

The background of the cover is a dark, atmospheric illustration of a jungle. In the center, a blindfolded warrior with a determined expression stands amidst thick, gnarled tree roots. He wears a white cloth wrapped around his torso and a blindfold. He holds a sword that is engulfed in bright orange and yellow flames. To his left is a large, dark, rounded object, possibly a tomb entrance or a large rock. In the background, a small wooden structure with a red door is partially visible. To the right, another figure, possibly a reptilian or goblinoid creature, is seen in the shadows. The overall color palette is dominated by dark greens, browns, and the bright orange of the fire.

TALES FROM  CANDLEKEEP

# TOMB OF ANNIHILATION

DUNGEONS  DRAGONS

RULEBOOK



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# INTRODUCTION

*Something evil is trapping the souls of the dead and draining life from all who have been raised from death by magic. This worldwide “death curse” not only prevents the raising of the dead but also causes creatures that were previously raised from the dead to wither and die. Divination spells have revealed that the source of this death curse lies south of the Sword Coast, on the Peninsula of Chult.*

## The Tomb of Annihilation

In an effort to end the death curse, the Heroes sail to Chult, making landfall at Port Nyanzaru, the only major settlement for hundreds of miles.

From there, the Heroes embark into the wild, untamed, tropical jungles of Chult, facing fierce jungle warriors, prehistoric creatures, and undead, only to find themselves needing to wander further...

Deep within that jungle lies an ancient tomb under a ruined city. That tomb, the Tomb of the Nine Gods, is under the control of Acererak, an archlich of incredible power. Will defeating him end the death curse?

## GAME OVERVIEW

Tales from Candlekeep: Tomb of Annihilation is a turn-based dungeon-crawling game based on the Dungeons & Dragons Adventure System board games. You, the player, can bring up to four Heroes in your party to succeed in the adventures that unfold in the jungles of Chult and inside the Tomb of the Nine Gods.

## Exception Based Game

*Tales from Candlekeep: Tomb of Annihilation*, like the Adventure System board games it is based on, has some exceptions to its rules. That means that the encounters, powers, monsters, and special adventure rules may contradict the base rules of the game.

## WINNING AND LOSING

In this game, you progress through adventures that have unique victory conditions. Completing these conditions will result in the success of the adventure, and in the case of the campaign adventures, will unlock the next adventure in your search to find and stop Acererak.

Unless stated otherwise in an adventure, you lose if any Hero is at 0 Hit Points at the start of that Hero's turn and there are no Healing Surge charges left to play.

## TAKING TURNS

*Tales from Candlekeep* is a turn-based game which means that Heroes and Monsters take their actions one after the other.

## INITIATIVE

At the start of an adventure, a die is rolled for each available Hero. The results then determine in which order the Heroes will activate. This is called the Initiative Throw.



## Tiles and Squares

The game refers to both tiles and squares

- A **Tile** is the basic building block of the jungle or Tomb, drawn from the Dungeon tile stack.
- A **Square** is one of the spaces on a Tile.

## Player Turn

Each turn consists of four phases which always take place in the same order. These phases are:

- **Hero Phase**
- **Exploration Phase**
- **Encounter Phase**
- **Villain Phase**



### HERO PHASE

This is the phase in which you actively control a Hero. Moving them through the area, making attacks against the Monsters encountered along the way, using items, opening chests, disarming traps, etc.

1. If a Hero has 0 Hit Points at the start of his or her turn, a Healing Surge is used if one is available.
2. A Hero may **Move** and perform one of the following actions:
  - **Move.**
  - **Attack.**
  - **Disarm a trap.**
  - **Use certain items.**
  - **Open a chest.**
  - **Interact with quest items.**



These diamonds show how many actions you have left.



These icons indicate the of action that are still available to you.

Once all the steps in the Hero Phase are finished, you can begin the Exploration Phase by pressing **SPACE BAR** or by Clicking the “**Next Phase**” Button.



### EXPLORATION PHASE

This is the phase in which you discover new Dungeon Tiles and Jungle Tiles.

**To discover a new Tile:** A Hero must end their Hero Phase standing on a square that is at the edge of a Tile, also called an **Unexplored Edge**. *If this is not the case, the game will skip right to the Encounter Phase.*

When a new Tile is discovered, the game places a randomly generated tile adjacent to the Hero, along with one or more of the following items:

- **Monsters.**
- **Villains.**
- **Traps.**
- **Treasure chests.**
- **Other quest related objects.**

After the Exploration Phase, the game will proceed automatically to the Encounter Phase.



## ENCOUNTER PHASE



This is the phase in which the Encounters take place.

There are two ways to trigger an Encounter:

1. If the active Hero did not discover a new tile.
2. If the active Hero discovered a **Challenging Tile** (approximately 20% of the Jungle Tiles and 38% of the Dungeon Tiles are Challenging Tiles).



Even if an encounter is triggered, it can still be interrupted by a power or by spending **Adrenaline**.

Also note that some Encounters have positive effects.

Once the Encounter has been triggered, interrupted, or skipped (if the active Hero discovered a normal tile during the Exploration Phase), the game will proceed automatically to the Villain Phase.

## VILLAIN PHASE



This is the phase in which Monsters and Villains in play will activate.

1. Most of the Villains activate at each Villain Phase, no matter who controls them.
2. Each Monster controlled by the active Hero activates.

If there are multiple monsters in play that share a name with a monster the active Hero controls, all versions of that monster will activate!

When the Monster activation has completed, the active Hero's turn is finished. The game will then proceed automatically to the next Hero's turn.







## MOVEMENT

When moving a Hero, keep the following rules in mind.

### When Does a Hero Move?

A Hero usually moves during his or her **Hero Phase**.

The effect of a power, item, or encounter can make a Hero move at other times as well.

### How does a Hero Move?

A Hero moves according to his or her Speed, which is the number of squares you can move a Hero.

Think of a Hero's Speed as your movement budget. Each time a Hero moves a square, you spend 1 point from that budget. When you have no more Speed left, the Hero can't move anymore. This counts as 1 move action.

Whenever a Hero moves, you can spend up to his or her Speed budget to move this Hero.

**Note:** You can spend both actions at once to execute a double move. This means that the Hero can go as far as twice his or her Speed value. This is done by moving to a Yellow Square on the floor grid.

- **A Hero can move** in any direction, including diagonally, as long as the Hero has the necessary Speed to spend.
- **You can't move a Hero** into a square filled with a darkened area.
- **You can't move your Hero** into a square occupied by a Monster.
- **You can move a Hero** through a square occupied by another Hero, but you can't end the Hero's movement there.



**Note:** If you hover the mouse cursor over a square, Monsters with the **Green Eye Icon** on their HP bar are the Monsters that will be in range for an attack if you move the Hero to that square.





## COMBAT



As you explore the jungle or tomb, you will encounter Monsters. You need to battle your way past these creatures to complete the adventure using your Heroes' attacks and magic items!

### Targeting

When you decide to attack, first determine which Monsters the Hero can target. A power specifies what Monsters you can target, ranging from only Monsters in an adjacent square to a Monster as far as 2 or more tiles away.

Remember the difference between squares and tiles when making attacks.

Most important, keep in mind that you can never target a Monster that is not in the Line of Sight of the attack.

### Line of Sight

The line of sight is depicted by the red squares on the floor grid. This prevents certain attacks to pass through walls and obstacles. Once you trigger a Power and some squares of the grid become red, this means that you need to select a target. Only Heroes or Monsters standing on red squares can be targeted by that power.

Targets can be either enemies or allies depending on the action you are trying to do. For example, if you want to use Artus's power called "Jump", you will need to select either Artus or an adjacent ally before selecting the square you want to move to.

### AC and HP

The **AC (Armor Class)** of a Hero or a Monster determines how difficult it is to hit. It represents a combination of physical armor, agility and natural toughness. **HP (Hit Points)** show how much damage a Hero or Monster can take before being defeated.

### Attack Bonus

Most attack powers and Monster attacks have an attack bonus. A power with a higher attack bonus is more likely to hit than one with a lower bonus.



### Making an Attack

For each enemy a Hero's power or a Monster's attack targets, an invisible 20-sided die is rolled and the result is added to the attack bonus.

If the result of the die roll plus the attack bonus is equal to or greater than the target's Armor Class, the attack hits!

### Damage

If an attack hits, it deals the listed damage to the Monster or Hero. Damage that reduces a Monster or Hero's Hit Points to 0 defeats them.





## COMBAT



### Critical Hits

When a Hero or a Monster attacks and rolls a natural 20, that attack deals +1 damage.

### Defeated Heroes

When a Hero is reduced to 0 Hit Points, it becomes unconscious. The Hero cannot take any additional damage or use any powers or items. Conditions, such as Advantage or Disadvantage, still apply to the Hero.

Monsters ignore the downed Hero, following their tactics as through any Hero at 0 Hit Points were not there.

A Hero that starts his or her turn at 0 Hit Points must spend a **Healing Surge**. If there are no **Healing Surges** remaining, you lose the adventure.

### Regaining Hit Points

Heroes and Monsters can regain lost Hit Points through various means. A Hero or Monster can never regain more Hit Points than his or her maximum Hit Point value.

### Healing Surges



A Healing Surge represents a Hero's ability to fight on against overwhelming odds. Despite pain and injuries, a Hero can push forward to continue the battle.

You begin each adventure with two **Healing Surges** and they are a resource that the entire group shares. A Healing Surge is automatically used to revive a downed Hero if they start their turn at 0 HP.

### Conditions & Statuses

Conditions and Statuses are negative and positive effects that your Heroes gain or suffer following an attack, an encounter, or power.

**Note:** You can see the effect of a condition and how to remove it by hover the mouse cursor over its icon next the affected character's health bar.

- Stunned
- Asleep
- Webbed
- Freezing
- Bleeding
- Burning
- Fire Shield
- Mage Armor
- Advantage
- Disadvantage

### Advantage

While affected by Advantage, the next time the Hero makes an attack roll, the 20-sided die is rolled twice and the higher result is kept. Advantage is then lost.

While affected by Advantage, if the Hero gains Disadvantage, Advantage is canceled.

### Disadvantage

While affected by Disadvantage, the next time the Hero makes an attack roll, the 20-sided die is rolled twice and the lower result is kept. Disadvantage is then lost.

While affected by Disadvantage, if the Hero gains Advantage, Disadvantage is canceled.





### Disabling a Trap

Traps can be disabled. while a Hero is adjacent, or in some cases, on a tile with a Trap. As an action, you can attempt to disable that Trap.

- With at least an action left, click the trap to attempt to disable it.
- On a 20-sided die roll of 1-10, you failed and triggered the trap!
- If you roll an 11-20, you succeeded! The trap is then removed from the board.

### Powers

In Tales from Candlekeep, Heroes use powers to accomplish many different actions.

Each Hero come with many Powers to select from. The number of Powers a Hero can have at once varies from Hero to Hero, so this is important to choose your powers wisely depending on your strategy.

Powers come in 3 different types:

At-Will Powers

Utility Powers

Daily Powers

### At-Will Powers

At-Will Powers are relatively simple attacks, spells, or prayers. Using an At-Will Power requires no special effort. it is weaker than a Daily Power, so when you use it the power is not spent and can be used again the next turn.

### Utility Powers

Utility powers are special maneuvers that don't actively attack Monsters (normally) but instead provide other advantages. These advantages may include a specialized move or the ability to counter a Monster's attack. Many of these powers don't require an attack action to use, and some may only take effect in subsequent turns. Unless stated otherwise, Utility Powers are spent after one use and cannot be used again for the adventure until a Treasure or another power recharges them.

### Daily Powers

Daily Powers represent a significant attack or spectacular effect. When you use a Daily Power, you cannot use it again until a Treasure or another Power recharges it.

### Character Customization

Before starting an adventure, in the **Character Selection Screen** you can choose which Hero or Heroes you will bring on this adventure.

This is also the place where you can select your Heroes' powers.

### Hero Slots

Hero slots determine how many characters you can bring on an adventure. They are unlocked by leveling up your **Player Level**.

- **Slot 1** is always unlocked
- **Slot 2** unlocks at Player Level 3
- **Slot 3** unlocks at Player Level 5
- **Slot 4** unlocks at Player Level 7

To add a Hero to your party, there must be at least one Hero Slot available. Then, you only need to click the "Select this Hero" button under the Hero you want to add to your party.



## COMBAT



### Power Selection

In the Character Selection Screen, you can select which Powers you want to assign to your Heroes. Keep in mind that powers cannot be changed once you started an adventure.

With a character selected, click on a power type tab (e.g. At-Will Powers) to access all the powers of that type available for this Hero. Then, click on the power you want to swap and, in the scrolling menu, select the power to replace it with.

### PLAYER PROGRESSION

Throughout the game, you will earn Experience Points through various means. Earning enough Experience Points will grant you additional levels and let you unlock **Hero Slots**, and reward you with **Crafting Materials**.

### Experience Points

You earn Experience Points by:

- Killing Monsters
- Completing Adventures

### Leveling Up

Each save slot has its own progression, therefore, its own Player Level.

To level up, you need to reach the according Experience Points requirements. the higher the level, the higher the requirement.

Once you reach Player Level 20, the Experience Points requirements stop increasing and caps.

**Note:** There are no level cap so you can level up indefinitely.

### Treasure Chests

Treasure Chests can be found on certain tiles during adventures.

#### They have two purposes:

- They give a reward instantly to the Hero that opens it. These rewards can be items, consumables, gold pieces, or positive effects.
- A chest that is opened on an adventure is also added to the rewarded chests at the end of this adventure, and will increase the amount of Crafting Materials gained if the adventure was a success!



### Gold Pieces

Gold Pieces can be earned by completing adventures but can also be found in Treasure Chests during adventures.

They are used to craft items for your Heroes. The higher the item's rarity, the higher the price.



## PLAYER PROGRESSION

### Crafting

The crafting system lets you create objects, like weapons and armor, to upgrade the stats and powers of your Heroes.

To craft an object, you need to spend **Gold Coins** and **Crafting Materials** found in the treasure chests you open at the end of adventures you succeed.

### How to Craft

In the Map Screen, you can click on the **Anvil** next to the Heroes' portrait to open the **Armory**.

In the **Armory**, select the Hero you want to improve. Then, click on tab of category of item you want to craft (e.g. Main Weapon).

**Notes:** When you have enough crafting materials to craft an item, the "Craft" button will be highlighted.

To see the materials needed and the cost to craft a specific item, hover the mouse cursor over its craft button.



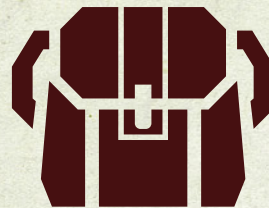
A small anvil icon is visible next to item categories when an item can be crafted.

To craft an item, simply click the "Craft" button if you have enough **Crafting Materials** and **Gold Pieces**.

### Crafting Materials

Resources that are rewarded in chests you open at the end of an adventure you succeeded.

Click the "**Bag**" icon in the **Armory** to open your crafting material inventory.



**Note:** the crafting material inventory is shared between all the Heroes.

Crafting Materials have different rarity. They can be found in a chest of the same rarity but also have a chance to be found in chest of a lower rarity.





## PLAYER PROGRESSION



### Adventures and Side Adventures

The game features a storyline that players must follow to complete the game. There are 12 Adventures that are directly related to the main conflict and players must complete an Adventure to unlock the next one.

Side Adventures, on the other hand, are not directly related to the storyline. To unlock them, you must complete Adventures since each Side Adventure is linked to a main Adventure.

Once unlocked, Side Adventures can be completed in any order.

### Difficulty Settings

There are 3 difficulty settings in the game: **Normal**, **Hard**, and **Horrific**.



Difficulty settings affect Adventure objectives, Monster stats, Encounter damage values, and Trap damage values. Difficulty settings also affect the reward you get such as the amount of **Gold Pieces**, **Treasure Chest** rarity, and the amount of **Experience Points**. The more difficult, the higher the reward.

You can select a difficulty setting on an Adventure's panel once you click on an Adventure node on the map.