

Advanced
Dungeons & Dragons

First Quest



THE MUSIC



gorrim

fenial fields

River Osgorrim

gnome Lands

hobgoblin
kingdom

FIRST QUEST

PART ONE

Information for running the adventure

This information is for those who are familiar with the **ADVANCED DUNGEONS & DRAGONS®** Fantasy Adventure Role-Playing Game. Those who are not familiar with the game will find rules for it (and its sister — the **DUNGEONS & DRAGONS®** Fantasy Adventure Role-Playing Game) in games shops and good toy shops everywhere. It is not presented in the same way as in most adventure modules but is simply a structure to allow you, the DM, to create an adventure that follows the storyline told on this album.

DM's Introduction to Part One

In Part One the party will be continually harassed by the minions of the Old Gods (Shades) as it makes its way across the Fenial Fields and follows the River Osgorrim upstream to the Goblin Kingdom in search of the Entrance to the Underworld. Legends tell that the Chalice can be found by passing through the Entrance to the Underworld, and local enquiry (in Gorrim and beyond) will reveal that only the Gnomes know where this Entrance is. In order to gain the Gnomes' trust the party will have to vanquish nests of Xorn who have been gradually forcing the Gnomes out of their underground homes. Unfortunately (for the Hobgoblins) the Entrance is in the middle of a Hobgoblin Kingdom — although there are 250 of them, a quick party may only meet a few. No scale is shown on the map — it is only a rough representation of the lands crossed. From Gorrim to the Entrance to the Underworld is many days travel. Similarly, the caravan is not listed as the party may meet it whenever you feel they need aid and succour.

Along the way the party will be joined by monks and elves (see NPC stats — you will need to be familiar with the monks' amazing attack abilities and to list the elves' spell books). Each night the party will be silently attacked by Shades — there will always be 6 Shades in the attacking group no matter how many were killed the previous night.

Treasure: The Shades have no treasure, and the Xorn and Hobgoblins have the normal treasure to be found in their lairs.

First Quest is an adventure for a very high level party. Even with characters of 15th level and better, players are going to find it difficult; consequently they may wish to use one or more of the characters set out below. (When allowing those characters to select their magical arsenal use your judgement as to what is or is not reasonable.) The information presented here is only the outline you will need to run the adventure, before play can start you will have to be sure you are familiar with the story the album tells and have a strong sense of the forbidding and grim atmosphere of the plot. Similarly, you will have to be sure you understand the various monsters that will be encountered (particularly in Part Two). You might not have all the reference works quoted from, so may have to flesh out some of the monsters from the statistics given. When doing so remember that they are meant to be powerful and probably have many innate magical abilities.

Monster Roster for Part One

Name	No	AC	MV	HD	hp	AT	D	AL	S	sp	THACO	Ref
Shades	6	2	9	F13	81	1	3-11	CE	M	2950	8	MMII
Xorn	24	-2	9	7+7	45	4	9-35	N	M	1725	13	MM
Hobgoblins	250	5	9	1+1	5	1	var	LE	M	30	18	MM

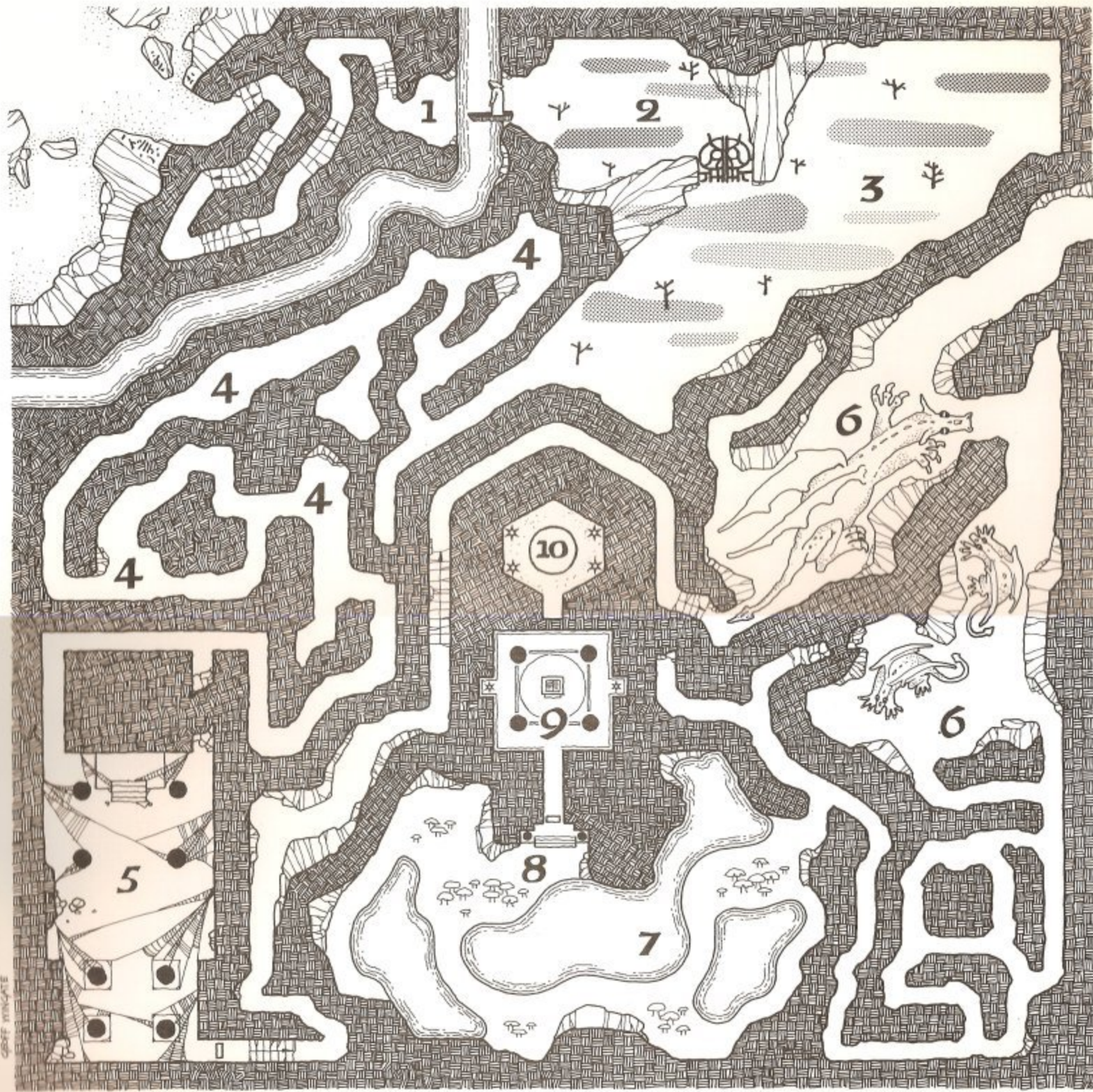
NPCs for Part One

Monks	5	1	26	M12	48	5/2	4-16	LN	M	—	16	PHB
(bloodguard)												
Elves	3	-2	12	F10/MU11	var	var	var	NG	M	—	12	PHB

Suggested Characters

Penartur	Thewson	Quick Piri	Tambor	The Fox	Etheldreda
P15	R17	MU17	F19	T22	C20
S17	S16	S11	S18 ²⁰	S13	S12
I10	I15	I18	I9	I16	I12
W15	W17	W11	W11	W10	W18
D10	D14	D17	D15	D18	D9
C16	C17	C12	C16	C15	C13
Ch18	Ch12	Ch11	Ch10	Ch16	Ch17

- * each to be armed with at least one +2 weapon
- * each to choose protection so as to be AC0 or better
- * each character to have a single additional magical item (not artifact) of choice
- * spells to be chosen by player
- * Ranger's followers not on this adventure
- * Paladin's warhorse will go as far as the Underworld only



FIRST QUEST

PART TWO

DM's Introduction Part Two

Part Two of the adventure is a complete contrast to Part One, involving a traditional dungeon exploration. The numbered areas of the map are occupied with either traps or monsters and are referred to in the notes below. The map shows tunnels and corridors leading away from the main route but there are no monsters or traps listed for these areas. You can either ignore them by leaving them blocked off or let them lead to traps and encounters of your own devising. There are quite likely to be Fire Giants around somewhere and it would be surprising if there weren't a fair smattering of golems and elementals too; they could even lead to other adventures, D1-3 or Q1 perhaps.

The Entrance to the Underworld is through the 'mouth' of a rock formation that looks like a face (the Gnomes will have given explicit instructions). As the mouth is approached the land becomes barren and the air is so thick with a sense of evil and horror that it can almost be tasted. Inside it is pitch black — torches and lanterns illuminate only half their normal area (spells work as normal) — and the sense of evil is very strong. Clerics turning undead do so two columns to the left of normal on the Clerics vs Undead table.

It will be necessary for you to prepare this section carefully as the monsters are very powerful and many have spell abilities that should be used to their advantage. It is also worth studying the general abilities of the classes some of these monsters belong to (eg daemons). It is not meant to be a cake-walk!

Spells: the spell abilities of the monsters and NPCs are given as references to the numbers the spells bear in the PHB. First the level number is given followed in brackets by each spell currently available. When the reversed form of a spell has been learned it is marked with an *. So, for example, a character with Cleric abilities that has learnt **darkness** (reverse of the first level spell **light**) and **hold person**, would have his spell ability shown as: 1(7*); 2(5).

Treasure: All the monsters in this part of the adventure are in their lairs and have the normal treasure allocation.

Monster Roster for Part Two

Name	No	AC	MV	HD	hp	AT	D	AL	S	xp	THACO	Ref
Charon	1	-5	18	140hp			1	2-8	NE	M 26295	7	MMII
Hydrodaemon	4	2	6	9+36	77	5	5-34	NE	L 4528	12	MMII	
Kyuss (Lich)*	1	0	6	11	78	1	1-10	NE	M 15846	9	MM	
Sons of Kyuss	24	10	9	4	18	1	1-8	CE	M 286	15	FF	
Yagnodaemon	1	1	18	13+13	72	1	13-22	NE	L 8346	9	MMII	
Ultrodaemon	1	-5	15	14+28	91	2	4-16	NE	M 9920	8	MMII	
Mezodaemon	1	-3	15	10+40	85	2	14-24	NE	M 3890	10	FF	
Nycadaemon	1	-4	12	12+36	90	2	18-32	NE	L 8240	9	FF	
Spectre	3-10	2	30	7+3	35	1	1-8	LE	M 2000	13	MMI	
Gig. Spider	1	0	12	15+15	83	1	6-36*	CE	LL 5310	8	new	
Lge Spider	25	4	12	4+4	22	1	2-8	CE	L 4215	15	MM	
Red Dragon	1	-1	9	11***	88	3	5-46	CE	L 18340	10	MM	
Red Dragon	3	-1	9	9***	36	3	5-46	CE	L 16780	10	MMI	
Cambions	4	0	15	15	105	2	2-20	CE	M 5975	8	MMII	

* Kyuss is a Lich with spells as a C21

** Gigantic Spider has poison like the Large Spider but Saves are at -2

*** Spell User

Encounter Areas in Part Two

1 Charon the Boatman

Charon is not a foe. He will transport the party to and fro across the river so long as they pay his price (MMII p28). If the party choose to fight him the Hydrodaemons lurking in the river will join in the fun.

2 The Gates

These are modest iron gates, each 6' wide and 10' high, which swing easily on creaking hinges. They are not locked and may be climbed. Carvings on the stone surrounds act as a **symbol of hopelessness** (PHB p91)

3 The Living Dead

This is a straightforward fight. Once all the party have passed the Gates, Kyuss will distract them by letting his Sons attack and will cast spells from the shadows. Recommended spells for Kyuss are: 1(2x2, 5*, 6, 7*x2, 11x2, 12); 2(Sx4, 6, 7x2, 8x2); 3(1, 2*x2, 4*x2, 6x2, 10x2); 4(1*x4, 6*x4, 7*); 5(2, 3*, 4*, 5x2, 9*, 10x2); 6(2, 3x2, 6*x3); 7(9-pain, 4-mezzodaemon).

4 Wandering Monsters

This small labyrinth is the home of several Daemons and a group of Spectres. It is inevitable that the party will meet at least one of the daemons and the noise of the fight will inevitably attract the others.

5 Hall of Spiders

Another straightforward fight. If possible the spiders will wait until the party are all in the room before starting the attack.

6 Dragon Passages

At least one of the Dragons will be at home when the party arrives and those that aren't there will soon return.

7 Room of Pools

The pools are a dangerous trap. If any PC or NPC should look into a pool, faces of dead friends and relatives will be seen. The PC or NPC must Save vs Spells at -4 or dive in and be trapped. Only a **dispel evil** spell can save the character.

8 Magical Portal

Between the Room of Pools and the cave which has the Book of Never Ending Spells there is a Magical Portal. On it are carved three heads — one of a Daemon, one of a Spider and one of a Dragon. These must be touched in that order (the order in which these monsters were encountered by the party) for the Portal to open. Any form of 'information' spell used sensibly (**augury**, for example) should help. If touched in the wrong order the party is transported to the cave mouth and back in time to the precise moment they first entered, but, sadly, without recovering any hit points of damage.

9 Book of Never Ending Spells

This wonderful book contains spells that do not vanish when read as a scroll, and the book states as much on the cover. As with the **Book of Infinite Spells** the spells must be read in turn. The first one is a spell for opening the doorway to the Chalice. Upon uttering this spell, the whole book crumbles to dust. Once the spell is spoken a doorway through to the chalice appears and can be opened without difficulty (if the Book is removed from the Underworld before this spell is uttered then the Book does not crumble and it then acts as a Book of Infinite Spells; the doorway to the Chalice does not open, either).

10 The Chalice

The Chalice is hidden in a Prismatic Sphere which is in the centre of the room and is guarded by 4 Cambions who stand motionless until any member of the party touches the Sphere in any way or attacks them. Suggested spells for the Cambions are: 1(16x3, 23); 2(15, 21); for each and 3(4, 11, 19*, 21) split between the 4 of them. Their characteristics are: S18^W I15 W14 D16 C17 Ch19



REVISED
NARRATION BY THE LATE VALENTINE DYALL

1880-1881
The Queen Begins
Followed by The Queen
The Bloodguard
Followed by The Bloodguard
Elves
Followed by The Queen, The Queen
The Summer's Appearance
Followed by The Queen
The Cavern
Followed by The Queen
The House Rule Out
Followed by The Queen

1880-1881
Queen
Followed by The Queen
Holquidion
Followed by The Queen
The River Of Souls
Followed by The Queen
The Gates Of Hell
Followed by The Queen, The Queen

1880-1881

1880-1881
The Living Dead
Followed by The Queen
Wandering Wonders
Followed by The Queen
The Hall Of Spiders
Followed by The Queen
The Dragon Passage
Followed by The Queen
The River Of Souls
Followed by The Queen

1880-1881
The Last Caves
Followed by The Queen, The Queen
In The Summer Cave
Followed by The Queen
The Summoning
Followed by The Queen
The Crystal Chalice
Followed by The Queen
The Return Of Light
Followed by The Queen
The Aftermath
Followed by The Queen

1880-1881
Queen's Progress
Followed by The Queen
"The Queen" is a queen, a queen, a queen
Followed by The Queen, The Queen
Followed by The Queen, The Queen
Followed by The Queen, The Queen

1880-1881
The Queen's Progress is a queen, a queen, a queen
Followed by The Queen, The Queen
Followed by The Queen, The Queen
Followed by The Queen, The Queen
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Followed by The Queen, The Queen

1880-1881
The Queen's Progress is a queen, a queen, a queen
Followed by The Queen, The Queen
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THE MUSIC

AD&D FIRST QUEST: THE MUSIC ALBUM

Label: Filmtrax PLC - Dragon 1
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Country: UK
Released: 1985

Record 1, Side 1

- 1 - The Quest Begins - *Phil Thornton*
- 2 - The Bloodguard - *Denis Haines*
- 3 - Elves - *Dave Miller / Phil Thornton*
- 4 - The Sorcerer's Apprentice - *Steve Parsons*
- 5 - The Caravan - *Denis Haines*
- 6 - The Heroes Ride Out - *Barrie Guard*

Record 1, Side 2

- 7 - Gnomes - *Denis Haines*
- 8 - Hobgoblins - *Steve Parsons*
- 9 - The River of Souls - *Dave Miller*
- 10 - The Gates of Hell - *Dave Miller / Phil Thornton*

Record 2, Side 1

- 11 - The Living Dead - *Denis Haines*
- 12 - Wandering Monsters - *Phil Thornton*
- 13 - The Hall of Spiders - *Dave Miller / Phil Thornton*
- 14 - The Dragon Passages - *The Device*
- 15 - The Room of Pools - *Denis Haines*

Record 2, Side 2

- 16 - The Lost Caves - *Dave Miller / Phil Thornton*
- 17 - In the Sorcerer's Cave - *Dave Miller*
- 18 - The Summoning - *Phil Thornton*
- 19 - The Crystal Chalice - *Steve Parsons*
- 20 - The Return of Light - *Phil Thornton*
- 21 - The Aftermath - *GP Hall*

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Concept By – John Hall
Coordinator [Sleeve Co-ordination By] – Tim Holler
Executive Producer – Frank Rodgers
Mastered By – Simon Heyworth, Simon Smart
Narrator – Valentine Dyal (tracks: A1, A2, A5, B1, B3, C1, C4, D1, D3, D6)
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Typography [Inner Jacket Typeset] – Paul Cockburn (2)
Words By [Text] – Jim Bambra, Phil Gallagher, Tom Kirby

First Quest

THE MUSIC

DRAGON C-1

First Quest

First Quest

THE MUSIC

THE MUSIC

NARRATION BY THE LATE VALENTINE DYALL.

ALBUM ONE

The Quest Begins

Performed by Phil Thornton

The Bloodguard

Performed by Denis Haines

Elves

Performed by Dave Miller/Phil Thornton

The Sorcerers Apprentice

Performed by Steve Parsons

The Caravan

Performed by Denis Haines

The Heroes Ride Out

Performed by Barry Gould

Gnomes

Performed by Denis Haines

Hobgoblins

Performed by Steve Parsons

The River Of Souls

Performed by Dave Miller

The Gates Of Hell

Performed by Dave Miller/Phil Thornton

ALBUM TWO

The Living Dead

Performed by Denis Haines

Wandering Monsters

Performed by Phil Thornton

The Hall Of Spiders

Performed by Steve Parsons/Phil Thornton

The Dragon Passages

Performed by The Devil

The Room Of Pools

Performed by Denis Haines

The Lost Caves

Performed by Dave Miller/Phil Thornton

In The Sorcerers Cave

Performed by Dave Miller

The Summoning

Performed by Phil Thornton

The Crystal Chalice

Performed by Steve Parsons

The Return Of Light

Performed by Phil Thornton

The Aftermath

Performed by G.P. Hall

Executive Producer:

Frank Rodgers

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Mastered in Cusps Studios, London, by:

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Goodrich, Steve Everett, Barry Gould,

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Narration by Valentine Dyall

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The Sorcerers: Steve Parsons and

Stephen Sheppard, Phil Wingate, Simon

Stann & Light

The Sorcerers: Stephen Sheppard and

Phil Thornton

FIRST QUEST
PART ONE

Information for running the adventure

This information is for those who are familiar with the ADVANCED DUNGEONS & DRAGONS® Fantasy Adventure Rule-Playing Game. Those who are not familiar with it will find this book to be a handy reference to the DUNGEONS & DRAGONS® Fantasy Adventure Rule-Playing Game in general and good to have everywhere. It is not prepared in the same way as most adventure modules but is simply a reference to allow you, the DM, to create an adventure that follows the module and its own rules.

DM's Introduction to Part One

In Part One the party will be continually harassed by the minions of the Old Gods (Shadows) as well as the forces of the Underworld. The party will follow the "Chalice" (a key to the Kingdom) through the Entrance to the Underworld, and local mystery (a Golem and a Golem's secret) will lead the party to the Entrance to the Underworld. In order to pass the "Chalice" the party will have to overcome a series of tests which have been previously laid out for the party to overcome. Underneath the Entrance to the Underworld is the "Chalice" (a key to the Kingdom). Although there are 250 of them, a quick party may only pass a few of them. It is shown on the map - it is only a rough representation of the tests. From the Entrance to the Underworld a many days' work. Similarly, the entrance is not fixed - it may move if someone goes there and does not pass the tests. You will find it familiar with the module "among attack abilities and to let the other" with books. Each party will be closely attacked by Shadows - there will always be 10 Shadows in the attacking group. From many many killed the previous night.

Summary: The Shadow has no reason, and the Xorn and Hobgoblins have the reason to be found in their lives.

Suggested Characters

Proton	Therion	Quick Poi	Tanbur	The Fox	Elthelwyl
F11	R12	M17	F12	F12	C20
F12	R16	S11	S16	S15	S12
J08	S16	L18	L18	L18	L13
W15	W11	W11	W11	W16	W11
D10	D14	D17	D15	D18	D18
C16	C17	C12	C16	C15	C10
Ch13	Ch12	Ch10	Ch10	Ch16	Ch13

