Welcome to **Dragonfire**, the DUNGEONS & DRAGONS® deck-building game. A treasure trove of excitement and adventure awaits you!

The first thing to do is dive into the Quick-Start Rules. They’ll introduce the basic rules of the game, its components, and you’ll be playing your first Adventure in minutes!

Once you’ve gone through the Quick Start Adventure, take a look at the full rules, then grab the *Dungeon Crawl Adventure* card. It’s not only your first complete Adventure, it’s also a primer for standard game play, and is the one you’ll come back to most often for more flashing blades and fireball action.

Even if you fail to complete the Adventure the first time, you’ll earn experience points (XP) every time you play, which you’ll spend on Feature stickers. These represent the hard-earned experience that improves your character and makes it unique to you.

Did I mention there's magical treasures? These are hard to come by. You don't just enter a dungeon and find a *Detect Magic* scroll or a *Silvered Longsword +1* among the bones of the first undead skeletons you defeat. Instead you need to fully delve into the depths of an Adventure and return triumphant to secure such fantastical hoards.

While you can play one-off games of any Adventures in this box as often as you like, evil is boiling to the surface along the Sword Coast, and a party of heroes is needed to defeat it! *An Ancient Evil Rises* is a five-part campaign. Start with *The Wastes of Ancient Empire* Adventure card, and grab the *An Ancient Evil Arises Companion* booklet, and dive in when you’re ready!

**Are you the heroes the Sword Coast needs? The Forgotten Realms® await!**
HEROES WANTED!

PARTICIPATING HOBBY STORES WILL HAVE ACCESS TO ADDITIONAL, UNIQUE MAGIC ITEMS. COMPLETE AN ADVENTURE IN-STORE, AND SEIZE FANTASTIC TREASURES YOU’LL FIND NOWHERE ELSE!

IF YOU CAN’T BE WELL-PREPARED, BE WELL-SUPPLIED!

FILL OUT YOUR ADVENTURING PACK WITH ADDITIONAL ADD-ONS AVAILABLE NOW!