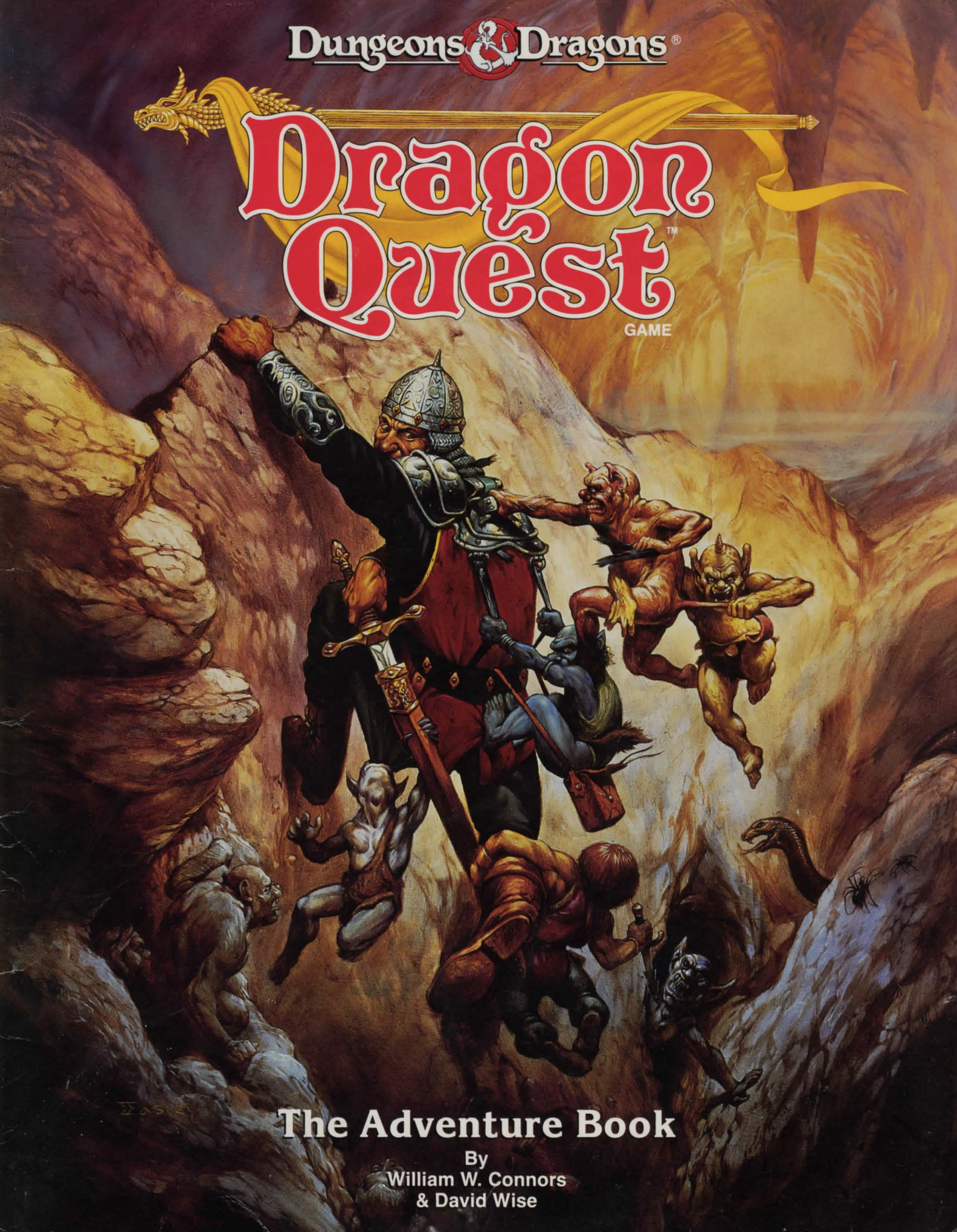


Dungeons & Dragons®



Dragon Quest™

GAME



The Adventure Book

By
William W. Connors
& David Wise

The Spider's Bite

Steel flashed in the flickering torch light of the mine. With a single powerful stroke, Andreas brought his sword down upon the giant spider's back. With a squeal, the great beast shuddered under the sword blow. Black blood boiled out of the gaping wound and poured onto the stone floor, where it popped and sizzled like acid. The wounded creature tried to make a last attack, but it found that its strength had flowed out with its blood. With a thud, the monster collapsed into a sprawl of twisted legs on the floor.

Even before the spider fell, Andreas knew that his work was done. There are times when a swordsman knows his swing has been perfect and his enemy cannot stand against it—this was one of those times. Keeping his weapon ready, just in case another of the dark creatures might be near, Andreas turned to the cleric Knolan and spoke. His tone was hushed, but his words were urgent and sharp. "Will he live?"

Knolan looked up and twisted his body so Andreas could see the face of their dying friend, Honus. Honus had seen the trap just before Andreas stepped on it, but he had it set off, himself, trying to save his friend. A hole had appeared under his feet and he slid out of sight with a yelp. Of course, when Honus disappeared down the slide, the other heroes leaped right in after him. They were friends to the end.

The spider heard Honus coming down the slide, and it was waiting when he fell into its lair. . . .

Honus was a clever and cheerful rogue, full of laughter and sly grins. But now all trace of humor was gone from his face. Instead, flinches of pain marked the passage of the spider's poison in his veins. The bite wound on his leg did not look severe, but it was the source of the deadly toxin.

"He is beyond the reach of my medical skills," said Knolan. He bowed his head over the body and placed his rough hand over the wound. "I will try my magic—it is his only hope."

With that, the cleric began to mutter in a language unknown to Andreas. His words seemed to have an immediate effect on the rogue, however. Slowly, as Knolan continued his chant, a pale white light spread across Honus. In less than a minute, the color had flowed back into the rogue's face and all signs of pain had vanished. At last Knolan finished his spell and fell silent. He made no sound or movement for several seconds, but then he stood.

"Honus will sleep for a bit, but the poison is gone from his system. Give me a few moments to rest and I will heal the torn flesh of his leg. Now that the poison is gone, he is in no danger."

"I wouldn't say that!" shouted Andreas as he sprang past Knolan. The cleric fell back, startled, and then spun to follow the rapidly-moving warrior. Andreas finished his leap and landed just beyond Knolan. Another giant spider, the mate of the one he had just killed, loomed out of the darkness. . . .



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Credits

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The adventures in this book are dedicated to Lawrence C. Smith, Robert W. Caswell, Dave Kukla, and the rest of the privateers who brought me into this crazy hobby so long ago.

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How to Use This Book

How to Use This Book

Welcome to your first DRAGON QUEST™ game adventure. If you haven't read through the **Rule Book** yet, please do so before reading this **Adventure Book**. Much of what you read in this book will make a lot more sense if you understand the rules first. If you *have* reviewed the *Rule Book* already, get your friends together—it's time to have some fun!

This book is set up so that it is easy for the DM™ to use. From time to time, we'll give him pointers on how to make the game more fun for everyone.

Being Prepared

Whenever a DM is going to run an adventure for his friends, it's very important for him to **read the whole adventure first**. A big part of the players' excitement in the DRAGON QUEST game is not knowing what's going to happen or what's in the next room. **The DM, however, needs to know all the details before playing.**

All of the monsters and items that are used in each of the adventures are written in **bold type**. As the DM reads the adventure before playing it, he should pull the cards for these creatures and items out of their decks and keep them handy. When the heroes find monsters and items in the dungeon, the DM will have the cards with their information right next to him. That keeps the game moving along.

Monsters! Monsters! Monsters!

Often, the heroes will have to fight more than one monster at a time. The DM has to keep track of all these monsters and how many hit points they each have left after being attacked. To make this easy, keep a piece of scratch paper behind the DM screen. If the heroes get into a fight with, say, three goblins, then write **goblin 1**, **goblin 2**, and **goblin 3** on the paper. Below each, write down the total number of hit points they have (4 hit points, each). Then, when a hero hits one of them and causes damage, just subtract the damage from the number listed for that monster. Cross out that number and write down how many points of damage the monster has left. When a monster reaches 0 hit points or less, draw an **X** through that monster on the scratch paper and tip over the stand-up figure on the game board, as if the monster just fell over.

Keeping the Fun Going

The DM is the person who can really make an adventure exciting and fun. The first way to do this, of course, is to be fully prepared for the adventure. Another good way to do this is to act out the parts of every person and monster that the heroes meet. Think a bit about what the people and monsters sound like when reading the adventure ahead of time. It's not necessary to be a great actor, but if the DM acts out his parts, then the players will probably

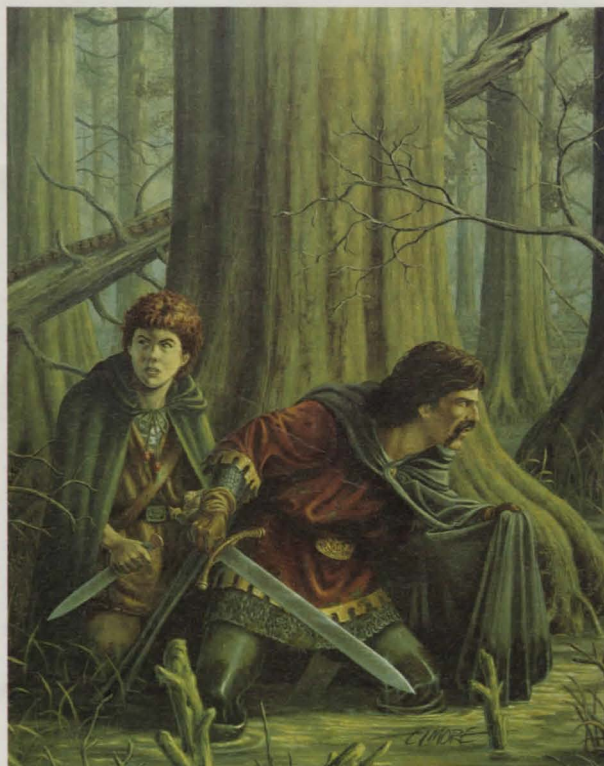
begin to act out the parts of their heroes, too. That makes the game more fun than ever!

Remember what the section on "Being a Good DM," in the *Rule Book*, says: **Always encourage teamwork**. The DRAGON QUEST game isn't the kind of game where one player wins and the others lose. If the players stick together and do well, *everybody* wins! If a hero finds a magical treasure, he might think about which member of his group can put it to best use, for the good of the whole party. Each hero has special skills that help the whole group. No one can survive the deadly dungeons alone. The DM should always try to keep that fact in front of the players.

Now What Happens?

Sooner or later, one of the players will ask to do something that the rules don't talk about. Don't worry—you're the DM! Just make up a rule to deal with whatever happens. First, decide if the hero's action is even possible. If you don't think so, then explain your opinion to the player and let him take another action. If you think it's possible, then decide if an Ability Check will help. You can even tell the player that he'll have to roll 1 or 2 lower than his Ability if the action is *really* a tough one.

If a player thinks of a clever way to sneak past a monster or trap, that's good playing. Don't force the heroes to face every monster and trap in the dungeon. Part of the game is thinking your way out of trouble. On the other hand, if



How to Use This Book

it's important for the heroes to fight a certain monster that they have just sneaked past, put it in the next room and tell them it's his brother, or something like that.

If the heroes miss an important clue or secret door and they are ready to leave the room, roll some dice behind the Dungeon Master's Screen and then say something like, "Wait a minute! You notice something funny about the walls in here." That will usually get them searching.

As the DM™, it's okay for you to "cheat" a little to keep the game going. The players won't know when you're faking the dice rolls, and if they're having fun, they won't ask questions.

How the Adventures Work

Each of the adventures in this book is set up in the same way. This makes it easy for the DM to use and, once he runs one or two games, he quickly turns into an expert Dungeon Master. Each of the parts is described below.

A Quick Description

Each adventure opens with an introduction strictly for the DM. This is a brief description of the adventure that the heroes are about to go on. It tells the DM what will happen so that he can more clearly understand the adventure as he reads it and prepares to run it.

Player Introduction

This is a short scene that the sets up the adventure for the players. Much of the player introduction will be written in a box. Whenever the DM comes across boxed text in the rules, he knows that it has been specially written to be read aloud to the players. If the text is not in a box, then the DM should keep that information to himself until the heroes do something that would reveal it. For example, the text may say that there's a treasure in the corner, but the players shouldn't know this until one of the heroes searches the room.

The Adventure Map

After the DM has read the Player Introduction, he should open up the game board and place it where everyone can see it. Each adventure in this book uses a different map, printed at the start of each adventure. The maps in the *Adventure Book* are called **DM maps** because they are meant to be seen only by the Dungeon Master. They contain lots of information that the players shouldn't be able to see—that would spoil the surprise and the fun.

Once the game board has been laid out and the DM has found the map for the adventure in this book, he begins by placing fold-up doors to mark the locations of any exits from the room marked **Start Here** on the DM map. The DM then can tell the players where to place their heroes.

There are never monsters in the starting area.

Exploring the Dungeon

The heroes now can go on the mission that was read to them in the Player Introduction. The DM guides the heroes through the turn sequence that is described in the *Rule Book* and outlined on the inside of the DM screen. As the heroes move into new areas, the DM places new fold-up doors and monsters on the board and describes new areas to the players. By waiting until the heroes reach each section of the map before putting out the doors and monsters, the players can't tell which way the dungeon goes or what's in it. That way, they are kept in suspense about what's ahead.

There are enough door and monster stand-ups for each entire adventure. The DM can leave the doors where they are as he places them and he can leave the monsters where they lie after they have been killed. That way, when the heroes decide to leave the dungeon, they can just retrace their steps.

Each part of the dungeon has a letter for it marked on the DM map. The Dungeon Master can always find the text that describes each room by looking for the room's letter in the *Adventure Book*. For instance, the part of the text marked **A** describes the room marked **A** on the map. The boxed text at the start of each entry describes the room to the heroes.

Too Many Monsters?

The game isn't much fun if the heroes are so hurt that they can't fight without dying. If the heroes are getting beat up from too many wandering monsters, it's okay to skip the Wandering Monster Check. The DM also can decide to cut down the number of monsters that the *Adventure Book* says the heroes will have to fight.

Another way to help heroes when they are hurt is to sneak an extra bottle of *Kur's Drink* (from the **Treasure Deck**) into the room they are exploring. Just tell one of the heroes that he has stepped on a loose floor board or rock. When he looks under it, he finds the healing potion.

On the other hand, if the heroes are stomping all over every monster that they meet, add another monster or two to the next battle. Combat is most exciting when the battle is a close one. After the heroes fight a couple battles, it will be clear whether or not the DM needs to adjust the number of monsters.

Ending the Adventure

After the heroes have explored every room on the map, the DM can skip to this section of the adventure. In general, it sums up all that the heroes have done and tells them what the results of their mission are. In the first and second adventures, it also sets the stage for the next adventure.



RAKELAND 92

A Call To Glory

A Call To Glory

In this adventure, the heroes explore an old mine. It was created long ago by an ancient family of dwarves, called a *clan*. The clan left when they found that a mysterious evil force was trapped below the mountain. When the heroes explore the mine, they will find that it is now home to a tribe of goblins.

At the end of this adventure, the heroes learn that the goblins have removed a valuable object from the mine. This magical treasure was the only thing keeping the mysterious evil trapped below the mountain. Without this treasure, the unknown horror will be released.

Before this adventure begins, the DM should look through the **Monster Deck** and pull out the following cards: **Bugbear**, **Gnoll**, **Goblin**, **Hobgoblin**, **Kobold**, and **Orc**. These are the possible wandering monsters in this dungeon. Whenever a wandering monster is encountered, the DM can just draw one of these cards.

Player Introduction

The DUNGEON MASTER™ begins the game by telling the players that the heroes have been called before Gustovan, the Burgomaster of Torlynn. Torlynn is a small village set in a quiet, hilly area near the mountains. The heroes have lived here for many years and think of Torlynn as home. Gustovan is known as a

wise and kind mayor.

The first text box, below, describes the scene in which Gustovan gives the heroes a mission. This mission is the story that drives the first game.

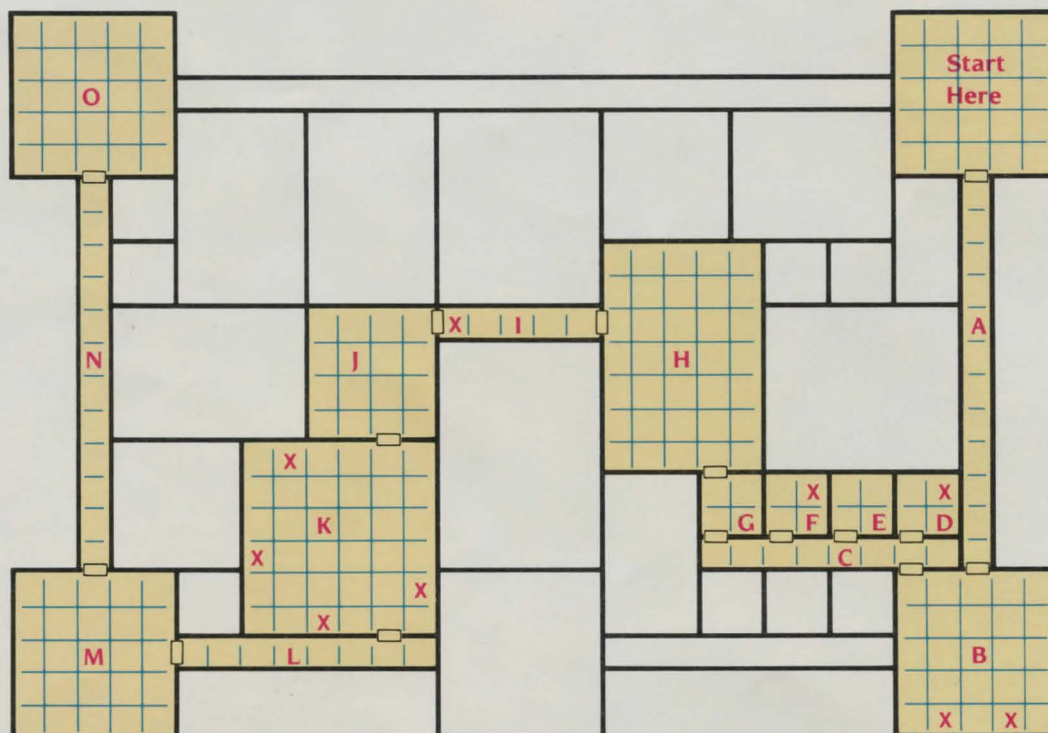
In order to make the boxed text more interesting, the DM should remember that Gustovan is very fat and he speaks with a thick accent. When the DM reads the words that Gustovan speaks, or whenever he is answering a question that the heroes ask Gustovan, the DM should speak in a slow, heavy voice with a thick accent. Don't worry about whether or not you do a good accent. It's all part of the fun.

It is a dark autumn night in the village of Torlynn. Outside, a freezing wind rips the last leaves from the trees and splatters falling raindrops against the windows. Only the fire blazing in the nearby fireplace keeps you warm on this stormy night.

A short, heavy man enters the room. He has a thick moustache and a silver-rimmed monocle in his eye. With a grunt, he drops into a chair and politely smiles at your company.

"Hello, my friends," he says very seriously. "Thank you for coming on this awful night. I have called you here because the people of Torlynn have need of brave heroes such as yourselves.

"In the mountains above the town is an old iron



A Call To Glory

mine. It was dug long ago by a clan of dwarves. They took out all of the iron there and then moved on to other places to look for more.

"Over the past few weeks, reports have come to me of strange lights and sounds coming from the old mine. The people are scared and worried. Please go to the mine and explore it. Find out if there is something wrong there or if these reports are nothing but the wild dreams of fools."

If any of the heroes have questions for Gustovan, the DM may have to make up some answers. Don't tell the heroes what's in the iron mine—Gustovan doesn't know. He'll just keep begging the heroes to be brave and help his poor town.

Exploring the Dungeon

Once the board is in place, the door stand-up has been placed at the entrance to area **A**, and the players have placed their heroes in the starting area, the DM should read the following boxed text.

You stand just inside a rough cavern, cut from the stone of the mountain long ago by dwarvish hands. This is the entrance to the mine. Behind you, a cold wind blows as if it would push you into the unknown. There is only one way to go now: forward and into the darkness of the mine. Gathering your courage and checking your weapons, you start down into the mine shaft.

There is nothing dangerous to the heroes here. The entrance to the mine is safe and simply serves as a place to start the adventure from. As soon as the heroes move out of the starting area, however, there is a chance that they will come across the monsters that live in the mines.

A. Tunnel

When the heroes move into this section of the mine, put a door stand-up at the entrance to area **B**. Then, read them the next text box and check for a wandering monster.

The sound of the wind fades away as you move into the mine. The air in here is cool and wet so that it feels as if you are walking through thick fog.

If a wandering monster shows up while the heroes are in this tunnel, it will come from Room **B**. Place the stand-up for the monster inside the door to that room

and announce that he has just stepped into the tunnel. Continue with the turn sequence until any battles are finished and the heroes are finished exploring the area.

B. The First Lair

As you open the door to this room, a horrible smell fills your noses. The floor of this rough cave is covered with trash, and flies buzz in the air. Several furs have been placed on the floor here, clearly to be used as beds. As a matter of fact, two of the beds are in use, and a pair of monsters jumps out of them as you enter. One is a goblin and the other is a kobold. They hiss at you and attack!

Place the stand-ups for the monsters on the spaces that are marked with an **X** on the DM map. (Don't forget to put a stand-up door at the entrance to new areas as the heroes explore—there's no need to wait for the *Adventure Book* to tell you to do this.)

The **kobold** and **goblin** are not very smart. They attack the heroes no matter what. They will try to team up on the first hero to enter the room, attacking him until either they are killed or the heroes run. They will not follow running heroes, but they'll still be there if the heroes come back.

These monsters have no treasure, but they do have two useful pieces of equipment. Draw any two cards from the **Equipment Deck** and let the players decide who will carry them.

C. Jagged Cavern

This is a narrow cavern cut through the stone. Small pools of water are spread across the floor. The occasional drip and splash of water dripping from the walls and ceiling echoes in the air.

As the heroes are moving through this area, the DM should make wandering monster checks as usual, unless the heroes are low on hit points. As always, wandering monsters never have treasure.

D. Orc Lair

The air in this small room is thick with the smell of rotting meat. A pile of bones stands in the corner. An orc has claimed this place as its lair. When it sees you, it roars and attacks!

Place the **orc** stand-up on the space marked **X** on the DM map. The orc will fight until it's killed. If a dwarf hero wants to **search for secret doors**, he will find a piece of stone in the floor with a hidden compartment behind it. In the compartment is a bag of gold. Give the player that finds it the **Bag of Gold** treasure card.

A Call To Glory

E. Trapped Room

This small room is empty and has a funny, bitter smell to it. The walls and floor are covered with black ash or soot. A steel door with an iron ring for a handle has been set in the middle of the floor. There is no lock on the door.

Any hero who tries to open the door will set off a **Greek Fire** trap (from the **Trap Deck**). If a rogue character tries to **search for traps**, he gets his normal Ability Check on his Dexterity to do so. If he fails his roll, he sets the trap off! If he successfully makes his Ability Check, he can then **remove the trap** by making another Ability Check on his Dexterity. Once again, if he fails his roll, then the trap goes off.

If the trap is successfully found and removed by a rogue, or if it has been set off, the heroes will find that the door is a fake and there is no treasure.

F. Gnoll Lair

As you open the door to this room, a number of small insects buzz past you. Inside, you see that the air is dotted with dozens of biting flies. A large, evil creature sits on the floor, sharpening a curved sword. When it sees you, it cracks an ugly smile and jumps to its feet.

This is a **gnoll**. The DM should place the gnoll stand-up on the space marked **X** on the DM map. The gnoll attacks right away. If he is killed, the heroes will find a bottle of **Kur's Drink** (from the **Treasure Deck**) in the room (if they search it). Give this treasure card to the players and let them decide which hero will carry it. Tell the players that the hero who keeps the treasure is not the only one who is allowed to use it, just because he's carrying it. Remind them to always do what's best for the whole group. (Of course, they can drink the potion right away if they need to.)

G. Empty Room

This room is rough like a cave. The floor is worn down as if many people have walked through it over the years. A small pile of dirt and trash lies in one corner of the room.

The **Pile of Debris** card (from the **Special Items Deck**) will explain what happens if the heroes search through the trash pile. Each hero may search the pile **once**.

H. Broken Room

This large chamber was cut from the stone long ago. In the ages since then, the walls have cracked and split. Large blocks of stone have fallen from the walls and ceiling, and they litter the floor. The gleaming eyes of unknown rodents peak out of cracks in the walls from time to time.

There are no monsters in this room. The falling rocks and unsafe walls make it very dangerous to travel through here, so the monsters avoid it.

As the heroes cross the area, they will hear a creaking noise from the walls. Pieces of rock will fall from the ceiling with every step that the heroes take. At the end of each hero's turn, if he is standing in this room, then he must make a successful Ability Check on his Dexterity or be hit by a piece of falling rock. Anyone who fails his check suffers 1d4 points of damage. The heroes can probably make it through the room in one turn if they don't stop to do anything. Otherwise, make them roll an Ability Check after every action they take besides leaving the area.

I. Narrow Tunnel

This is a short, narrow tunnel with a very smooth floor. The cool, damp air in here has a strange, metallic odor to it.

As soon as the first hero steps into this hallway, a monster steps through the door that leads to area **J**. When that happens, the DM should have the **orc** monster card and the **Motopua** treasure card next to him. He should place the orc stand-up on the board where the monster showed up (**X** on the DM map) and read the players the following text:

Suddenly, the door at the end of the hall swings open and a foul looking creature steps into sight. As he sees you, a cruel snarl spreads across his ugly face. He lifts a gleaming black axe that was strapped to his back and starts to march toward you.

This orc is carrying the magical axe **Motopua** from the **Treasure Deck**. Because he uses this weapon in combat, he gets to add one point to his attack and damage rolls (see Step 6 of the combat sequence on page 26 of the *Rule Book* or on the chart on the DM screen). If the heroes defeat the orc, they can take **Motopua** as their own.

A Call To Glory

J. The Story Room

This is a large chamber that has been polished smooth. Ancient dwarvish letters, called *runes*, have been carved into the walls. There is a feeling of great age to this place and a sense of wonder seems to hang in the air.

If any of the heroes examines the runes, have his player make an Ability Check on his Intelligence. (A dwarf hero doesn't need to make a check at all—he can easily read the writing of his ancestors.) If any hero's check is successful, he can read the runes and tell the others what they mean. If that happens, read the players the following text box.

These runes tell the story of the digging of this mine and the work that the dwarves did here. Near the end, it mentions that the dwarves found a vein of glowing iron unlike anything they had seen before. They mined the strange ore, which they called *eisenmond* (i-sen-mond) and found they could make weapons of great magic out of it.

As they mined for more *eisenmond*, they discovered some dark and evil secret about the mountain. Unfortunately, the runes don't say what

the evil secret was. However, the dwarves packed up their things and left overnight.

The story ends by saying that the dwarves left behind one large nugget of *eisenmond* which glowed brighter than the rest. This nugget seems to have been left in the care of someone called the "Stone King." It is the key to the secret of the mountain—this must be what Gustovan sent you here to find!

K. The Iron Mine

This vast chamber has been roughly carved and worked. Small veins of iron ore still line the walls, showing that this was the heart of the ancient dwarven mine. Four monsters are working in here when you enter. They howl with rage when they see you and attack.

The monsters in this room are a **goblin**, a **kobold**, an **orc**, and a **gnoll**. Place stand-ups for these creatures on the spaces marked **X** on the DM map. One of the monsters—the DM can pick which one—is wearing the **Shield Ring** from the **Treasure Deck**. This magical item will improve (lower) his Armor Class by 1. The **Coil of Rope**, from the **Equipment Deck**, is here too (unless



A Call To Glory

the heroes already have it). Give the heroes these cards after the fight.

L. Tunnel of Death

This is a fairly smooth and straight tunnel. Here and there, the floor is marked with the dark stains of dried blood! Something inside tells you to be very careful in here!

The door that leads to area **M** is rigged with a trap. If a rogue hero **searches for traps** next to the door, he can find it by making an Ability Check on his Dexterity. If successful, he can make a second Ability check to **remove the trap**. Of course, if he fails either check, then the trap is set off. A large **deadfall** trap (from the **Trap Deck**) will drop heavy rocks from the ceiling, crushing heroes. Any hero in area **L** when the trap goes off can roll an Ability Check on his Dexterity, trying to duck out of the way of the falling stones. Those who fail their check will take 1d6 points of damage.

If one of the heroes searches through the fallen rocks after the trap has gone off, he will find some jewelry among the debris. Give the player running that hero the **Jewelry** treasure card. If none of the players says that his hero is searching through the rocks, then nothing is found.

M. Mysterious Fountain

When the heroes enter this area, **don't** put in the door stand-up that leads to area **N**. It's a secret door and the heroes will have to find it first.

In the center of this room, which has a smooth floor and rough walls, is a stone fountain. The fountain has been carved in the image of a large dragon that coils around itself and sprays water out of its mouth. The water lands in a polished stone pool that has been cut into the floor around the statue. The air in here is sweet with the smell of fresh water.

The first time that a hero drinks from this fountain, he feels a magical tingle run through his body. All of his wounds are instantly healed (if he has any), returning him to full hit points. All spellcasting heroes suddenly remember the spells that they have cast in this dungeon, too. Give them back any spell cards they have used. If a hero drinks again, there is no magical effect, but the water is cold and sweet. If the water is removed from the fountain, it loses its magical healing power.

When the heroes are finished looking at the fountain, read the following text box.

Looking around this room, you see that there are no more doors. This looks like the end of the mine, but it can't be. You haven't found the Stone King or the large lump of *eisenmond*. There must be a secret door somewhere in this room.

Allow each player to announce what his hero will do next. This counts as a turn and allows for a Wandering Monster Check (unless the group is low on hit points). When any hero looks at the wall where the door to area **N** is, read the next box.

There is some odd writing on the wall here. If you brush some of the dust off the wall, you can make out the letters.

If a hero tries to read the letters, read the **Strange Writing** card (from the **Special Items Deck**) to see what happens. After that, have the hero make an Ability Check on his Wisdom. If he rolls successfully, he finds the secret door. (The door is a very easy one to find, so any hero who looks for it can find it.) If he fails his check, tell him that he finds nothing, but that trap must have been put there for a reason. That should get someone else to look.

N. Sloping Passage

This tunnel has been cut downward at a sharp angle. Walking down it is very dangerous, requiring great care. The walls and floor are rough and broken, less well traveled than the rest of the mine.

If the heroes think to use the coil of rope that they have found, they can make the trip safely. If they don't use the rope, each hero must make an Ability Check on his Dexterity. Any hero that fails his check slips, falls, and rolls to the end of the tunnel (outside room **O**). Heroes who fall take 1d4 points of damage. Any hero in front of the one who has fallen must make another Ability Check on his Dexterity—those who fail are tripped up by the fallen hero, and then they fall too.

O. The Eisenmond Mine

This is a rough stone chamber that appears to have been one of the most ancient mines of the dwarves. Flakes of a mysterious glowing ore flicker in the walls, floor, and ceiling. Although there is not enough of this unusual metal to be worth anything, it makes the dark walls of the room shimmer like a starry night.

A Call To Glory

In the center of this room is a short statue carved from a single block of granite. The statue is a dwarf with a pick and other mining equipment. Someone has ruined the statue by breaking off the head and tossing it in the corner. A rusty crown, fashioned from iron long ago, rests atop the statue's head. The statue's hands are open and held out, as if it had been holding something.

The statue sits on a small pedestal that appears to be made of several slabs of stone, glued together.

This is the chamber where the dwarves dug for the magical *eisenmond*. The flecks of ore left in the walls now are worthless, but they are still very beautiful. The statue is also worthless, but there is more to it than meets the eye. It is impossible to remove the crown.

If a dwarf **searches for secret doors** or a wizard casts a *detect magic* spell in the room, they will find a small compartment in the base of the statue. Opening it will reveal two nuggets of glowing *eisenmond* that have been carved into the shape of eyes. Let one of the players think to say it first, but otherwise tell them that the eyes look as if they might fit perfectly into place on the face of the statue. If they try to fit the nuggets into the sockets of the statue, the heroes will find that they fit snugly into the head.

If the head is fitted with the eyes and placed back on top of the statue, a magic spell will be triggered. Hint to the players that they should try this by telling them that the eyes seem to look toward the statue's body. If they still don't think of it, have them all roll an Ability Check on their Intelligence. Tell any hero who makes his check what to do, then read the following text to the players.

As soon as the statue is assembled, a strange light fills the room. The stone body of the statue glows and the mouth moves slowly. In a voice as deep and old as the mountain around you, the statue speaks:

"Though we left this place long ago, the spirit of the dwarves remains. This place is ours. It was built by our hands and dedicated to the blood of those who died here. It is good that you have come, for a great evil has tainted the spirit of this place. The priceless magical stone, called the *Eisenkern*, has been stolen. When it was taken, the power to trap the beast that lives at the heart of this mountain was taken also. If the *Eisenkern* is not returned to this place, that terrible beast will be freed and a horrible evil will come upon all who dwell in these lands!"

Ending the Adventure

It's not necessary to roll for Wandering Monster Checks as the heroes exit the mine. If they are fairly unhurt, the DM can place a few monsters along their path as they

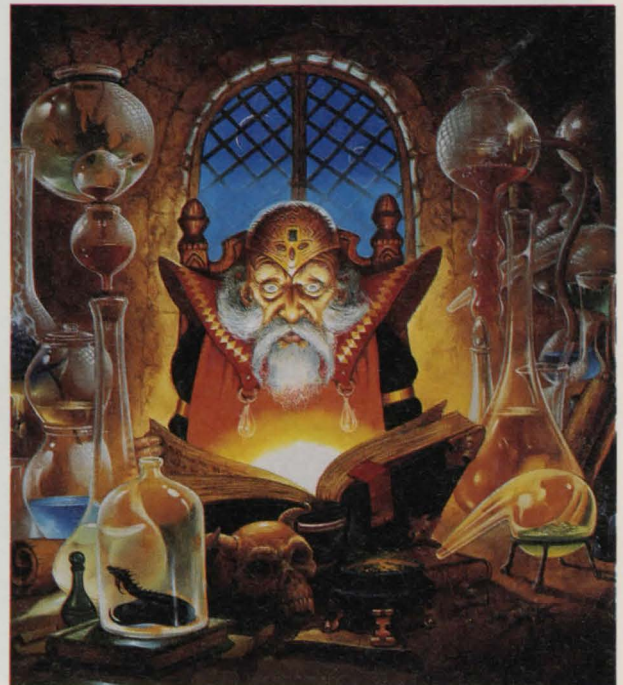
leave. If they are badly hurt, the DM can let them leave without any more trouble.

Now that the heroes have explored all of the rooms in the dungeon, they can report back to the Burgomaster of Torlynn and tell him what they have seen. Read the players the next text box to end this adventure. (Remember to use a deep, accented voice when you read the words spoken by Gustovan, if you did so at the beginning of the adventure.)

Gustovan listens carefully to your story. He seems troubled by it. After you finish talking, he begins to pace around the room. He says, "Clearly, these are dark times for our people. Whatever the evil that the dwarves found in the mountain, it must not be set free. If it is so great and powerful that the dwarves fled because of it, Torlynn would be at its mercy. I must give this matter careful thought."

Gustovan thanks the heroes for their help and gives them a **small treasure chest** (from the **Treasure Deck**). Gustovan then leaves, telling the heroes that he will be in touch with them shortly. This is the end of the first adventure.

The heroes can now use the treasure they have found to buy new equipment. Remind them that it's best to share the treasure by buying equipment that the whole group needs. The hero who found the treasure will usually get to carry the equipment bought with it, but smart heroes always share.



The Eisenmond Blade

The Eisenmond Blade

In this adventure, the heroes try to find the missing *Eisenkern*. Without this magical stone, the evil at the heart of the mountain has begun to stir. Earthquakes have begun to shake the village of Torlynn and people are beginning to fear for their safety.

Burgomaster Gustovan hears rumors of what happened to the *Eisenkern* and sends the heroes on their way to find it. They will find that the stone has been captured by an evil creature that plans to make it into a magical weapon. After the heroes battle their way through to the monster, they find that they are too late—the weapon has been made and the *Eisenkern* has been destroyed.

Armed with this new magical weapon, the heroes return to Torlynn and learn the nature of the beast beneath the mountain.

As always, the DM should read the adventure before running it for the players. He also can look through the **Monster Deck** and pull out these cards: **Xan, Zombie, Skeleton, Giant Rat, Giant Spider, Orc, Smilodon**. These are the monsters that either are in this adventure or may show up with a Wandering Monster Check.



Player Introduction

Before this adventure begins, the DM should remind players who keep the same hero that their characters are now at the 2nd level of experience. This means that they will have more hit points, spells, and better fighting scores. All of this is described in the *Rule Book* (see "Moving Up in the World"). In order to easily record and keep track of the changes to their heroes, the players can make photocopies of the **Character Sheet** that is printed on the last page of the *Rule Book*. Not only does a character sheet let you write down the hero's new hit point scores, but the player can keep track of everything that the hero finds and any other information that the player wishes to remember.

When everything is ready, move on to the boxed text below.

For the last week, Torlynn has been shaken by earthquakes. The evil beneath the mountain is stirring and you have been unable to find any trace of the missing *Eisenkern*. Just as you are on the verge of giving up, a messenger arrives and asks you to meet with the Burgomaster at once. You travel quickly to his home and he greets you with a smile and warm handshakes all around.

Gustovan says, "Good news, my friends! I have received word of the *Eisenkern*. It seems that the goblins sold it to a traveling group of orcs. The orcs were headed down into the valley, but they never completed their journey. Not far from their home, they were attacked and the *Eisenkern* was stolen.

"My scouts have given me the location of the thief's hideout. It is an old, ruined castle about two days ride from here. You must go there at once and recover the *Eisenkern*. If you fail, all of Torlynn may soon be destroyed!"

If they haven't done so already, give the heroes a chance to buy any new weapons, armor, or equipment with the treasure cards that they recovered in the first adventure.

Exploring the Dungeon

When the players are ready, lay out the game board, show them the area marked **Start Here** (on the DM map), and place a door stand-up at the entrance to area A. Once the players have placed all of their hero figures on the board, read them the following text box.

After a rough trip, you have reached the ruined castle. It is nestled in a thick wood and difficult to get to. Whatever happened to destroy this keep must

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have been horrible. Most of it has fallen into towering piles of rock.

After a short search, you found a break in one of the still-standing areas and entered.

You have stepped into what was once a kitchen. The broken remains of a large fireplace stand along the far wall. The floor is littered with dust and pieces of broken rock. A cracked doorway leads deeper into the ruin. It seems to be the only exit from this area.

A. Dining Room

When the heroes enter area **A**, place a door stand-up at the entrance to area **B**. (Continue to do this each time the heroes enter a new area—don't wait for the *Adventure Book* to tell you to do it.)

This area was once a beautiful dining room. Now the formerly grand decor has fallen into ruin. Bits of broken furniture are scattered about the floor and rotting old paintings hang crooked on the stone walls.

The air in here is thick and musty. Flies buzz about and little beetles scurry out from under your feet. In the center of the room is a pile of three bodies—perhaps the last group of adventurers to explore this place! They appear to have been stripped of all their weapons and valuables, tossed in a heap, and forgotten.

The bodies in the middle of the room are actually **zombies**. Any hero who does anything to disturb their resting place will cause them to rise and attack. Disturbing the bodies means any action that affects them in any way: searching them, poking at them, casting a spell on them, and so forth. Wait until the heroes disturb the zombies before putting their stand-ups on the spaces marked **X** on the DM map. That way, the heroes won't realize what they've done until it's too late.

If the zombies are defeated, the heroes will find that one of them still has a weapon tucked into its belt (if they search the bodies). This is the valuable **Dragon Fang** dagger. Give the heroes that card (from the **Treasure Deck**) if they take the weapon.

B. Wide Hallway

This is a short, wide hallway. This area seems to have been saved from the violence that destroyed the rest of the castle. The dusty old tapestries that hang on the walls are the only sign that time has passed since the castle was left behind.

In the corner of this room (marked with an **X** on the DM map), the heroes will find a **Crystal Ball** (from the **Special Items Deck**). Look at that card to see what happens when any hero looks at the object. There is no other danger in this room, although the heroes may still run into a wandering monster here.

C. Slide Trap

This is a plain and narrow hallway. The floor has been polished smooth and so have the walls. They seem almost like mirrors.

This entire room is a big trap. As soon as one of the heroes reaches the area that is marked **C** on the DM map, the hallway tilts and becomes a dangerous slide. Any heroes in the hallway when this happens are dumped out in room **D**, just inside the door.

D. The Spider Pit

The slide dumps you into a roughly dug chamber beneath the castle. The floor is knee deep in some bitter, evil-smelling black slime. The air smells like rotten eggs.

In the center of the room, a large black spider rises up from the sludge. Its eyes gleam and sparkle like jewels and its jaws drip with poison that hisses when it hits the black liquid below. A more horrible monster than this would be hard to imagine!

Place the **giant spider** stand-up on the space marked with an **X** on the DM map. The monster will attack the heroes right away. It is kept in this pit by the creature that rules the castle. If it is defeated, the heroes can search through the slime and find two treasures. Draw these cards at random from the **Treasure Deck** and give them to the players if they search the area.

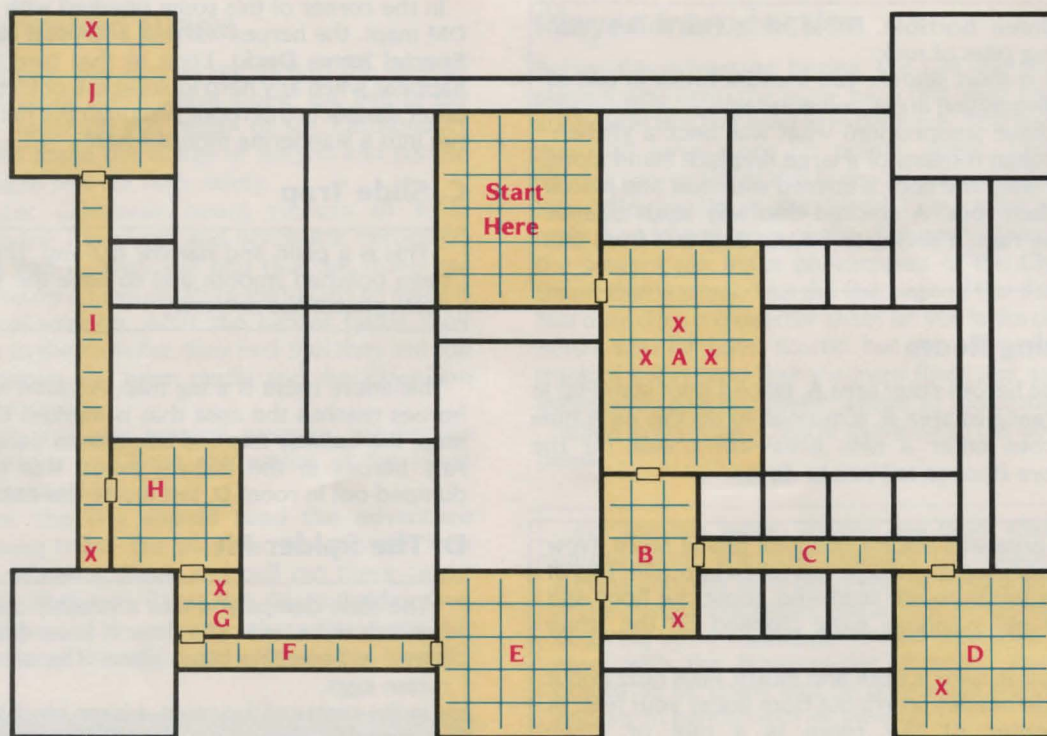
Once the spider is dead, the heroes can climb up the slide (area **C**) by making an Ability Check on their Dexterity or Strength. (Have them roll on whichever Ability is higher.)

E. Gate House

In the days before the castle fell into ruin, this was the main entrance, called the gate house. A twisted iron gate blocks the exit. It would be impossible to clear out the dirt blocking this doorway without a great deal of effort and time.

Now this room is used by the monster that lives here, to keep its pet wolves! Two of the largest, meanest wolves you have ever seen snarl and growl at you. Bones that are obviously the remains of the wolves' past meals are scattered all over the floor.

The Eisenmond Blade



As they charge toward you, you can't help but wonder if you will be their next dinner.

These beasts are actually **dire wolves**. Put the stand-ups for them anywhere in the room, but leave enough space for the heroes to come in. The dire wolves have no treasure.

F. Overgrown Hallway

This is a long stretch of stone hallway that has many cracks in the walls and along the floors. Over the years, various grasses, weeds, and wildflowers have grown to cover the area. Splits in the ceiling allow bright streams of sunlight to shine in, brightly lighting the area. A crude path has been chopped through the middle of the vines, but the entire place reminds you of a green spider web.

As the heroes start down this hall, a **smilodon** jumps down through the cracks in the ceiling. With a roar, it springs at the heroes and attacks them. If they defeat and search it, they will find that it is wearing a collar with a large gem in it. Give the players the **Large Gem** treasure card as a reward for their battle.

G. Prisoner in Chains

When the heroes open the door to this room, place an **orc** stand-up in the space marked with an **X** on the DM map. Then read the next text box.

This small room is being used as a prison cell. A badly beaten orc has been chained to the wall here. When you enter, he looks up at you and looks relieved. His evil face twists into what might be called a smile and he speaks in a hoarse, croaking voice.

"Please, free me! I beg you. The monster plans to kill me! I was carrying the magic stone when I was attacked. Please, free me and I will join you in defeating the horrible beast!"

The **orc** means what he says. He was holding the *Eisenkern* when his tribe was attacked. Everyone else in his tribe was killed, but he was captured. He has been badly treated and kept around only to amuse the nasty creature that stole the *Eisenkern*. If he is set free, he will join the heroes and fight any monsters that they find. When the adventure is over, he will say that his work is done and leave to seek his fortunes elsewhere.

The orc's name is Glashnik. If the heroes talk to him about his captor or what is going on in the castle, he will tell them that the monster is a man with the head of a

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bull. It locked him up and then went into the room marked **H** on the DM map.

If the heroes do not believe the orc, they are free to leave him chained up or even kill him. There is nothing he can do in any case.

If the orc travels with the heroes, he will be gruff and unfriendly. It's not that he's ungrateful to them for freeing him, it's just that orcs are gruff and unfriendly people. He won't betray the heroes or attack them. Of course, if the heroes attack him he will defend himself.

H. Bones

The first thing that you notice about this room is that its floor is covered with bones. They are piled at least a foot deep at every point in this room. There is no smell of rotting, as all the flesh seems to have been stripped from them long ago.

As soon as three heroes enter this room, three **skeletons** will spring to life from the bones and attack them. If the heroes search through the bones after the battle, they will find one random treasure hidden in this room. (Draw a card from the **Treasure Deck**.)

I. Smoking Hallway

This hallway is fairly smooth, although the shock that destroyed the castle seems to have given it a severe jolt as well. The walls and ceiling of this corridor are smeared with black soot and the smell of smoke is heavy in the air as you move through here.

At one end of the hallway there is a large gong hanging from the ceiling and a mallet hanging on the wall, next to it. There is no dust or dirt on the gong—it looks as shiny as if it had just been made yesterday.

There is no danger in this room, although the DM may roll for a wandering monster as usual when the heroes are in here. If a hero decides to strike the gong, read the **Large Gong** card (from the **Special Items Deck**) to see what happens (one time only).

J. Forge

As soon as you open the door to this room, a blast of hot air rushes out and splashes against your body. Small flecks of glowing metal, apparently pieces of the *Eisenkern*, are scattered across the floor. A large forge is set into the stone of the far wall, with a horrible-looking creature working over it.

Without warning, the creature at the forge whirls

about to face you. As Glashnik said, the monster looks like a man with the head of a bull, and he's huge and very strong! In his gloved hands he holds a large, glowing sword. Although it is still red hot from the forge, this weapon has a magical glow of its own. It obviously has been fashioned from the *Eisenkern*.

The creature throws back its head and lets out a howl of delight. "Now I shall test *Jamnar*, my new sword!" he cries as he raises the mighty weapon above his head.

This creature is named Dabokia, and he is a **Minotaur**. Place the stand-up for this monster on the space marked with an **X** on the DM map. The DM should take a moment to look over the Minotaur monster card before the combat begins, but this Minotaur is special: This monster doesn't have the axe listed for it on the card. Instead, Dabokia has the newly-made magical sword called *Jamnar*, made out of the *Eisenkern*. *Jamnar* is a two-handed sword (**large**), so it causes 1d10 points of damage if it hits. However, it is also magical and receives a +2 bonus on both its attack and damage rolls. To make things easier for the DM, Dabokia's "card" is printed here:

Dabokia (Minotaur)

Fighting:	14
Attacks:	1 two-handed sword (<i>Jamnar</i>)
Damage:	1d10 (+ 2)
Armor Class:	6
Hit Points:	30
Alignment:	Evil
Move:	4 spaces

Dabokia will first snort like an angry bull, bend over, and then charge at the closest hero, trying to catch the hero on his horns. He will then try to bite that hero in the same attack—he can do both in one turn. After that, he will charge into combat with the magical blade. Don't forget to add the +2 bonus when making attack and damage rolls with *Jamnar*.

If the heroes defeat Dabokia, they can claim the sword for their own. There is no treasure card for this weapon, so have the hero that takes it make a note on his character sheet that he has this magical weapon and what it does.

The Eisenmond Blade

Ending the Adventure

After Dabokia is defeated, the adventure is at an end. When the heroes return to Torlynn with the magical *Jamnar*, Gustovan will greet them at the entrance to the village. He is pleased to see that they have returned, but he is also upset that the *Eisenkern* has been destroyed.

The next text box wraps up this adventure and sets the stage for the next:

Gustovan tells you, "The people of Torlynn are grateful for your work, even though the *Eisenkern* has been destroyed. Thank you, brave heroes! I think that you should keep *Jamnar* as a reward for your brave deeds. May you ever fight onward to greater glory!

Even so, I fear what will happen now that the *Eisenkern* no longer keeps the evil under the mountain trapped and asleep.

Suddenly, the ground moves beneath your feet. The air is shattered by a huge explosion and a shockwave sends you tumbling to the ground. Screams of terror fill the air as a great cloud of

smoke billows into the sky. You hear Gustovan cry out, "The evil! It has escaped from the mountain! Without the *Eisenkern* we are all doomed!"

As you recover from the shock of the blast, you look toward the mountain. A great hole has been torn in the side of the great stone peak and a rolling cloud of black smoke pours into the sky like a mighty black river.

Slowly, a horrible shape emerges from the smoke. As the flapping of its terrible wings draws nearer and the hiss of its searing breath rises above the cries of horror from the villagers, you recognize the beast.

Although you have met many fearsome monsters in battle, nothing you have ever fought could have prepared you to face the fury of an angry *dragon*!

That's where this adventure ends. When an adventure ends with a big event that promises more danger ahead, it's called a *cliff-hanger*. A cliff-hanger can be a very important way to make your adventures exciting. You can just bet that each of your players is dying to find out what happens next!



Jaws of Flame

Jaws of Flame

In this adventure, the heroes travel into the newly opened caves that form the dragon's lair. Without the *Eisenkern* to contain the beast, they must now seek to destroy it. This might be impossible, except that the magical sword *Jamnar* is especially powerful when used against this dragon. As the heroes explore the dragon's lair, they will find that it is inhabited by a number of lizard men who worship the dragon and were imprisoned with it ages ago. When the heroes reach the dragon, they must destroy it quickly (or die trying)!

Those heroes who survive and return to Torlynn will be greeted with a grand celebration and treated like kings. Of course, the next time that something goes wrong, everyone will expect them to save the day again, but that's what being a hero is all about.

Player Introduction

If the heroes have made it this far, then they have progressed to the 3rd level of experience. That means more hit points and spells, and lower fighting numbers, for the heroes. (For details, see "Moving Up in the World" in the *Rule Book*.) Now that the players have copied their heroes Abilities and possessions onto photocopies of the character sheet in the back of the *Rule Book*, they can just make the changes on those sheets.

While the players are getting ready for the adventure by picking spells and trading in treasure cards for new equipment, the DM should look through the **Monster Deck** and pick out the following cards: **Death Hound**, **Lizard Man**, **Giant Viper**, **Wyvern**, **Giant Lizard**, and **Troll**. These monsters either appear in the adventure or they may be wandering monsters.

This adventure begins where the last one ended. The heroes are standing with Burgomaster Gustovan in the streets of Torlynn as a horrible explosion rips a hole in the side of the mountains above. A red dragon surges out of the hole and dives at the town.

If the players haven't just finished playing *The Eisenmond Blade*, the DM ought to read them the last bit of boxed text from the previous adventure. This will remind the players of what they have done and give them the chance to get ready for what is coming next. After the players have heard that description and had a few seconds to discuss just how much of a fix they might be in, the DM can move on to the text box that follows.

The sky has turned stormy grey by the clouds of smoke that roll up from the cracked mountainside. The horrible form of the red dragon stands out against the sky like a pool of blood on a dark floor. All around you, the townsfolk scream in terror and run as the great beast rolls into a wide turn and then dives at the village.

With a deafening roar, it opens its mouth and breathes flames upon the town. At the touch of the dragon's ghastly breath, many of the buildings in Torlynn are set ablaze!

As the beating of its wide leathery wings carries it back into the sky, the creature speaks in a voice that crackles and roars like a great bonfire. "Let that be a lesson to all the little ones who live in the shadow of the great Estorax Rex, the most evil of dragons. If you wish to survive, you will gather all of your gold and treasures and send them up to the mountain as a gift to me. If this wealth is not sent within two days, I shall return and nothing shall be left alive in this place!"

Suddenly, Estorax swoops down again and you all dive for cover. When the red dragon flies back up into the sky, he is holding a young girl in one of his claws. "I will take this pretty thing as my first prize!" he says. "Do as I say or she will be my dinner!"

With that, Estorax Rex flies back to the hole in the mountain and vanishes from sight. The townsfolk recover their wits and race to put out the burning buildings. Gustovan looks at you very sadly, but he says nothing. He doesn't have to—your job is obvious. Estorax Rex must be destroyed, the girl must be saved, and it is the task of heroes like yourselves to see it through.

Exploring the Dungeon

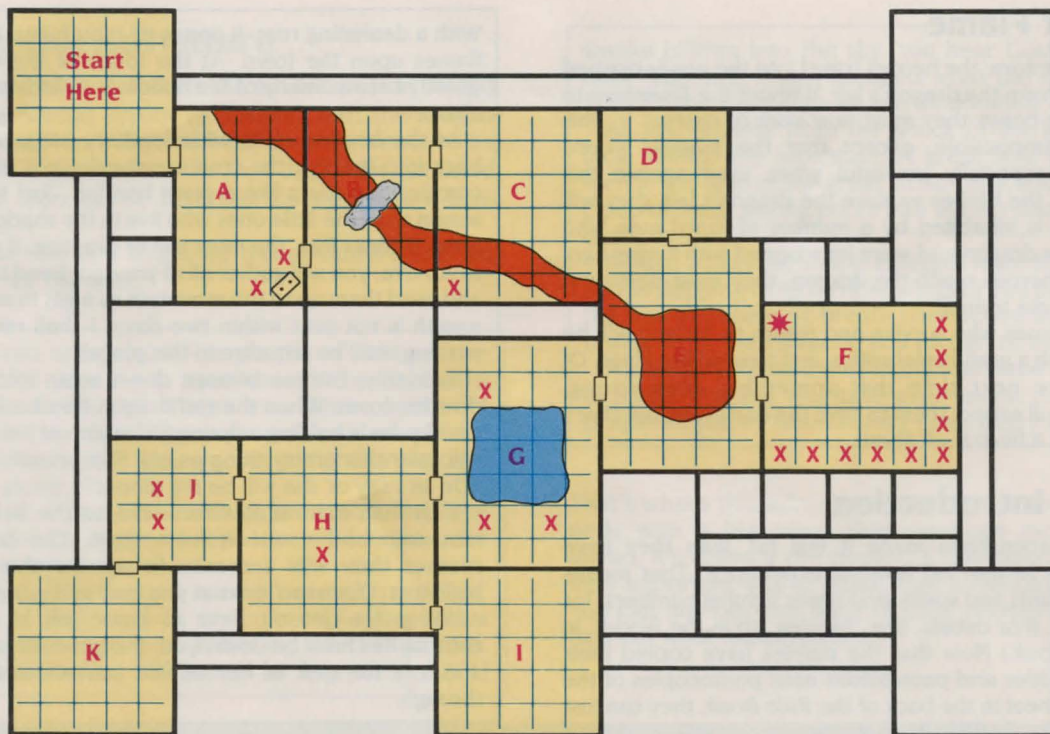
When the players are all ready, have them place their figures in the space marked **Start Here** (on the DM map) and read them the following description. (Don't forget to place the door stand-ups as you go!)

The trip from the village to the top of the mountain is rough and dangerous. Loose rock from the explosion is everywhere. As you climb higher and higher, the air becomes hotter and hotter. Soon it feels as if you are standing right next to a roaring fire.

Just before you reach the huge hole that Estorax vanished into, you come upon a smaller crack in the mountainside. You figure that it might connect with the larger cave, so you step inside.

The crack leads you into a wide room split from the stone of the mountain. The walls are warm and the air is laced with the hot smell of sulfur. You need no magic to sense that there is an evil force here. The spirit of the dragon has seeped into the mountain like poison.

Jaws of Flame



A. Lava Springs

The air in this room is bitter and smokey. A large pool of molten lava bubbles up in one corner and flows out through a series of cracks in the wall. Through the haze, you see a pair of large dogs with glowing eyes and smoke coming out of their nostrils. They are standing by a stone altar with a golden statue sitting on it. As soon as they see you, the dogs snarl angrily and attack.

These are **death hounds**, just as described on the monster cards. Place stand-ups for them on the spaces marked with an **X** on the DM map. The altar is right in that corner where they are standing. The death hounds will attack the heroes right away and not give up until they are killed. They have no treasure, but the statue is the **Ancient Shrine**, from the **Special Items Deck**. Read that card to see what happens if the heroes take the statue.

B. The Bridge

A wide stream of lava flows into this room from several cracks in one wall. It runs through the middle of the room, cutting it in half, and then rolls out a narrow fissure in the opposite wall. The only other exit from this chamber is on the other side of the lava stream. A

narrow slab of stone has been dropped across the lava to form a bridge, but it doesn't look safe at all.

The only way to get across the lava stream is to use the bridge. The heroes will have to make Ability Checks on the Dexterities to make it across the shaky bridge. A hero who misses his check loses his balance and steps into the lava, taking 1d6 points of damage. Luckily, it isn't too deep.

C. Lava River

A rolling stream of lava flows into this room from the last. It pours through a narrow hole in the wall and runs out through a similar opening across the room. There is an island of rock against one of the walls that you can probably jump onto. On that island is an old and battered metal box.

The lava flows out of area **B**, through area **C**, and into area **E**. Point at the game board and show the players the path of the lava, as marked on the DM map. The metal box is in the space marked with an **X**. Unlike the previous room, there is no bridge here. The only way for a hero to get over to the metal chest is to jump. Jumping across the lava requires a successful Ability Check on a hero's

Jaws of Flame

Strength. A hero who fails the check lands in the lava and takes 1d6 points of damage.

If one of the heroes gets to the chest and opens it, he will find two treasures in it. The DM should deal out two treasure cards at random to determine what the hero has found.

D. Smooth Room

The inside of this room is rounded and smooth. It seems that this place was formed from a bubble of hot lava that cooled and hardened. The air is hot and dry in here, but it still smells like sulfur and fire. In the center of the room is a bulging leather sack tied with a string.

The leather sack is a trap. Although the heroes might think that it is full of gems or coins, it is actually stuffed with small, worthless rocks. If a hero picks it up and looks in it, he will set off the trap. Of course, a rogue hero may first **search for traps** and then **remove the trap** before it is set off.

If the trap goes off, a heavy iron gate will fall across both doors to the room. As soon as the gates close, boiling hot steam sprays into the room. All of the heroes in the room will take 1d4 points of damage each turn until they escape from the room. A **resist fire** spell will prevent a hero in the steam trap from taking damage. Heroes inside the room will be trapped until someone moves next to a gate and rolls a successful Ability Check on Strength to open it.

E. Lava Whirlpool

A wide flow of glowing lava seeps through a series of cracks in one wall of this room and forms a wide pool at its center. The glowing pond swirls like a whirlpool, hinting that the lava might be vanishing through fissures into a room beneath this one.

As the heroes explore this area, a thin column of smoke pours out of the center of the whirlpool and forms into a ball-shaped cloud. Strange, flickering lights appear at the center of the cloud. The cloud grows until the heroes can touch it without stepping into the whirl pool. If any player announces that his hero is trying to examine the lights or touch the cloud, use the table on the **Swirling Lights** card (from the **Special Items Deck**) to see what happens.

The heroes may walk around the edge of this room to get to area F or G.

F. Lizard Men Barracks

The walls of this room have had several beds carved into them. Most of the beds are empty, but a few contain resting lizard men! When you enter, they jump out of their beds and grab their spears.

There are as many **lizard men** in this room as there are heroes. Place stand-ups for the lizard men on any of the X's in the room. Because the lizard men were not expecting to be disturbed, they are surprised by the heroes. In other words, they can do nothing to defend themselves in the first turn if the heroes attack right away.

This room is the place where the dragon's loyal slaves sleep and eat. There are lots of weapons and things scattered around the room, so the players might want to take some of these. If they do, deal a random equipment card to each of the players to find out what their heroes have found.

In one corner of the room (marked with an * on the DM map), there is a stone fountain. If any hero wants to drink from it, read the **Fountain** card (from the **Special Items Deck**) to see what happens.

G. Hot Spring

As you enter this chamber, you hear the splashing of water and taste steam in the air. In the center of this cavern is a muddy pool fed by a gurgling spring of boiling hot water.

Two lizard men and a giant lizard are in here as well, perhaps placed by the dragon as guards for this entrance to its lair. As soon as the lizard men see you, they raise their spears and charge toward you. The giant lizard follows behind, growling and hissing.





Jaws of Flame

Place stand-ups for the **lizard men** and the **giant lizard** on the spaces marked with an **X** on the DM map. (It might be necessary to borrow a lizard man stand-up or two from area **F** if there are a lot of heroes and they used up too many stand-ups in that battle.) The monsters are not actually guards. In truth, they were just enjoying the heat of the spring. Like all lizards, they are cold blooded and find the high temperature in this room very comfortable. They do serve the dragon, however, and recognize that the heroes are their master's enemies.

If any of the heroes steps into the hot spring (marked on the DM map), he suffers 1d4 points of burn damage for each turn that he remains in it. A *resist fire* spell will protect the heroes from harm while in the spring.

In the corner nearest to the door to area **H**, the heroes will find two old scrolls. When a hero reads the first one, it dissolves in a shimmer of light and all the spellcasting heroes suddenly remember all the spells that they cast since they entered the mountain—give them their used spell cards back. The other scroll contains the magical spell **Resist Fire** (from the **Spell Deck**). This scroll is so powerful that it will protect *two* heroes. Anyone can read the scroll and then point at the two heroes who will be protected by it.

H. Dragon's Lair

The first thing that you notice when you open the door to this room is the heat. It washes out and across you, burning your exposed skin and stealing the breath from your lungs. The room is open to the sky above. You quickly forget about that, though, because you have just come face to face with Estorax Rex himself!

The great beast lies coiled in the center of the room. As you enter, he lifts his head and looks down upon you with eyes that burn with an inner evil. He roars with rage when he realizes that you have come not to give gifts but to destroy him.

Place the stand-up of the red dragon in the space marked with an **X** on the DM map. Estorax Rex is a savage and terrible opponent. If the heroes are able to beat him, they have done a great service to the people of Torlynn and the rest of the world. In addition to his great skill in battle, Estorax Rex also can cast spells. He knows the following spells: *fear*, *shocking grasp*, and *slow*. He doesn't like to use spells, however, because he really enjoys ripping apart heroes with his claws and roasting them with his fiery breath.

If one of the heroes is using the magical sword *Jamnar*, he will find that his weapon is especially strong against the dragon. During the fight against Estorax, the sword glows with a bright blue light and adds a bonus of +4 to the attack and damage rolls of its holder! This is because the weapon was forged from a metal that was created to keep the dragon locked deep underground. If Estorax is killed, the sword will melt into a pool of worthless metal.

I. Treasure Hoard

Tell the heroes that this door is big enough for a dragon to fit through, and it's unlocked.

Leaving the dragon's den, you enter its treasure room. There is far too much wealth here for you to be able to carry it all back to Torlynn, but you can take your pick of the wealth that the dragon spent centuries gathering.

Over the years, the dragon has collected so much wealth that the heroes will have to pick carefully what to take with them and what to leave behind. Give the players the **Treasure and Equipment Decks** and tell them to pick any one item from them. This item is what they have found in the dragon's hoard.

J. Rescue!

Tell the heroes that the door to area **J** is big enough for the dragon to fit through, and it's locked tight. A rogue hero can try to pick the lock by making an Ability Check on his Dexterity. The door has no trap on it. If the rogue fails to make his Ability Check, then any hero can kick down the door by making a successful Ability Check on his Strength. When the door is opened, read the next text box.

When you enter this room, you see the pretty girl that Estorax Rex kidnapped from Torlynn—she is chained to the wall and her head hangs down with deep sadness. She lifts her eyes at your entrance and cries out, "Help me, please!"

There are two skeletons here, guarding her. Their bones rattle as they swing their swords in the air and come at you.

Place stand-ups for the **skeletons** on the spaces marked with an **X** on the DM map. The skeletons have been put here by Estorax to guard the prisoner. They will attack the heroes until they are killed, the heroes are killed, or the heroes run away. If the heroes run, the skeletons will not follow. They'll just go back to their job of guarding the girl.

The pretty girl's name is Stephanie. A rogue hero will have to pick the locks on her chains by making a successful Ability Check on his Dexterity. If he fails, any hero can make an Ability Check on his Strength to try and break the chains. If they fail their roll, then the chains don't break and another hero will have to try.

Stephanie will be very grateful when the heroes free her from her chains. The DM can even pretend that she has a crush on one of the heroes—he can pick which one.

Jaws of Flame

K. The Exit

The door to area **K** is locked, just like the door between areas **H** and **J** were. The heroes will have to use the same Ability Checks to get it open. When they get through this door, read the next text box.

When the door to this room opens, you see an opening in the side of the mountain. Outside, the sky is blue again, and you know that you have succeeded in your mission.

As you carefully help Stephanie down the mountainside, you can see the town of Torlynn in the distance. People are dancing in the streets and waving to you. It looks like there's going to be a real hero's feast when you get back!

Ending the Adventure

When the heroes return to Torlynn after fighting the dragon, they will be greeted as the true champions that they are. Because of them, the town of Torlynn is saved and life can go on.

While the players might feel some relief that their heroes have been through a rugged series of adventures and beaten the odds by slaying the dragon, their adventures are just beginning. Now we pass the job of making up new adventures over to you, the DM. The next chapter, "Creating Your Own Dungeons", will give you all the information you need to make new dungeons for the heroes to explore.



Creating Your Own Dungeons

Creating Your Own Dungeons

Even though the heroes have defeated the evil dragon Estorax Rex, they haven't finished playing the DRAGON QUEST™ adventure game. When you play this type of game, called a *role-playing game*, there is always more to do. Now that the DM has seen how adventures are written, he can begin to make up his own adventures. This section tells you all you need to know to keep the DRAGON QUEST adventure game going for a long time to come.

What is a Dungeon?

A **dungeon** is a group of rooms filled with monsters, treasures, traps, and adventure. It can be a cave, a lost mine, an ancient temple, the basement of a stormy castle, or anything else you can imagine. In this book, one of the dungeons was an old mine, one was a ruined castle, and one was a volcano.

Designing a Dungeon

There is a little more to making a dungeon than drawing a map and filling the rooms with monsters and treasure. A really good dungeon is carefully planned. All of the puzzles, monsters, and traps fit together in a way that hints at the big battle at the end. It may sound difficult to design a dungeon like this, but it really isn't so hard.

Choose a Scenario

A *scenario* (se-nar-ee-o) is the main idea that gives the heroes a reason to explore the dungeon. Perhaps a curious wise man has hired the party to map an unexplored cavern or the king has asked the heroes to rescue a kidnapped princess.

Everything in the dungeon should fit into the scenario somehow. This will make the adventure seem more interesting because playing it will be like putting together the pieces of a puzzle.

Decide on a Setting

You should decide what type of dungeon best fits the scenario you have chosen: a cave, mine, crypt, temple, castle basement, or any other setting. Don't start making your map yet; just decide what kind of setting you want to use.

Select the Special Monsters

Next, choose the main monster that inhabits the dungeon. Put in that special master monster that you'd like the heroes to meet and fight. Then pick out some weaker monsters that will be the main monster's guards and servants. If those monsters fit into the scenario, that's even better. For example, in *Jaws of Flame*, the main monster was a red dragon. The lizard men who were his followers were picked because they fit in well with the dragon—both monsters are kinds of lizards.

Be careful not to put in too many monsters, and don't

use monsters that are too hard for the heroes to beat. Even one monster that's too strong for the heroes will kill the whole adventure. As a rule of thumb, the battle should be a good one if all the hit points of all the monsters added together equals all the hit points of all the heroes added together.

Choose the Wandering Monsters

After you know what the main monster and his guards will be, go ahead and pick out a few others to be wandering monsters. Like the other parts of your dungeon, they should fit in with the overall story. For example, if you were making a dungeon about a **wererat**, you might stock it with **giant rats**, **giant spiders**, and similar creepy-crawlies. Once you have your wandering monsters, set the rest of the monster cards aside. You don't have to be too picky. Try to make it fun and interesting for the players—that's most important.

Draw the Map

On the inside cover of this book, with the three adventure maps, you'll find a blank DM map that looks like the game board. When you're ready to draw your first dungeon, make a photocopy of the blank map. **Don't draw on the map in this book! Keep it clean so you can make more copies of it when you need them.**

Next, decide how large your dungeon will be. If it is very small, you might only use three or four of the rooms on the map. If you want a huge dungeon, use all of the rooms. Any rooms that you aren't going to use should be crossed off or colored in.

Once you know which rooms you're going to use in the dungeon, mark your DM map to show where the doors are. Be sure that the heroes can get into every room on the map.

Finally, go back and number or letter the rooms in your dungeon. On another sheet of paper, you can write down what is in each room (we'll talk about that in a minute) and keep track of it all by the room numbers or letters.

Pick the Important Rooms

When the map is ready, decide where the special monsters and treasures will go. For instance, if there is supposed to be a dragon at the heart of the adventure, decide which room he lives in. If an important treasure needs to be found by the heroes, mark its spot somewhere on the DM map.

Filling Up the Dungeon

After the important rooms have been marked on the map, the DM can fill the others. This is easy enough to do. The DM can just make up whatever he wants to put in each room, or he can use a chart that we've made for him (on the next page).

To use this chart, the DM should roll 1d8 for each of the four columns and write down the result. This is repeated for each room in the dungeon.

Creating Your Own Dungeons

	1 Monster	2 Trap	3 Treasure	4 Special
1	No	No	No	No
2	No	No	No	No
3	No	No	No	No
4	No	No	No	No
5	Yes	No	No	No
6	Yes	Yes	No	No
7	Yes	Yes	Yes	No
8	Yes	Yes	Yes	Yes

Example: The DM rolls the d8 for column 1 and gets a 6—there is a **monster** in the room. He rolls the d8 column 2 and gets a 5—there is no **trap** in the room. He rolls the d8 for column 3 and gets a 7—there is a **treasure** in the room. He rolls the d8 for column 4 and gets a 2—there are no **special items** in the room.

If a **monster** is indicated, the DM should pick one of the monster cards and note that this monster is in the room. As the heroes get to higher experience levels, the DM will want to put in more than one monster in many rooms.

If a **trap** is called for, the DM should draw one of the trap cards and note that it is in the room.

If a **treasure** card is called for, the DM should pick one and note that it is in the room. The DM might also decide not to select a treasure card now. Instead, he can wait until the heroes explore the room and then offer them the chance to draw one from the deck, themselves.

If a **special item** card is called for, the DM should pick



one of the cards from the **Special Items Deck** and note that it is in that room.

By rolling the dice this way for every room, the DM will soon have a dungeon full of adventure and surprises. Of course, the DM can always change any of the results in any way that he likes.

Fill in the Details

After filling up the dungeon, make some notes of what kinds of things the heroes will smell, hear, feel, see, and so forth as they pass or look into a room. Usually, one or two details per room is enough. These details help make the game seem more alive to the players and increase the fun had by everyone.

When that's done, your adventure is ready! All you need now is a couple of heroes brave enough to face the dangers you have laid out.

Creating Your Own Cards

While there are a lot of monsters, traps, treasures, and special items in the game, you'll use them all up if you play the game a lot. There's nothing wrong with using them again, but you might want to create your own cards sooner or later. That's great, because making the game work the way you want it to is part of the fun. We've thrown in a few blank game cards for you, so you can create your own cards whenever you're ready.

If you have an idea for a trap that isn't in the cards, like the steaming cave in the third adventure, go ahead and put it in. The players will love finding new things to test their skills. As their heroes get tougher and tougher, make your traps more and more deadly.

The same holds true with monsters. You can make up your own just by using the ones in this game as a guide to go by. If you play a lot, it won't be long before your heroes are kicking monster butt all over the place. When that happens, make bigger and more dangerous monsters to face them.

Final Notes

That about wraps it up. I hope that you have as much fun playing the DRAGON QUEST™ adventure game as I had writing it. I've tried to put in something for everyone and make it so fun you'll want to keep playing it for a long time.

In order to make sure you have lots of adventures ahead of you, I've included a small leaflet in this box called *The Adventure Continues*. This tells you a little bit about some of TSR's other products and more advance adventure games. When you've played this game for a while, you might want to pick up one of these other products and give it a try. I don't think that you'll be disappointed, because the fun never stops with DUNGEONS & DRAGONS® games!



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