

HORRIFIED

DUNGEONS & DRAGONS



COMPONENTS



GAMEBOARD



**5 HERO STANDEES
(INSERT INTO MATCHING-COLORED BASES)**



**10 CITIZEN STANDEES
(INSERT INTO CLEAR BASES)**



5 MONSTER MATS



60 ITEM TOKENS



4 MONSTER FIGURES



1 TERROR MARKER



1 FRENZY MARKER



1 HORRIED HAVERSACK



4 LAIR TOKENS



5 HERO TILES



3 MONSTER DICE



1 20-SIDED DIE (D20)



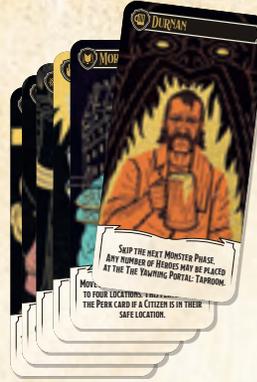
5 REFERENCE CARDS



30 MONSTER CARDS



20 PERK CARDS



BEHOLDER EYE RAY REFERENCE CARD

17 MONSTER TOKENS

RED DRAGON



6 OBSTACLE TOKENS

1 ORB OF DRAGONKIND

BEHOLDER



10 DAMAGE MARKERS

OBJECTIVE

Horrified: Dungeons & Dragons is a cooperative game. All players win or lose together. The players win if they defeat all the Monsters on the gameboard. Each Monster is defeated in a unique way, which can be found on its Monster mat. More details about each Monster can also be found starting on page 10.

The players lose if the Terror Level reaches its maximum (the Monsters overrun the town!) OR the Monster deck is empty (the Heroes have run out of time!).

MONSTER SETUP

1. Set out the gameboard and familiarize yourself with the locations in the Forgotten Realms.
2. Shuffle the four Lair tokens and place them face down at Skull Island, Dragon's Platform, Obelisk of the Eye, and the Abandoned Camp. The locations are indicated by a  LAIR TOKEN on the gameboard.
3. Put the Terror Marker into a clear base and place it on 0 on the Terror Level Track on the top of the gameboard.
4. Put the 10 Citizen standees into clear bases and put them next to the gameboard.
5. Shuffle the Monster cards and put them in a facedown pile next to the gameboard.
6. Decide which Monsters to play against. Place the corresponding Monster mats next to the board in Frenzy Order from lowest to highest.
7. Follow the setup instructions for each Monster you're using. Individual Monster instructions can be found starting on page 10 and on the back of the Monster mats. Return all unused Monster mats, figures, and tokens to the box.
8. Put the Frenzy Marker into a clear base and place it on the Monster mat with the lowest Frenzy Order number.

MONSTER DIFFICULTY:

If this is your first *Horrid: Dungeons & Dragons* game, we recommend playing against the Displacer Beast and the Beholder. If you have played *Horrid* before or are more experienced, we recommend the Red Dragon Campaign (it requires two different challenges to defeat it!) and any other Monster.

PLAYER SETUP

1. Each player chooses the Hero they want to play and takes the corresponding Hero tile and standee and a reference card. Return any unused Hero tiles, Hero standees, and reference cards to the box.
2. Place the Hero standees at the starting locations indicated on their tiles.
3. Shuffle the Perk cards and deal one to each player. Place the remaining Perk cards in a facedown pile next to the gameboard.
4. Put the sixty Item tokens in the Horrified Haversack and shake it up. Draw twelve Item tokens and put them at the locations indicated on the Items. Put the Horrified Haversack next to the gameboard.

EXAMPLE SETUP OF 3-PLAYER GAME WITH BEHOLDER AND DISPLACER BEAST



PLAYING THE GAME

Roll the 20-sided die (d20). The player with the highest result is the first player (reroll ties). Play proceeds clockwise around the table.

Each turn consists of two parts: the Hero Phase and the Monster Phase.

1. **HERO PHASE:** Take up to the number of actions indicated on your Hero tile. In addition, ANY player may play any number of Perk cards.
2. **MONSTER PHASE:** Draw a card from the Monster deck and resolve it.

USING THE 20-SIDED DIE (D20)

- The & symbol on the die equals 20.
- During the Hero Phase any die roll result of 20 or higher (even if boosted by a Perk card) gains the active Hero a new Perk card.
- During the Monster Phase: no Perk cards are awarded for results of 20.
- A roll of 1 is always a critical failure and results in no effect - although a Perk card may adjust that value.

HERO PHASE

During the Hero Phase, you can perform up to the number of actions indicated on your tile. You may perform the actions in any order and take the same action multiple times. In addition, any player may play any number of Perk cards during any other player's Hero Phase.



ACTIONS

MOVE

Move your Hero along the path to an adjacent location. When you move, any number of Citizens at your location may move with you. If you are instructed to place a Hero in a location, they do not follow the path. Instead place them in that new location. You may move into or out of a location with a Monster, but if you end your turn in the same location as a Monster, you may be more vulnerable to attacks during the Monster Phase.

Teleportation Circles allow you to use one Move action

to move between sections of the Forgotten Realms. You may move from any Teleportation Circle to any other Teleportation Circle. There are also two secret passages that act the same as Teleportation Circles: Castle Corkscrew links to Skullport Gate, and The Yawning Portal: The Well links to the Entry Well.

GUIDE

Move one Citizen from your Hero's location to an adjacent location, OR move one Citizen from an adjacent location to your Hero's location.

PICK UP

Take any number of Items from your Hero's location. Once picked up, keep your Items in front of you. Note: It's a good idea to pick up Items on your first turn. You will need them to Advance challenges and defeat Monsters. They also can be used to defend against Monster attacks.

SHARE

All Heroes at the same location as your Hero may exchange any number of Items with each other. The sharing does not require a one-to-one trade, and your Hero does not need to be involved in the trade.

ADVANCE

Use one or more of your Items to advance a Monster's challenge (shown on its Monster mat). For more details on individual Monsters, see page 10.

DEFEAT

Use one or more of your Items to defeat a Monster. You must complete a Monster's challenge before you can take the Defeat action against a Monster. When a Monster is defeated, move the Terror Level down one space, buying you more time. For more details on individual Monsters, see page 10.

SPECIAL ACTION

Use the special action printed on your Hero tile. Some Heroes may not require a special action to use their ability or may be limited to using it only once per turn.

The special action of Heroes in Horrified: Dungeons & Dragons is to roll a d20 and then do what is indicated on their Hero tile. You take the action indicated immediately after rolling the die and before you begin your next action. On your next action you may take your special action again.

EFFECTS ACTIVATED DURING THE MONSTER PHASE

The Cleric and the Fighter have effects that take place during the Monster Phase of their turn. If you took multiple special actions and have multiple effects or the same effect multiple times, you may choose the order of the effects and when you want to apply them. Each effect is a single occurrence and must be resolved before you use the next effect. Effects may be used against different Monsters. Once the Monster Phase has ended, any unused effects are lost.

Example: During the Fighter's Hero Phase, he rolls a 12. He can ignore any Monster Dice Hit against any Hero. During the Monster Phase, Beholder rolls

and gets one hit. The Fighter decides to wait and not use his special action effect since the target Hero can defend it. On Red Dragon's roll that turn, it gets 2 hits, and the Fighter chooses to use his special action effect to ignore them. If there were no hits, the fighter would have not been able to use that special ability effect, and it is gone. If he rolled that same result 2 times. He could have used one on Beholder's attack and one on Red Dragon's attack and stopped all hits.

The Wizard has the special action effect to teleport himself, a fellow Hero, or a Monster to various locations. Locations are numbered 1 to 20 on the gameboard. Roll the d20 for the destination of the teleportation. Red Dragon must be teleported back to its starting location and not to a random location on the board. The Wizard's spell always works and so even if no one wants to move to the destination location, someone must. Results may be incredibly useful or very troublesome.

REVEAL A LAIR

In the location of a facedown Lair token, you may spend any color Item tokens totaling 3 or more Strength to reveal the Lair and which Monster is associated with it. If it is blank, no Monster Lair has been found.

CITIZENS

During the Monster Phase, Citizens may be placed on the gameboard at their starting locations indicated on the Monster mat. Each Citizen is trying to reach a specific

safe location as shown on their standee. Move and Guide actions can be used to usher them to their safe locations. When a Citizen reaches their safe location, the active player removes that Citizen from the board and draws a Perk card.



CITIZENS AND TELEPORTATION CIRCLES

Citizens can move with a Hero through a Teleportation Circle as part of a Move action. Heroes cannot use a Guide action to move a Citizen through a Teleportation Circle. Citizens can be guided to a Teleportation Circle, where they can wait for a Hero to move them.

PERK CARDS

Each player starts the game with one Perk card. Players can earn additional Perk cards during gameplay, including getting a Citizen to their safe location or having a d20 result of 20 or higher. Perk cards may be played on any player's turn during the Hero Phase. It's a good idea to discuss your Perk cards and when to play them with the other players. Once you play a Perk card, discard it face up. Playing a Perk card does not require an action.



HERO PHASE EXAMPLE

Mary, playing the Wizard, wants to try and go to the Lair and Items at the Abandoned Camp in the Arcane Chambers:

ACTION 1: Mary decides to use her Wizard's special action and rolls a d20. She rolls a 9. That means she rolls the d20 again to find her new location. She now rolls a 13 and immediately moves to Kalabash's Chambers.

ACTION 2: Mary picks up the three Items in that location for the Wizard to use.

At this point, the Wizard has multiple options—she can move towards the Lair Token at the Abandoned Camp or move towards the Displacer Beast at Goblin Bazaar and help to defeat it. Mary chooses the Displacer Beast.

ACTIONS 3 AND 4: Mary moves the Wizard to Displacer Beast's location. On the Wizard's fourth action, Mary places one of her new Items on Displacer Beast's Monster mat. There are now 4 Items on the Monster mat—not enough to try and defeat it.

Before Mary ends her turn, Josh offers to play his Drizzit Do'Urden Perk card, giving the Wizard 2 more actions, allowing her to try and defeat Displacer Beast.

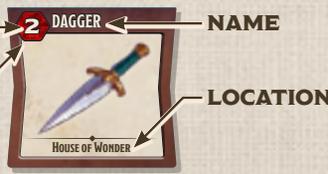
ACTIONS 5 AND 6: On the fifth action Mary plays another Item on Displacer's Beast's monster mat. That is the fifth Item, so she can try and roll to defeat it. On her sixth action, Mary takes the Defeat action. She needs to NOT roll a 2, 5, 6, 14, 15, 16, or 17. And with her 6th Action she rolls a 12, defeating the Displacer Beast, and the Terror Track is reduced from 5 to 4.

Mary's Hero Phase is over, now it's the Monster Phase.



ITEMS

Items are used to advance Monster challenges, defeat Monsters, and defend yourself against Monster attacks. Each Item has a name, color, location, Strength value, and type indicator. The location indicates where the Item will be placed on the gameboard when it is drawn from the Horrified Haversack. The shape around the Strength value indicates the type of Item: Weapon , Magical , or Mundane . The type of an Item will be important in performing certain actions. After you use an Item, place it in a discard pile next to the gameboard unless instructed otherwise. When the Horrified Haversack is empty, refill it with all the Item tokens in the Item discard pile.



STRENGTH → 2 **DAGGER** ← **NAME**

COLOR → **LOCATION**

HOUSE OF WONDER



**HEXAGON
RED ITEMS
ARE WEAPONS**



**CIRCLE
BLUE ITEMS
ARE MAGICAL**



**SQUARE
YELLOW ITEMS
ARE MUNDANE**



ANY TOKEN

Any number of Items of the indicated action. Any Strength requirement will be indicated on the Item icon. Monster mat or Lair token. Add all the Items' Strengths together to meet or exceed the requirement.



SINGLE COLOR TOKENS

LAIRS

Lairs are secret locations that Monsters inhabit in an area and they are not known or accessible at the beginning of the game. You can reveal (flip over) a Lair by moving to its location and discarding ANY COLOR Items totaling 3 or more Strength. The Lair remains on the board for the rest of the game, even if the Monster isn't in the game.

MONSTER NAME

The Dragon's Lair

When the Dragon is here, it will reveal the location of the Lair. At the end of the game, the Dragon will reveal the location of all Lairs. (This is the only way to reveal the location of the Lair.)

3+

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MONSTER PHASE

During the Monster Phase, the active player draws a card from the top of the Monster deck and resolves the three parts of the card, from top to bottom. After resolving the card, put it in the discard pile face up.



1 ← **ITEMS**

MONSTER ACTION
HIDDEN IN PLAIN SIGHT

PLACE EACH  MONSTER IN THE LAIR LOCATION CLOSEST TO THEM.

← **EVENT**

← **MONSTER ATTACK**

MONSTER COLOR SYMBOLS

 CHEST / YELLOW	 SWORD / ORANGE
 WAND / PURPLE	 SKULL / BLUE
 HAT / BROWN	 SPELLBOOK / TEAL
 POTION / GREEN	 SHIELD / RED

1. ITEMS

Draw the number of Items listed on the top right of the Monster card from the Horrified Haversack. Place each Item on the gameboard at the location indicated on the Item. If the Horrified Haversack is empty, put all the discarded Item tokens back in the Horrified Haversack, shake it up and continue drawing.

2. EVENT

Read the Event out loud and do what it says. If the Event indicates a Color symbol for a Monster that is not in your game, ignore the Event and continue to the Monster Attack.

3. MONSTER ATTACK

Follow the instructions for the Monster Attack shown on the bottom of the Monster card.

NOTE: If an Event or Monster Attack applies to multiple Monsters or locations, the active player decides the order in which those Monsters resolve the actions.



COLOR SYMBOLS

LOCATIONS MOVED

MONSTER DICE

HOW MONSTERS ATTACK

When reading the Monster Attack line of the Monster card, start with the leftmost icon to see which Monster will act first: either a Frenzy Monster or any Monsters with the matching Color symbol. You may match either the Color or the symbol. If an Event or Monster Attack applies to multiple Monsters or locations in the game, the active player decides the order in which those Monsters resolve their actions.



BEHOLDER

MONSTER ATTACK

1

2

If a Color symbol is not shown on any Monster mat in your game, ignore that symbol. No Monster will act.

If the Frenzy symbol is shown, the Monster with the Frenzy Marker will move and attack. This might result in the same Monster moving and attacking twice in one turn. Complete the movement and attack for one Monster before moving on to the next Monster.

Once you have determined if you have a Monster that will move and attack you, follow the order on the Monster card.

First, move the Monster the number of locations indicated on the Monster Attack line. The Monster will always move toward the closest character, Hero or Citizen. If there are multiple characters equally close, the Monster moves toward a Hero rather than a Citizen. If there are multiple Heroes equally close, the active player chooses which one the Monster will move toward. Monsters can use the Teleportation Circles just like Heroes. If the Monster moves to a location with a

character in it, it stops moving. If the Monster starts on a location with a character, that Monster will not move. If there are no characters to move toward on the board, the Monster will not move.

SPECIAL DRAGON MOVEMENT: Dragons cannot move into the city of Waterdeep, as indicated by the icon . If all Heroes and Citizens are in Waterdeep, Red Dragon will not move.

NOTE: When you are instructed to move a Monster, Hero, or Citizen toward a location or other character, you must move them along the shortest path possible. If there are multiple shortest paths, the active player decides which path to take. Once they reach their goal, they stop moving.

Next, attack one of the characters at the Monster's location by rolling the number of Monster dice indicated. If there is no character at the Monster's location, it will

MONSTER PHASE EXAMPLE

Mary continues her turn and moves to the Monster phase. She reveals the top Monster card: Hidden in Plain Sight.

- ITEMS:** The card indicates to play 1 Item token so Mary draws an Item from the Horrified Haversack. It's Rations, and she places it in The Yawning Portal: Taproom, as indicated.
- EVENT:** Hidden in Plain Sight, specifically targets Monsters with Chest (Yellow) as one of their symbols. Since the group has Red Dragon and Beholder left to defeat, and neither has that symbol, the Event is ignored.
- MONSTER STRIKE:** The players luck out that the Frenzy Monster is ignored this round because the current Frenzy Monster is the Beholder! Unfortunately, the next symbol is the Spellbook (Teal) symbol, and both monsters have that symbol. They each will move one location and get to attack with 2 dice, if possible.

Mary has a big choice since both Monsters will move. Mary decides to move Red Dragon first. It's technically two locations from both her own character, the Wizard, and because it's on a Teleportation Circle, can also be two locations from Michael's Rogue location. Mary decides to move Red Dragon toward the Rogue since the group wants Red Dragon in its Hoard Lair. Michael's Rogue has plenty of Items and can prepare to defeat it. Red Dragon has no one to attack in its location, so it ends its turn.

The Beholder is one location away from Brian's Fighter in the The Yawning Portal: Taproom. Mary has no choice but to move it to that location. Mary then rolls two Monster dice as indicated on the Monster card. She rolls a HIT and the POW symbol! OUCH! She performs the POW symbol first and rolls a d20 to determine what eye ray will hit the Fighter. She rolls a 15. That eyestalk has been damaged, so Beholder uses its antimagic eye ray attack and all characters must discard an Item if they have any. That was Brian's last Item, so the next die, the HIT die, will damage the Fighter. Brian removes the Fighter from the gameboard until his next turn when

he will reappear in The Yawning Portal: Taproom. Mary then moves the Terror Marker up one space to 5 and her turn is over. It is now Michael's turn.



not attack. If multiple characters are at a Monster's location, the Monster will always choose to attack a Hero rather than a Citizen. The active player chooses who to attack if more than one Hero is in the location.

Remember to apply any special action effects from the Hero Phase for the Cleric or the Fighter (see Special Action, page 5).

Repeat the process with the next Color symbol (if there is one) on the Monster Attack line.

READING THE DICE

If a POW symbol is rolled, you must resolve that Monster's Power first. Then determine if the target of the attack is still in the location with the Monster. If so, any HIT symbols apply to that Hero. If not, there are no damage hits.

Heroes may defend themselves from a Monster's attack by discarding one Item for each Hit symbol rolled. If the Hero does not have enough Items or doesn't want to discard Items, they are defeated.

If a Hero is defeated, remove the Hero from the gameboard and move the Terror Marker up one space on the Terror Level Track. At the start of the player's next turn, they place their Hero at The Yawning Portal: Taproom and take their turn as normal, with their full number of actions. Heroes do not lose any of their Perk cards or Items when defeated.

Citizens are immediately defeated when hit by a Monster. Remove the Citizen from the board and move the Terror Marker up one space on the Terror Level Track. Heroes cannot discard Items to save Citizens.



POW SYMBOL: The Monster's Power is activated once for each POW symbol rolled.



HIT SYMBOL: The character is hit once for each HIT symbol rolled.



BLANK: The Monster misses. This roll has no effect.

ENDING THE GAME

The game can end in one of three ways.

HEROES WIN!

If you defeat all the Monsters in play, you win and become heroes of the realm!

Now, go see if Durnan will spot you a free tankard. But probably not.

TERROR!

If the Terror Level reaches the maximum, you lose. Everyone is too Horrified to continue, and the Forgotten Realms are relinquished to the Monsters.

OUT OF TIME!

If the Monster deck is empty when you are required to draw a card, the game ends, and you lose. You've taken too long to save the realm, and the Citizens have all fled.

THE MONSTERS

FRENZIED MONSTERS

The Monsters are agitated by your efforts to defeat them, and one Monster will always be Frenzied. At the beginning of the game, the Frenzy Marker starts on the Monster mat with the lowest Frenzy Order. When the Frenzy symbol appears on a Monster card, the Frenzied Monster moves and attacks, which might result in the same Monster moving and attacking twice in one turn. Some Events will direct you to place the Frenzy Marker on the next Monster. When this happens, place it on the Monster mat with the next-highest Frenzy Order. If there is no Monster with a higher Frenzy Order, place the Frenzy Marker on the Monster with the lowest Frenzy Order. If no other Monsters remain in the game, the Frenzy Marker does not move. If there is no Monster with a higher Frenzy Order, place the Frenzy Marker on the Monster with the lowest Frenzy Order. If no other Monsters remain in the game, the Frenzy Marker does not move.

SOLO PLAY

When only one Hero tries to save the realm, the Citizens doubt your ability to do the job. Start the game with the Terror Marker set to Terror Level 3.

DEFEATED BY A HERO

When a Monster is defeated, it is removed from the gameboard. Move the Terror Track down one space. For the rest of the game, ignore all Events and Monster attacks that refer to the defeated Monster. If the Monster had the Frenzy Marker, place the marker on the next Monster, according to the Frenzied Monsters rules. Place any Items on the Monster mat in the discard pile and return all of the Monster's components to the box.

MIMIC



COMPLEXITY: HIGH ♦ **HAS A LAIR: NO**

MIMIC NOTES:

- Mimic begins the game on its Monster mat, not on the gameboard.
- Mimic can be a Frenzied Monster even on its Monster mat.
- While Mimic is on its Monster mat, Perk cards do not affect it.
- While Mimic is on its Monster mat, Monster card Events do not affect it.
- Monster attack movement **DOES** apply to Mimic. Move Mimic that many spaces on its Monster mat.

OBJECTIVE:
Find Mimic and defeat it quickly.

POWER:
SCAVENGER
Remove the highest Strength Item from the location nearest to the Hero of the current player.



ADVANCE: WHERE IS IT?!

Move per Monster Attack. If Mimic passes or stops on , draw an Item. If all Heroes have a matching Color Item, discard those Items and Mimic appears at the active player's location. If not, raise the Terror Level by 1 and Mimic stays on its path. Discard the drawn Item.



DEFEAT: MIMIC BATTLE

Once Mimic appears on the gameboard, you may battle it. At Mimic's location, discard  to battle Mimic and defeat it!

DISPLACER BEAST



COMPLEXITY: HIGH ♦ **HAS A LAIR: NO**

DISPLACER BEAST NOTES:

- When placing an Item on Displacer Beast's mat, the Item's Strength is equal to the amount of numbers you can cover. So, a Strength 1 Item can only be placed on the top row, where it would cover a single number.
- You can place Strength 4, 5, or 6 Items on any space.
- Once the Displacer Beast has five items on its Monster mat, you can take an action to defeat it, even during the same Hero phase.
- You can place more than five Items on Displacer Beast's mat, but note that they are all discarded once the Monster is defeated.

OBJECTIVE:
Determine Displacer Beast's true location, and then vanquish it!

POWER:
DISPLACEMENT
Move Displacer Beast to the next-closest Hero. That Hero will take any Hits from the Displacer Beast on this turn.



ADVANCE: INVESTIGATE THE DISPLACEMENT FIELD

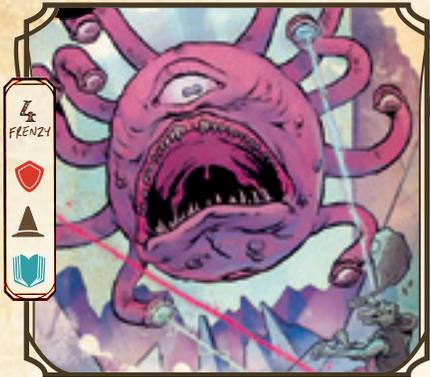
At Displacer Beast's location, place an Item on a spot below. The Item's strength must be equal to the amount of numbers covered (1, 2 or 3). Once at least 5 Items are placed, you may attempt to Strike Displacer Beast.



DEFEAT: STRIKE THE DISPLACER BEAST

At Displacer Beast's location, discard  and roll the d20. If the result is covered by an Item, Displacer Beast is defeated. If not, move one of the Items to a different spot. **1:** Discard a placed Item. **20:** You defeat Displacer Beast! Gain a Perk card and an additional action this turn.

BEHOLDER



COMPLEXITY: HIGH ♦ HAS A LAIR: NO

BEHOLDER NOTES:

- If Beholder rolls a result of 20 on its Power attack Eye Ray roll no Perk card is given.
- Players can discuss which eyestalk to disable when taking an Advance action.

OBJECTIVE:

Damage Beholder's eyestalks, then blind its central antimagic eye to defeat it.

POWER: EYE RAY

Roll the d20 and compare the result to the Beholder Eye Ray Reference Card. If the eyestalk has not been damaged, Beholder will use that ray. If the eyestalk is damaged, Beholder will use its antimagic eye attack and force all Heroes with Items to discard 1 Item.

STEP

1

ADVANCE: DAMAGE THE EYESTALKS

At Beholder's location, discard any Item and roll the d20. 1 You miss. 2-15 Damage the eyestalk of your choice. 16-19 Damage up to two eyestalks of your choice. 20 damage up to three eyestalks of your choice, retrieve the Item you discarded, and gain a Perk card.

STEP

2

DEFEAT: BLIND THE BEHOLDER

Once you have damaged all 10 eyestalks, you may attempt to blind Beholder's central antimagic eye. At Beholder's location, use 6+ to defeat it.

RED DRAGON



COMPLEXITY: HIGH ♦ HAS A LAIR: YES

RED DRAGON NOTES:

The Red Dragon campaign consists of two Monster mats. The first challenge is to find the Orb of Dragonkind. The second challenge is to use the Orb of Dragonkind to defeat Red Dragon at its Hoard.

- Red Dragon attacks as normal if any symbols are revealed.
- It takes one Move action to move into and out of the Dragon's Hoard.
- The Red Dragon's Hoard is a single location, so Monsters can attack any Heroes there.
- Monsters and Heroes can be affected by Perk cards played while in the Red Dragon's Hoard.
- If there are any Monsters on the main gameboard when the Heroes are in the Red Dragon's Hoard, they may move toward it and enter it.
- Red Dragon cannot move into the city of Waterdeep, as indicated by the ☹️. If all Heroes and Citizens are in Waterdeep, Red Dragon will not move.
- Red Dragon cannot be teleported to Waterdeep. The Wizard's teleportation will always result in Red Dragon being teleported to its starting location.
- Any other movement that would result in Red Dragon being forced to enter Waterdeep will instead result in Red Dragon not moving at all.

STEP

1

ADVANCE: SOLVE THE VAULT OF THE ORB OF DRAGONKIND

At the Vault of the Orb of Dragonkind Lair location, discard an Item. Move same colored obstacles any number of spaces. You collect the Orb when it is moved to the Vault Exit location. The player who collects the Orb keeps it. It can be exchanged using a Share action, but is not considered an Item.

STEP

2

ADVANCE: LURE RED DRAGON

At Red Dragon's Hoard location, use an action to draw 1 Item from the Horrified Haversack. Red Dragon reacts by moving a number of locations equal to the Item's Strength toward Red Dragon's Hoard. **Even if you do not have the Orb, you can perform this Advance action.**

STEP

3

ADVANCE: SURROUND THE LAIR

While Red Dragon is in Red Dragon's Hoard, use an action to place an Item or the Orb of Dragonkind in the indicated spots. Once the orb and all three items are placed, you may proceed to Step 4.

STEP

4

DEFEAT: DESTROY RED DRAGON

While Red Dragon is in Red Dragon's Hoard, roll the d20 and add the Strengths of the Items placed in Step 3. If you roll a total of 20 or higher, you defeat the Red Dragon. Otherwise, discard 1 of the placed Items, and return to Step 3.

Horrified: Dungeons & Dragons can be combined with other *Horrified* games. You can challenge yourself with combos of fearsome Monsters to create a terrifying mix of fear and destruction that only you can imagine!

Visit ravensburger.com/combinehorrified to learn more.

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