



60 Mins



Ages 14+



1-5 Players

WIZKIDS™

GHOSTS OF SALT MARSH™

B O A R D G A M E



DUNGEONS & DRAGONS®

ADVENTURE BOOK

HOW TO USE THE ADVENTURE BOOK

The *DUNGEONS & DRAGONS*® *Ghosts of Saltmarsh*™ board Game is a cooperative Adventure System board game expansion. You and your fellow Heroes work as a team to survive the various adventures in and around the village of Saltmarsh.

For most of the adventures, you win together or lose together. Play through “Adventure 1: Welcome to Saltmarsh” (page 3) to get a feel for how the game plays, then either continue in order, playing it as a campaign or, as with previous Adventure System board games, you can play any one of these adventures as a stand-alone experience.

If you play it as a campaign, use page 4 of the rulebook to keep track of the Heroes between adventures.

HOW THE ADVENTURES WORK

Each adventure contains the following sections:

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

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

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

Tile set: This section tells you which set of Dungeon tiles to use in the adventure if it is important to note.

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

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

Town adventures have many special rules cited in their adventure to reflect their fixed setup. (Lack of exploration changes the game significantly.) In a non-Town adventure, assume the normal rules are being used unless otherwise specified.

Changing an Adventure’s Difficulty

Since you will be using Heroes from any of the base Adventure System board games, and possibly in different combinations, you might find an adventure too easy or too difficult. Therefore, adventures will have a section with advice on how to make them easier or harder: you can use the ideas in any combination. Also, feel free to make whatever changes suits your group of Heroes.

Notes on decks vs. cards

Adventures will sometimes use a card type (Adventure, Encounter, etc.) as a deck to draw from or as individual cards which are retrieved as needed.

It may be obvious from the adventure description, but pay close attention as to how the cards are to be used.

Notes on the Sahuagin

As there are only 3 “Sahuagin” figures in this expansion, we have provided tokens to represent more of these Monsters should they be needed. Also, should the tokens be used, you’ll need the Adventure-back “Sahuagin” Monster cards as well. In this expansion, it is all right for a Hero to possess more than one “Sahuagin” card with the same title.

Note: this does not apply to the Sahuagin Blademaster or any other Monster that has more than just “Sahuagin” in the title.

The Town of Saltmarsh

Adventures 1-3, and 9 are Town Adventures. For these adventures, you will not use the Dungeon tile stack, but instead you pre-build the village of Saltmarsh as shown below.

While Saltmarsh is made up of 6 double-sized tiles, it is considered to have 12 tile sections. Each tile section of Saltmarsh has a small number or numbers on the bottom right: these are used to determine where Monsters and Villagers appear through a random roll of the D20.



ADVENTURE 1

Welcome to Saltmarsh

You come through the town gates and cross Sharkfin Bridge...to the screams of townsfolk and the unmistakable sounds of fighting.

You do not know the situation but you are sure you are needed.

Objective: Have a number of Monsters in the Experience Point pile depending on the number of Heroes in the adventure:

1-2 Heroes: 20 EXP; 3 Heroes: 25 EXP; 4-5 Heroes: 30 EXP

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

ADVENTURE SETUP

Special Components in this Adventure: 6 Town tiles, 25 Villager tokens, Adventure deck numbered 1-15, Monster deck numbered 41-60, 5 Healing Surges.

Create the village of Saltmarsh (as shown on page 2) and place 16 Villagers facedown as shown below **V**. Villager tokens do not take up any squares on a tile: they can be moved anywhere on the same tile to make room for Heroes and Monsters. Place the remaining Villager tokens outside the village.

Set aside the Feral Troll and Goblin Champion cards from the Monster deck and shuffle the Monster deck. Draw 6 Monster cards and place their tokens in Saltmarsh, as shown below **M**. Place their Monster cards in a display above the village. Place the Heroes on tile #9: Sharkfin Bridge.

Then place the Feral Troll and Goblin Champion cards back into the Monster deck and shuffle the Monster deck.



Special Adventure Rules

Town Adventure: This adventure features a few new rules:

- ◆ Each Hero skips their Exploration Phase.
- ◆ No Treasures are gained for defeating Monsters.

Villain Phase: New order of steps:

- ◆ Monsters activate in any order the Heroes choose.
- ◆ One Villager per tile with NO Monsters on it is removed from the village and placed in the Villager token pile.
- ◆ Draw an Adventure card and add any Villagers and/or Monsters randomly.

Monster Tactics: When a Monster activates:

- ◆ If there are Villagers and no Hero on its tile, it kills a Villager.
- ◆ If there are no Villagers or Heroes on its tile, and no Heroes in range of its attacks, it follows its normal tactics against a Villager in range and kills the Villager.
- ◆ Otherwise, Heroes have priority for Monster tactics.

Villagers that are killed are placed back in the Villager token pile.

Victory: When a certain number of Monsters are in the Experience Point pile (see Objective).

Defeat: The Heroes lose the adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining. They also lose if, after the last Adventure card is drawn, the Objective has not been met. Finally, they also lose when there are no Villagers in the village before an Adventure card is drawn.

Upon Victory, read:

Eliander Fireborn, captain of the guard, thanks you profusely - and rewards you for your help. And he offers to pay for dinner and a night at the best inn.

Aftermath:

Each Hero gains 1000 gold pieces minus 100 gold pieces for every four Villagers killed (rounded down). Also, each Hero loses 100 gold pieces for each Healing Surge used. Minimum reward is 200 gold pieces each.

To make the Adventure easier:

Subtract 5 EXP from the Objective.

Reduce the appearance of Monsters by 1 from Adventure cards.

To make the Adventure harder:

Add 5 EXP to the Objective.

Fewer starting Villagers (so that Monsters can concentrate on Heroes sooner).

Randomly add 1-3 starting Monsters.

At the beginning of the Villain phase, before Monster activation, each Monster kills one Villager on its tile.

ADVENTURE 2

Escort!

Eliander Fireborn wakes you up to help with protestors against the Dwarven presence in Saltmarsh. It seems the monsters that attacked yesterday were using Dwarven weapons. The head of the mining operation, Manistrad Copperlocks, is at the Dwarven Anvil checking on how this could have happened: but the number of protestors are growing, threatening to overwhelm, and some don't look like your regular villagers.

Objective: Escort Manistrad Copperlocks to her office.

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

Adventure Setup

Special Components in this Adventure: 6 Town tiles, 30 Villager tokens, Eliander, Manistrad, and 6 Guard tokens, Adventure deck numbered 1-24 (set aside 16-24). Monster deck numbered 61-71.

Create the village of Saltmarsh (as shown on page 2) and place 25 Villagers facedown as shown below **V**. Villager tokens do not take up any space on a tile: they can be moved anywhere on the same tile to make room for Heroes and Monsters. Place the remaining Villager tokens facedown in a pool outside the village.

The Heroes, along with Eliander **E**, Manistrad **M**, and one Guard **G** form “the group” and are placed on tile #3. Five other Guards also start in the village **G**.

Place one Adventure-backed Thug Monster card per Hero in a display above the village. (No Monster tokens are needed as Monsters are always on the same tile as the group.)



Special Adventure Rules

Town Adventure: This adventure features a few new rules:

- ◆ Each Hero skips their Exploration and Villain Phases.
- ◆ No Treasures are gained for defeating Monsters.
- ◆ At the start of every Hero Phase, place a Villager token on tile #9 (Sharkfin Bridge).
- ◆ The group can only move one tile per Hero Phase add (and only if the Move action is taken). However, they cannot move if there are five or more Villagers and/or Monsters on the same tile.
- ◆ Monsters are considered adjacent to the Heroes, but can be hit with ranged attacks.
- ◆ Heroes can use powers to heal Eliander and Manistrad.

Reveal Villager Action: This adventure features a new action that a Hero can take. When a Hero takes a Reveal Villager action, they reveal a facedown Villager token on their tile. If it has a trident, reveal the top card of the Monster deck and place it in the display above the village. The Villager token is placed facedown in the Villager token pool. Finally, Manistrad takes one damage. If the token does not have a trident, it is simply removed from the village and placed in the Villager token pool.

After a Hero completes their Hero Phase:

- ◆ Eliander reveals a Villager token on his tile: follow the same procedures outlined above, but this time Eliander takes one damage if a Villager with a trident is revealed.
- ◆ If one or more Guards are with the group, they each reveal a Villager token on their tile: follow the same procedures outlined above, but any Guard that reveals a trident is removed from the village.

At the end of the round, after all Heroes have acted:

- ◆ Monsters in the display attack, doing one damage each. Distribute their damage among Eliander, Manistrad, or Guards in the group. Any Guards hit are eliminated.
- ◆ Move all Villager tokens and Guards one tile closer toward the group. Exception: Villagers on tile #9 never move.
- ◆ Draw an Adventure card and add Villagers/Monsters.

When the group reaches Sharkfin Bridge, replace all Villager tokens on that tile with Thugs: place an equal number of Adventure-backed Thug Monster cards in the display above the town. Remove the Adventure Deck from the game. Then, read:

It is now quite clear that the monsters that attacked yesterday had some agency behind them.

Victory: The Heroes win the adventure when they escort Manistrad off Sharkfin Bridge.

Defeat: The Heroes lose the adventure if Eliander or Manistrad are killed. They also lose if there is a combination of 15 or more Villagers and/or Monsters on the group's tile at the end of a Hero Phase.

Aftermath:

Each Hero gains 400 gold pieces.

To make the adventure easier:

Start with five less Villager tokens in play.

To make the adventure harder:

Group cannot move if there is a combination of seven or more Villagers and/or Monsters on the same tile.

ADVENTURE 3

Protect the Dwarven Shipment

Manistrad believes that smugglers are behind the attacks, trying to discredit the dwarves. After all, how else did they get a hold of the weapons? Manistrad tells of a shipment due to arrive soon: three ships loaded with tools and weapons. She asks the Heroes to go down to the docks to oversee the delivery.

Objective: Protect the shipment of Dwarven goods.

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

Adventure Setup

Special Components in this Adventure: 6 Town tiles, Monster deck numbered 61-74, 1 large (4 EXP) Water Elemental (Adventure-backed) Monster card (37) and token, 2 Ship tokens.

Create the village of Saltmarsh as shown on page 2.

Each Hero is placed on a dock tile of their choice: tile #s 10, 11, and 12.

Set aside one Thug card for each Hero (3 maximum) as well as the Thug Leader. Shuffle the rest of the Monster cards.

Set aside the large Water Elemental token and card.

Randomly determine at which dock the first ship appears. Roll the die:

1-7, tile #10;

8-14, tile #11;

15-20, tile #12.

Place the ship token next to that tile.

After Setup, read:

The first ship arrives and instead of sailors carrying crates, smugglers carrying swords jump out and immediately attack.

Give the Thug Leader to a Hero and distribute one Thug card to each Hero. All immediately attack.



Special Adventure Rules

Town Adventure: This adventure features a few new rules:

- ◆ Each Hero skips their Exploration Phase.
- ◆ No Treasures are gained for defeating Monsters.
- ◆ If the Monster deck is empty, remove any Water Elementals from the Experience Point pile and reshuffle the pile to form a new Monster deck.
- ◆ Water Elementals do not move from the dock area. If there is no Hero at a dock tile that is within their range of attack, they destroy the dock, then move to another dock tile.

At the end of the 1st round, after all Heroes have acted, draw one Monster card for each Hero as it jumps out of the ship onto the dock tile - unless it is a Water Elemental. Roll to see on which dock tile it appears. Distribute Monsters cards as evenly as possible to each Hero on the appropriate dock tile.

At the end of the 2nd round, a second ship docks (roll the die to determine which dock) and a number of Monsters equal to the number of Heroes appears. Follow the same procedure above.

At the end of the 3rd round, another set of Monsters appear from the second ship. Follow the same procedure above.

At the end of the 4th round, another set of Monsters appear. Follow the same procedure above.

At the end of the 5th round, the large Water Elemental appears. Roll to determine on which dock tile. Place the Water Elemental token on this dock tile and give its Monster card to the player that will act first in the next round. Immediately upon its appearance, any existing small Water Elementals crash back into the water.

Victory: The Heroes win the adventure when the large Water Elemental is defeated.

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

Upon Victory, read:

A third ship approaches, but something is askew. It is falling apart and sinks before it reaches the docks. A trail of flotsam and jetsam seems to lead in the direction from whence it came.

Aftermath:

Each Hero gains 400 gold pieces.

Then, read:

Later on, you meet up with Eliander and he tells you that he followed the ship's trail and it led to a sea grotto - and a gruesome scene of death and destruction. Bodies of dead smugglers and smashed cargo. One survivor was found: a red-turbaned Saltmarsh resident and powerful mage named, Keledak.

To make the adventure easier:

Remove a round of combat.

Add one or more Healing Surges.

To make the adventure harder:

Add another round of combat.

Double the number of Monsters that appear each round.

ADVENTURE 4

Explore the Smuggler's Base

Keledok tells the Saltmarsh Council that he discovered the smuggling operation while exploring the ruins of the Tower of Zenopus: apparently the ruins lead to a network of sea caves. About to confront the smugglers, they were all attacked by unknown assailants. The faces of the Council members reflect the knowledge they each possess. Some are shocked, some questioning, and some, with full understanding. But all have the same burning question on their minds: which faction is responsible? Only one way to find out.

Objective: Explore the sea caves for further clues.

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

Adventure Setup

Tile Set: Sea Caves tiles

Special Components in this Adventure: Zenopus Tower Ruins Tile, Barricaded Cave Tile, Encounter deck numbered 96-123, Monster deck 61-71, 75-88, 3 Sahuagin Monster cards and figures.

Place the **Zenopus Tower Ruins tile** on the table. Place each Hero on any square of the tile.

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



A.
Tiles 1–8

B.
Tiles 9–12: Barricaded Cave tile and 3 random Dungeon tiles.



Special Adventure Rules

Barricaded Cave: When a Hero reveals the Barricaded Cave tile, read:

The barricade has been smashed. Huddled in a corner is an ill-treated humanoid creature. It looks like an elf, but not like one you've seen before. As you approach the strange-looking elf, three figures come through the barricade opening.

Then:

- ◆ Instead of drawing Monster cards for the tile, the active player takes one Sahuagin Monster card then distributes the rest to the players on the left. (A Hero may have more than one Sahuagin card if necessary.) Then the active player places the figures on the Barricaded Cave tile.

Victory: The Heroes win the adventure when they defeat the three Sahuagin.

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

Aftermath:

Each Hero gains 400 gold pieces.

Then, read:

The elf, realizing you are not here to harm him, introduces himself as Oceanus, a sea elf who came to Saltmarsh to trade for weapons for his people to defend against bloodthirsty Sahuagin. He points to the dead figures, then continues. "Unfortunately, before the trade could take place, smugglers appeared, killed the traders, took the cargo, and made me hostage. The leader of the smugglers, a tall, red-turbaned man, took the magical trident I had to trade." Keledok! The Saltmarsh Council will need to hear of this.

To make the adventure easier:

Place the Barricaded Cave tile and the 3 random Dungeon tiles after the 5th Dungeon tile.

Remove Encounter cards 111-123

To make the adventure harder:

Place three Sahuagin Monster cards in the Monster deck.

Have 2 Sahuagin and a Sahuagin Champion attack in the end instead of three Sahuagin.

ADVENTURE 5

A New Enemy

The Saltmarsh Council is astonished to hear of Keledek's involvement in smuggling (at least those members that did not know already). However, they are now more deeply concerned about this potential new threat. Who are the Sahuagin and what are their plans? The Council tasks you with finding out more information about the Sahuagin. You steel yourselves to go through the previously barricaded area and end up in a very large sea cave.

Objective: Defeat the Sahuagin Champion.

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

Adventure Setup

Tile Set: Sea Caves tiles

Special Components in this Adventure: Deep Sea Cave Tile, Barricaded Cave Tile, Sahuagin Lair Entrance Tile, Encounter deck numbered 96-123, Monster deck numbered 69-71, 75-88, Sahuagin Champion and 2 Sahuagin Monster cards and figures.

Place the **Deep Sea Cave Tile** on the table. Place each Hero on any square of the tile.

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

Set aside the **Sahuagin Lair Entrance tile**.

Set aside the **2 Sahuagin and Sahuagin Champion cards and figures**.

Special Adventure Rules

Barricaded Cave: When the Barricaded Cave tile is revealed, set it aside and replace it with the Sahuagin Lair Entrance tile, then read:

Three Sahuagin stand in front of a pair of massive stone doors. Two smaller Sahuagin in front and a large, spear-wielding Sahuagin stands behind them. With the grim determination of defending one's home, the Sahuagin make it clear this is the entrance to their lair.

Then:

- ◆ Instead of drawing a Monster card for the tile, the active player takes the Sahuagin Champion Monster card and places the figure on the Sahuagin Lair Entrance tile near the doors. Acting as a Villain for this adventure, the Sahuagin Champion acts at step 2 of each player's Villain Phase.
- ◆ In addition, the active player takes one Sahuagin Monster card, then gives one Sahuagin Monster card to the Hero that will act next. Place their figures in front of the Champion.

Victory: The Heroes win the adventure when they defeat the Sahuagin Champion.

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

Aftermath:

Each Hero gains 400 gold pieces.

To make the adventure easier:

Place the Barricaded Cave and 3 tiles after the 6th Dungeon tile.

Treat the Sahuagin Champion as a Monster.

Replace the Champion with a Sahuagin.

To make the adventure harder:

Replace the Champion with a Blademaster.

Add one or more Sahuagin to the Sahuagin Lair Entrance.



A.
Tiles 1–8

B.
Tiles 9–12: Barricaded Cave tile
and 3 random Dungeon tiles.



ADVENTURE 6

Enter the Sahuagin Lair

You have found the entrance to the Sahuagin Lair. After much deliberation, the Saltmarsh Council deems you to be the right folk to continue the mission of discovery: what is the extent of the Sahuagin presence near Saltmarsh?

Objective: Find out more about the Sahuagin Lair.

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

Adventure Setup

Tile Set: Sea Caves tiles, Sahuagin Lair tiles

Special Components in this Adventure: Sahuagin Lair Entrance Tile, Antechamber A and B Tiles, Encounter deck numbered 110-131, Monster cards numbered 89-91, Adventure cards numbered 25-36, Sahuagin Champion Monster card and figure.

Place the **Sahuagin Lair Entrance Tile** on the table. Place each Hero on any square of the tile.

Set aside the Antechamber B tile.

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



A.
Tiles 1–8

B.
Tiles 9–12: Antechamber A tile and 3 random Dungeon tiles.

C.
All other Dungeon tiles.



Special Adventure Rules

Monster icons: When a new tile is revealed, any Monster icons are filled by Sahuagin. (No Monster deck is used during this Adventure.) Use Sahuagin figures and tokens and use both Monster and Adventure-backed Sahuagin Monster cards as needed.

Antechamber A: When the Antechamber A tile is revealed, attach the Antechamber B tile to it, then read:

A group of Sahuagin are praying at the altar. You know they would not be happy to see you at any time, but especially so for having disturbed them during prayer.

Then:

- ◆ Instead of placing Sahuagin on the Monster icons, the active player takes the Sahuagin Champion Monster card and places the figure on the Antechamber tile.
- ◆ In addition, all Heroes take one Sahuagin Monster card and place their figures on the Antechamber tile.

Victory: The Heroes win the adventure when there are no Monsters on the map after the Antechamber is revealed.

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

Aftermath:

Each Hero gains 400 gold pieces.

Heroes may only level up after this adventure: they do not go back to the village, so no other Town actions are possible.

Then, read:

You realize that the Sahuagin lair is a work in progress: some rooms are completed, but many are under construction, while even more are still the old sea caves. Are the Sahuagin establishing a permanent residency? And if so, is it to be a peaceful coexistence or a prelude to something terrible? You do not know the answer to this, and there is no time to go back up to the surface to let the council know. You must continue with your mission and discover the whole of it.

To make the adventure easier:

Put the Antechamber A tile earlier in the Dungeon stack.

Remove one or two Sahuagin in the Antechamber.

To make the adventure harder:

Replace the Champion with a Blademaster.

Add more Sahuagin to the Antechamber.

ADVENTURE 7

Further into the Enemy's Lair

Wasting no time, you push forward, further into the heart of the enemy's lair.

Objective: Find out the extent of the Sahuagin Lair.

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

Adventure Setup

Tile Set: Sea Caves tiles, Sahuagin Lair tiles

Special Components in this Adventure: Antechamber A and B tile, Unfinished Barracks Tile, Barricaded Cave Tile, Encounter deck numbered 110-131, Monster cards numbered 89-91, Adventure cards numbered 25-36, Sahuagin Blademaster Monster card and figure.

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

Take the **Barricaded Cave** tile from the Dungeon tile stack and set it aside. Shuffle the rest of the Dungeon tile stack. Take 3 tiles from it, and shuffle the Barricaded Cave tile into those tiles. Then, without looking at any of the tiles, put the shuffled Barricaded Cave and 3 tiles after the 10th tile. (This way, the Barricaded Cave tile will appear between the 11th and 14th tile drawn.)

Set aside the Unfinished Barracks tile.



A.
Tiles 1–10

B.
Tiles 11–14: Barricaded Cave tile and 3 random Dungeon tiles.

C.
All other Dungeon tiles.



Special Adventure Rules

Monster icons: When a new tile is revealed, any Monster icons are filled by Sahuagin. (No Monster deck is used during this Adventure.) Use Sahuagin figures and tokens and use both Monster and Adventure-backed Sahuagin Monster cards as needed.

Barricaded Cave: When the Barricaded Cave tile is revealed, set it aside and replace it with the Unfinished Barracks tile, then read:

The room is still under construction. A large, imposing Sahuagin figure is giving instructions to a pair of smaller Sahuagin. As you approach, the large Sahuagin turns menacingly toward you, wicked sword at the ready!

Then:

- ◆ Instead of drawing Monster cards for the tile, the active player takes the Sahuagin Blademaster Monster card and places the figure on the Unfinished Barracks tile. Acting as a Villain for this adventure, the Sahuagin Blademaster acts at step 2 of each player's Villain Phase.
- ◆ In addition, the active player takes one Sahuagin Monster card, then gives one Sahuagin Monster card to the Hero that will act next. Place their figures on the Unfinished Barracks tile.

Victory: The Heroes win the adventure when they defeat the Sahuagin Blademaster.

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

Aftermath:

Each Hero gains 500 gold pieces.

Heroes may only level up after this adventure: they do not go back to the village, so no other Town actions are possible.

Then, read:

This lair is huge. Still unfinished in places, but you are sure there is more going on that you have not seen. And there are a lot of Sahuagin present. You decide you must continue exploring.

To make the adventure easier:

Place the Barricaded Cave and 3 tiles after the 8th Dungeon tile.

Treat the Sahuagin Blademaster as a Monster.

Remove the two Sahuagin in the Unfinished Barracks.

To make the adventure harder:

Replace one of the Sahuagin in the Unfinished Barracks with a Champion.

Add one or more Sahuagin to the Unfinished Barracks.

ADVENTURE 8

The Final Enemy?

All the Sahuagin you have met are fighters: fierce creatures ready and able for battle. But you have not met any of the leaders. Once more, you steel yourselves for exploration of the Sahuagin Lair.

Objective: Defeat Thadrah.

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

Adventure Setup

Tile Set: Sea Caves tiles, Sahuagin Lair tiles

Special Components in this Adventure: Unfinished Barracks Tile, Antechamber A Tile, Antechamber B Tile, Throne Room Tile, Encounter deck numbered 110-131, Monster cards numbered 89-94, Adventure cards numbered 25-36, 39, Thadrah, Sahuagin High Priestess Villain card and figure.

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

Take the **Antechamber A** tile from the Dungeon tile stack and set it aside. Shuffle the Sea Caves tile set and remove 4 tiles from it. Shuffle those 4 tiles into the rest of the Sahuagin Lair tile set. Take 3 tiles from it, and shuffle the Antechamber A tile into those tiles. Then, without looking at any of the tiles, put the shuffled Antechamber A and 3 tiles into the Dungeon tile stack after the 8th tile. (This way, the Antechamber A tile will appear between the 9th and 12th tile drawn.)

Set aside the Throne Room tile.



A.
Tiles 1–8

B.
Tiles 9–12: Antechamber A tile and 3 random Dungeon tiles.

C.
All other Dungeon tiles.



Special Adventure Rules

Monster icons: When a new tile is revealed, any Monster icons are filled by Sahuagin. (No Monster deck is used during this Adventure.) Use Sahuagin figures and tokens and use both Monster and Adventure-backed Sahuagin Monster cards as needed.

Ambush icons: When a new tile is revealed, any Ambush icons are filled by the Champion. If the Champion is in play, then a Blademaster. If both Blademasters and Champion are in play, then by Sahuagin.

Antechamber A: When the Antechamber A tile is revealed, set it aside and replace it with the Throne Room tile, then read:

As you walk through the antechamber into the throne room, you see a female Sahuagin in lavish garb standing next to the throne. She lets out a warbly laugh, or at least you think it is a laugh, then points to the guards who attack.

Then:

- ◆ Instead of drawing Monster cards for the tile, the active player takes the Thadrah, Sahuagin High Priestess Villain card and places the figure on the Throne Room tile. As a Villain, Thadrah acts at step 2 of each player's Villain Phase.
- ◆ In addition, the active player takes two Sahuagin Blademaster Monster cards (no matter where they are), keeps one, and gives the other to the Hero that will act next. Place their figures on the Throne Room tile.

Defeat Thadrah: After Thadrah is reduced to 5 Hit Points or less, read:

Thadrah speaks, though she is difficult to understand: "Too late. Our people overcomes your town. You land walkers will drown in water and blood."

Victory: The Heroes win the adventure when Thadrah, Sahuagin High Priestess is defeated.

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

Aftermath:

Each Hero gains 500 gold pieces.

Heroes may only level up after this adventure: they will go back to village, but will have no chance to do Town actions.

Then, read:

An attack on Saltmarsh?! You now realize this lair was constructed as a staging point for an invasion. You must get back to Saltmarsh to help.

To make the adventure easier:

Replace the Blademasters in the Throne Room with Sahuagin or one Champion and a Sahuagin.

Only place Sahuagin on Ambush icons.

To make the adventure harder:

Add a Champion and/or several Sahuagin in the Throne Room.

ADVENTURE 9

Goodbye, Saltmarsh

You rush toward Saltmarsh, only to come back to the sound of battle. This is where you came in just a few days ago, but this time it is Sahuagins that are set to destroy this town and kill its people.

Objective: Defeat Baron Kepmak.

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

Adventure Setup

Special Components in this Adventure: 6 Town tiles, Adventure deck numbered 1-15, 40, Adventure cards numbered 25-36, Monster cards numbered 89-95, Kepmak, Sahuagin Baron Villain card and figure. Large (4 EXP) Water Elemental Monster card and token.

Create the village of Saltmarsh (as shown on page 2) and place 19 Villagers and the attacking Sahuagin as shown below

(**C**=Champion, **B**=Blademaster, **HP**=High Priestess, **S**=Sahuagin). Place the remaining Villager tokens outside the village. Villager tokens do not take up any squares on a tile: they can be moved around to make room for Heroes and Monsters.

Place the Monster cards in a display above the the village.

Place each Hero on Sharkfin Bridge (tile #9) tile.

Take **The Baron Appears** card from the Adventure Deck and set it aside. Shuffle the rest of the Adventure cards (except those numbered 25-36). Take 3 cards from it, and shuffle The Baron Appears card into those cards. Then, without looking at any of the cards, put the shuffled The Baron Appears and 3 cards into the Adventure Deck after the 4th card. (This way, The Baron Appears card will appear between the 5th and 8th card drawn.)



Special Adventure Rules

Town Adventure: This adventure features a few new rules:

- ◆ Each Hero skips their Exploration Phase.
- ◆ Each Hero skips their Villain Phase until Baron Kepmak appears.
- ◆ No Treasures are gained for defeating Monsters.

Monster Assault: At the end of a round, when all Heroes have acted, the Monsters in the display attack in any chosen order.

- ◆ Monsters will attack Villagers on the same tile if there is no Hero present.
- ◆ Otherwise, Heroes have priority in Monster tactics.
- ◆ Remove killed Villagers from the game.

Draw Adventure card: After the Monster Assault, draw an Adventure card. If there are no more Villagers to place, then ignore that result. Any Monsters that are placed are done in this order of availability: Champion, Blademaster, High Priestess, and Sahuagin. Place their Monster cards in the display above the village.

The Baron Appears (or when no Monsters are on the map): When this card is drawn from the Adventure deck, remove the Adventure Deck from the game and randomly place the Kepmak figure on a tile along with the large Water Elemental token. Give the Kepmak, Sahuagin Baron card and the Water Elemental Monster card to the Hero that will act next, **then read:**

A large, 4-armed Sahuagin, holding a glowing trident appears, with a large, subservient water elemental at his side. Here is the leader of the Sahuagin.

Defeat Kepmak: After Kepmak is reduced to 5 Hit Points or less, read:

His Common is better than Thadrah's. "Victory is not mine to claim, but one day, my people will rule the whole of this world, below and above water!"

Adventure End

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

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining. They also lose if all 30 Villagers have been killed.

If the Heroes won the adventure, read:

The people of Saltmarsh graciously give you a key to the village. You thank them, but inwardly feel an obligation to remain here which is not something you want to do. Time to say 'goodbye' and move on.

If the Heroes lost the adventure, read:

The Sahuagin overwhelm the village of Saltmarsh. Many make it out alive, refugees in their own homeland. The news reaches the King of Keoland - and now he has to contend with an enemy that has a established stronghold in his kingdom.

To make the adventure easier:

Only place Sahuagin when an Adventure card is drawn.

To make the adventure harder:

Place The Baron Appears card further into the Adventure deck.

The non-Sahuagin monsters used in this game are found in previously published Adventure System board games. Below is a list of Monsters and from which game they are from. If you own that base game, you can substitute the Monster tokens for the Monster figures found in your game.

Castle Ravenloft™: Skeleton, Rat Swarm, Wraith

Wrath of Ashardalon™: Orc Archer, Orc Smasher, Snake

Legend of Drizz't™: Feral Troll, Goblin Archer, Goblin Cutter, Goblin Champion, Spider Swarm, (small) Water Elemental

Temple of Elemental Evil™: Gnoll Archer, Hobgoblin Fighter, (large) Water Elemental

Tomb of Annihilation™: Warded Skeleton

Dungeon of the Mad Mage™: Gnarled Veteran, Thug, Thug Leader, Veteran, Veteran Leader

Advanced Encounter cards:

The Advanced Encounter cards below can be added to these adventures (as well as any other adventures) for fun...and perhaps a little chaos.

Dimensional Rift, Summon Monster from Another Plane

D&D ADVENTURE SYSTEM FAQ

Doing an expansion that allows for any of the previously published Adventure System board games to be used is bound to have questions on various interactions.

We recommend that you rule as best as you can, using common sense - or a sense of fun.

However, we have kept this FAQ from the latest Adventure System board game since it helps to update and understand rules and effects brought up by older 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).



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