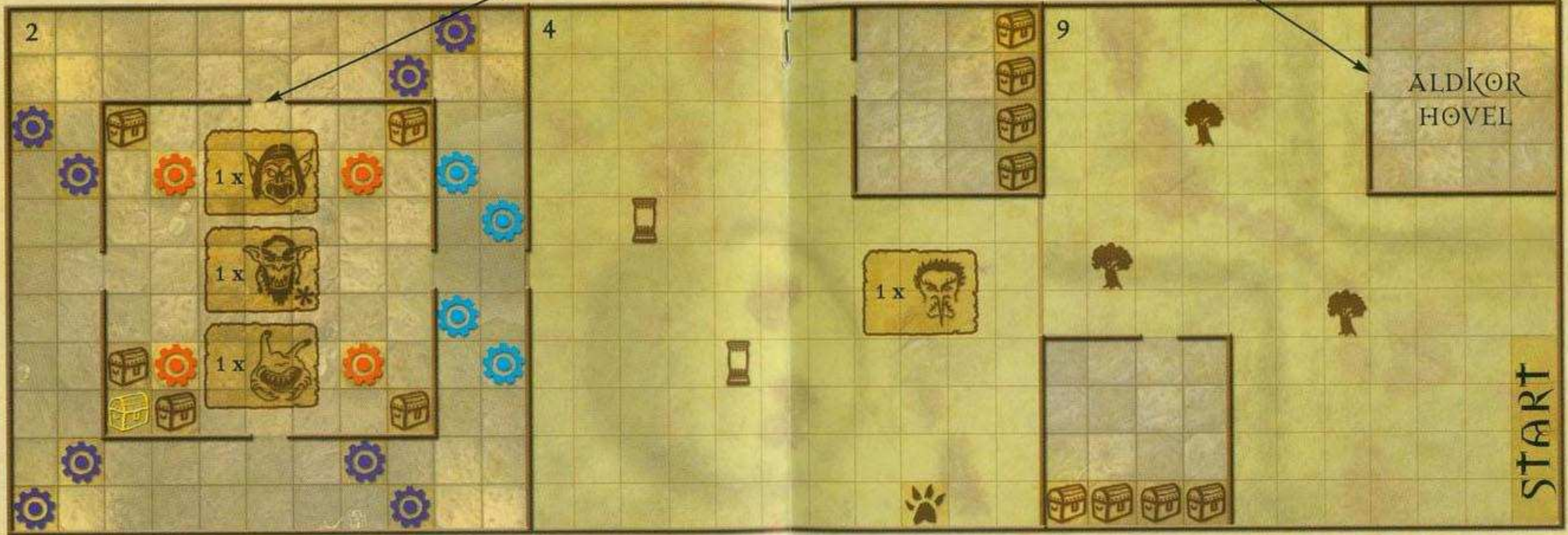
LEVEL 3 Adventure 1: Aldkor Hovel

Heading north towards Aldkor, you emerge from the woods to find a hovel hidden between two granite boulders. You try the handle, but not even the mighty Barbarian can force open the sturdy oaken door.

Objective: Open the locked door of Aldkor Hovel...

OPENING ANY DOOR TO THIS ROOM OPENS ALL 4 DOORS

LOCKED DOOR



-  **FALLING PILLARS**
Hero loses 2 Hit Points.
-  **SPIKED WALLS**
Roll (1) (1) Hero loses that many Hit Points.
-  **FIREBALL TRAP**
All living things in the room lose 1 Hit Point.
-  **SPECIAL ITEM - Skeleton key**
-  **ROAMING MONSTER START**

ROAMING MONSTERS

 3 x	 3 x	 1 x	 2 x
---	---	---	---

START WITH 3 ROAMING MONSTERS
See page 4 to remind yourself of the rules for roaming monsters.

... Well done! The door creaks open and light floods in. The Prince is nowhere to be found, but he has been here. On the far wall, scrawled in blood, you can just make out an arrow pointing West towards a castle. It isn't much, but it's all you have to go on...

LEVEL 3 Adventure 2: Hall of the Wurm

As you journey due West, the air grows ever colder. After two weary days you see a castle in the distance and hear a mighty roar which shakes the ground. Could it be that you have found Skraethor – and the Prince?

Objective: Find and destroy the Dragon!...

WHEN ANY DOOR TO THIS ROOM IS OPENED,

1 x

WHITE DRAGON APPEARS ON TOWER TOP.

- COVERED PIT TRAP
Hero loses 1 Hit Point.
- POISONED DART
Roll Hero loses that many Hit Points.
- SPECIAL ITEM
Potion of Weightlessness.
- ROAMING MONSTER START

- ROAMING MONSTERS
- 1 x
 - 3 x
 - 6 x
- START WITH 2 ROAMING MONSTERS

TOWER

... A proud battle! You have slain a fearsome White Dragon and freed its prisoners, but it wasn't Skraethor, and the Prince has not been here. All is not lost: The prisoners tell of the beautiful Dragon Heart Amulet, stolen from the castle by Goblin Marauders on the backs of Great Dark Eagles. Legend has it that this Amulet has in it a scale from Skraethor's crystalline back and glows blue when he is near. The Amulet must be found!

LEVEL 3 Adventure 5: Dragon Blood

A mighty rumbling shakes the ground beneath you. Avalanche! As snow and ice crash down from the mountainside, the arched entrance through which you entered gives way and the ceiling caves in, blocking the entrance with snow and rubble. You shall never pass through there again! As the noise dies down, you hear a voice from far away, shouting for help. Could it be the Prince? But where is it coming from?

Objective: Search the Lair and find the Prince...

...An incredible feat! After defeating a barrage of vicious creatures, you have released the Prince of Magerath from his chains, but can you get him out alive? And you must still defeat Skraethor if Rallion is to be liberated from his Eternal Winter curse.

WHEN THIS DOOR IS OPENED, A WHITE DRAGON APPEARS ON TOP OF TOWER



ROAMING MONSTERS

- 2 x [Goblin icon]
- 3 x [Wolf icon]

SPIKED TRAP
Hero loses 2 Hit points.

SNOW CHUTE
Hero lands on space.

SPECIAL ITEM - Skeleton Key.

ROAMING MONSTER START

TOWER

1

12

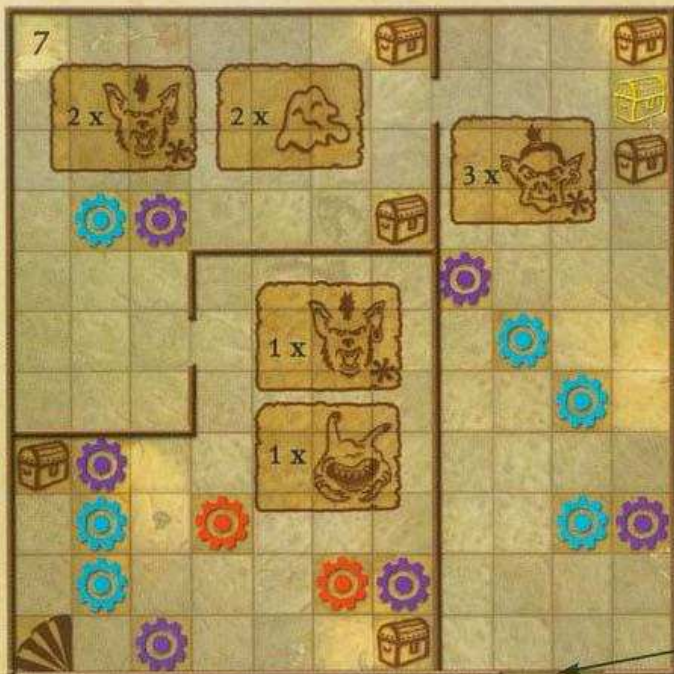
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7

START

PRINCE

LOCKED DOOR



LEVEL 3 Adventure 6: The End of the Curse

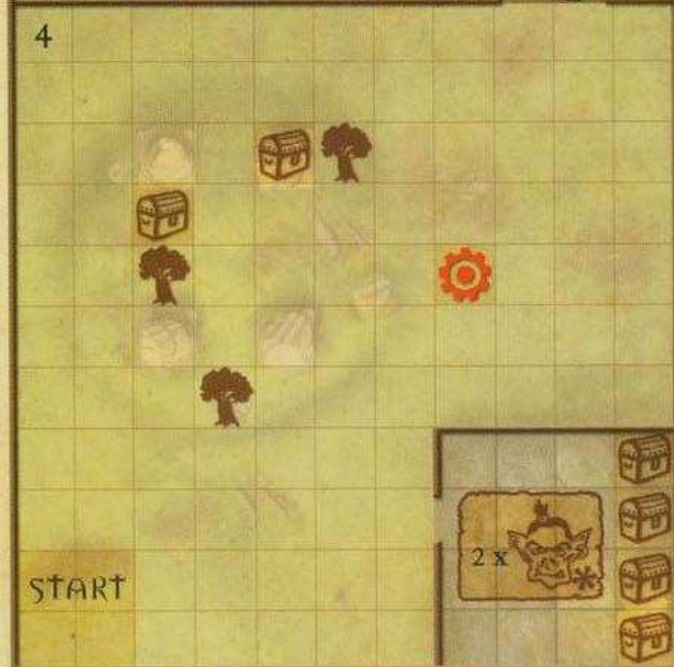
The grateful Prince wants to help defeat the Dragon, but after his ordeal, he is too weak to fight. He can lead you to Skraethor, but the roar of a mighty Dragon tells you he may not need to.

Objective: Find and Defeat Skraethor...

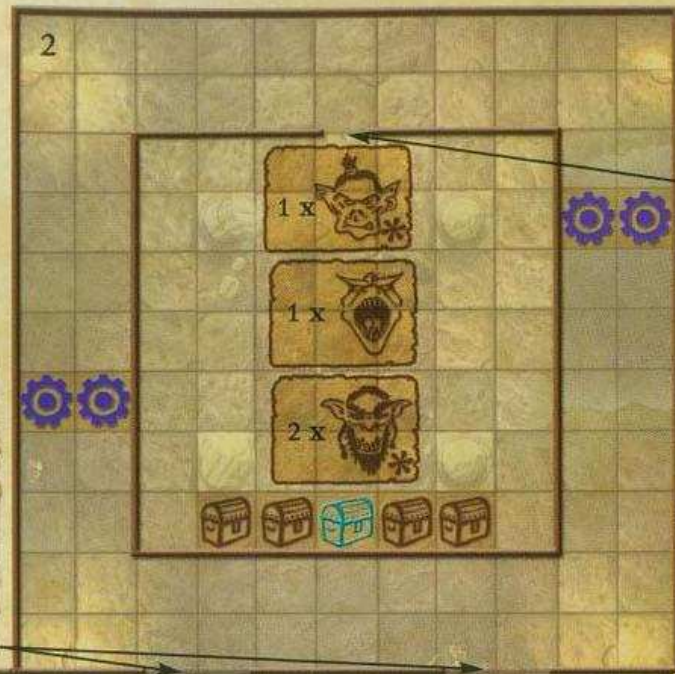
	FIREBALL TRAP All living things in the room lose 2 Hit Points.		ROAMING MONSTER START
	SPIKES FROM WALL Hero Loses 2 Hit Points.		SPECIAL ITEM - Skeleton Key.
	SNOW CHUTE Hero lands on ❄️ space.		SPECIAL ITEM - Potion of Placid Light.
			PASSAGEWAY

LOCKED DOOR

LOCKED DOORS



11



6

WHEN THIS DOOR IS OPENED, SKRAETHOR APPEARS ON DRAGON TEMPLE. If Skraethor appears before White Dragon is destroyed, White Dragon is removed from the game.

ROAMING MONSTERS

- 1 x
- 1 x
- 3 x
- 2 x
- 2 x

START WITH 2 ROAMING MONSTERS

13



ALL DRAGONS START IN THE DRAGON TEMPLE

...You have triumphed! As Skraethor's icy heart beats its last, the scale within the Dragon Heart Amulet melts away and all around, a thaw sets in. Not only is the Prince of Magerath rescued and his secret safe, but you have released Rallion from the cold grip of a barren Eternal Winter. The sun will bless the long journey home, where a warm welcome awaits you.