

Advancement Token Tracking

There are sometimes multiple copies of each Advancement token, each with a different gold piece value. Whenever a player purchases an Advancement token, the cost of the next token of that same type is increased.

Choosing Power Cards

Once you have a better understanding of the game, you don't have to stick to the suggested Power cards for your Hero listed on the back of the adventure book. Each 1st-level Hero card tells you how many powers of each type you get—you can choose which At-Will, Utility, and Daily Power cards you want for any particular adventure.

Special Component: Elder Rune Cards

Waterdeep: Dungeon of the Mad Mage requires the use of Elder Rune cards. These cards are drawn through various effects found in the game. They have two sides to them: a Bane side and a Boon side. The effect that caused the drawing of a Rune will tell you which side a Hero must resolve. Each Elder Rune indicates what it does and when it is discarded.

Some Elder Runes will last the entire adventure or when a Healing Surge is spent by that Hero. Others are discarded the moment after they resolve.



CAMPAIGN TRACKING

As you finish each adventure in the campaign, you may want to note the number of gold pieces, Items, and Advancement tokens that each adventurer has earned. Remember to give 200 gold pieces to Heroes that don't participate in a successfully completed adventure! You can find a printable copy of this tracking sheet at www.WizKids.com.



TROOPER GNOME ROGUE - Level:

Gold Pieces:	Items & Advancement Tokens:



MARCON HUMAN SORCEROR - Level:

Gold Pieces:	Items & Advancement Tokens:



NAYELI GOLDFLOWER HUMAN PALADIN - Level:

Gold Pieces:	Items & Advancement Tokens:



CORMAC HALF-ELF CLERIC - Level:

Gold Pieces:	Items & Advancement Tokens:



ATKA TIEFLING FIGHTER - Level:

Gold Pieces:	Items & Advancement Tokens: