

Dungeons & Dragons®

Dragon Quest™

GAME

**The Introduction to Adventure Games
... Real Adventures for Real Heroes!**

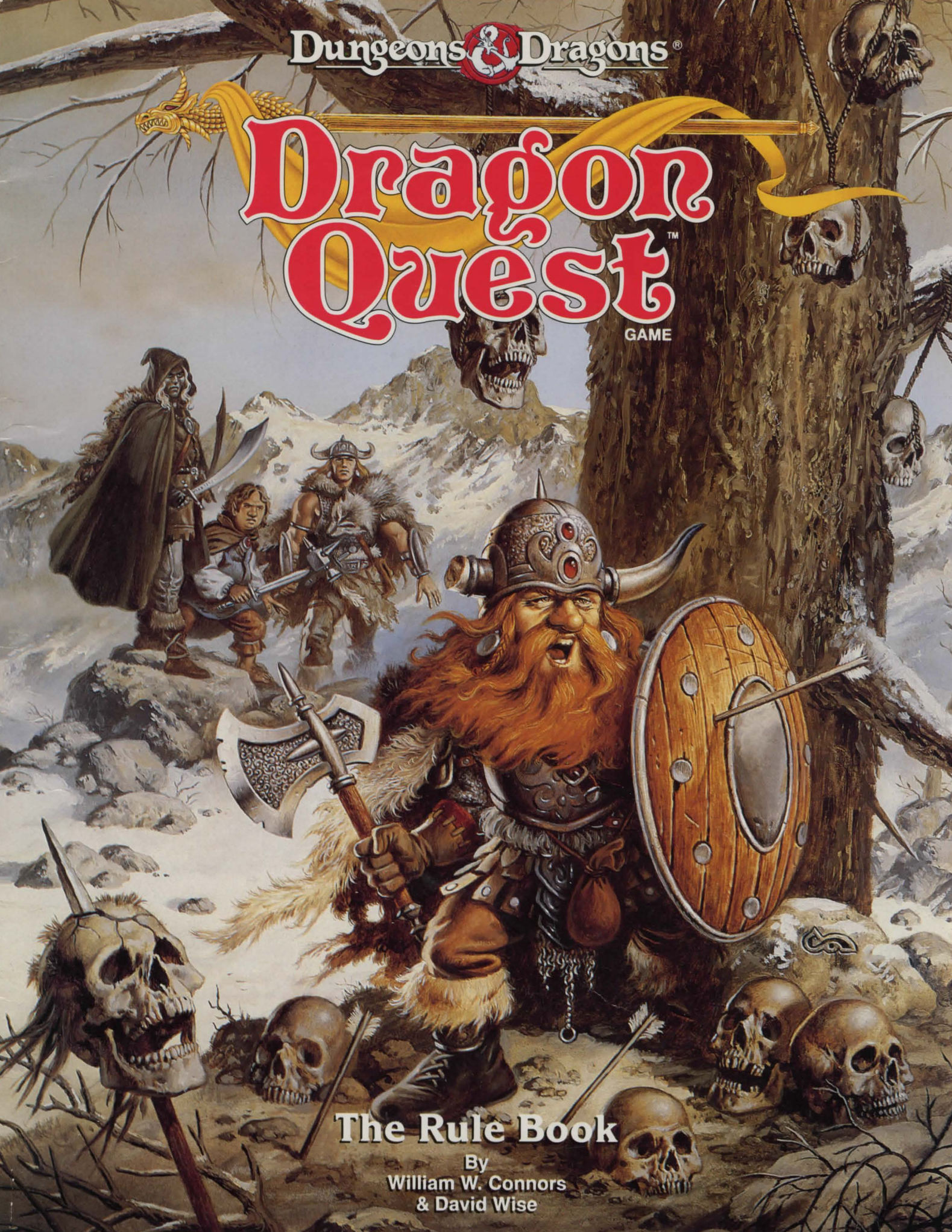
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Dungeons & Dragons®

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GAME



The Rule Book

By
William W. Connors
& David Wise

TURN SEQUENCE CHART

1: Make a Wandering Monster Check—roll 1d6.

- On a roll of 1-5, no monster appears. Go on to Step 2.
- On a roll of 6, choose a monster from the list of possible wandering monsters at the beginning of the adventure. Go directly to Step 3.

2: Allow the heroes to explore.

- Make Ability Checks when hero actions call for them.
- If no monster is encountered, the turn is over. Go back to Step 1.
- If a monster is encountered, stop all actions and go immediately to Step 3.

3: Place monster stand-up figures on the game board.

- Show the picture on the monster card to the players, but keep the information side to yourself. Go on to Step 4.

4: Check for surprise—DM™ and one player roll 1d6.

- If the DM rolls a 1 or 2, the monsters are surprised. Go directly to Step 6.
- If the player rolls a 1 or 2, the heroes are surprised. Go to Step 5.
- If both sides are surprised, pretend that a turn has gone by and go on to Step 5.

5: Check monster reactions.

- Roll on the **Monster Reaction Chart** unless the adventure says that the monsters will or will not automatically attack.
- If the monsters **help**, go to Step 6.
- If the monsters **wait**, go to Step 6.
- If the monsters **attack**, go directly to Step 7.

6: Check hero reactions.

- If the heroes decide to **wait** and the DM rolled **help** on the **Monster Reaction Chart**, then the monsters join the party and the turn ends. Go back to Step 1.
- If both sides **wait**, then a turn goes by and nothing happens. Go back to Step 5.
- If the heroes **attack**, then go on to Step 7.

7: Roll for initiative—all players, including the DM, roll 1d10.

- The DM rolls only *once* (all monsters move at the same time).
- Heroes with Dexterity adjustments add (or subtract) the adjustment number to (from) their initiative roll. See the **Ability Adjustments Table**.

8: Combat begins.

- The player with the highest initiative number moves first (and attacks if he can), working down to the player with the lowest number, who moves last.
- If a player chooses to make an **attack roll**, see the **Finding the Attack Number Chart**.
- If an attack succeeds, see the **Damage Chart**.
- When every hero and monster has taken an action, go back to Step 7.
- If the heroes decide to run away during battle, roll on the **Monster Reaction Table**:
 - If an **attack** result comes up, the monsters give chase. Check the monsters' and the heroes' **Move** numbers.
 - * If *all* the heroes have larger **Move** numbers than the monsters, they escape. The turn then ends—go back to Step 1.
 - * If *any* of the heroes' **Move** numbers is *equal to or less than* the monsters', escape is not possible and the battle continues. Go back to Step 7.
- If either a **wait** or a **help** result comes up, the monsters let the heroes go and the turn ends. Go back to Step 1.
- If the heroes lose the battle, then the adventure is over.
- If the heroes win the battle, go to Step 9.

9: Allow the heroes to regroup.

- Heroes may bandage dying heroes and heal injured ones.
- Heroes may search the slain monsters' bodies for treasure.
- When the group is ready to continue on, go to Step 10.

10: Continue the Adventure.

- Ask the heroes if they want to further explore the room they are in or move on to the next, then go back to Step 1 and begin the next turn.

FINDING THE ATTACK NUMBER

1: Find the attacker's **fighting** score.

2: Subtract the defender's **Armor Class** from the attacker's **fighting** score. The result is the **attack number**.

3: Make the **attack roll**—roll 1d20.

4: Add (or subtract) any **Ability adjustments** (see the **Ability Adjustments Table**—use it for all Abilities):

—In **close combat**, Strength adjustments are added to (or subtracted from) the **attack roll**.

—In **ranged combat**, Dexterity adjustments are added to (or subtracted from) the **attack roll**.

5: Add any adjustments for magical weapons to the **attack roll**.

6: If the final total of the **attack roll** is *less than* the **attack number**, then the attack misses. If the final total of the **attack roll** is *equal to or greater than* the **attack number**, then the attack succeeds—proceed to the **Damage Chart**.

DAMAGE CHART

1: Check the **Damage** line on the monster card if the attacker was a monster.

2: Check the **Weapons Chart** for the appropriate weapon damage if the attacker was a hero.

3: Roll the appropriate die for damage.

4: Add (or subtract) any **Ability adjustments**:

—In **close combat**, Strength adjustments are added to (or subtracted from) the damage roll.

—In **ranged combat**, Dexterity adjustments are added to (or subtracted from) the damage roll.

5: Add any adjustments for magical weapons to the damage roll.

6: Subtract the final total from the defender's hit point total.

DRAGON QUEST™ ADVENTURE GAME

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Dedicated to the folks at **TSR Limited** in the United Kingdom, who know how to put on a great convention!

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The Adventure Begins!

"Glorin is looking closely at the walls and floor of this room," said Colleen, who was playing the tall, slender elf hero.

"Okay," replied Bill, the Dungeon Master. "You spot some small stains on the floor. They look like a trail of blood."

"Can I tell which way the trail goes?"

"Make an Ability Check on Glorin's Intelligence and we'll see."

Colleen checked Glorin's hero card and rolled the 20-sided die—a 6 came up. "Made it!" she announced.

"The trail leads to a solid stone wall and stops," said Bill.

"I'm going to search for a secret door," said Chris, speaking for his hero, Fenix, the short, bearded dwarf. Chris picked up the orange die and rolled it; a 12 came up. "I rolled a 12," he told Bill.

"That's just low enough," answered Bill. "There is a door there, but it's stuck and you can't open it." The Dungeon Master turned to the other players. "Dave, what is Dog doing right now?"

"He's watching down the hallway, making sure that nobody sneaks up on us," answered Dave, who was playing the little halfling hero, Doghin.

"What about Aurin?"

"Aurin is staying close to Fenix, where he's protected, unless I say he's going somewhere else," said Thomas, who was playing the wizard.

"And Dasmusius?" asked Bill.

Rachel, who was playing the cleric Dasmusius, thought a moment before saying, "I think I'm going to cast my remove traps spell on the door, just in case it's been booby trapped by some evil creature."

"That's a good idea," everyone agreed.

While the players were deciding their next actions, Bill was making a Wandering Monster Check behind the Dungeon Master's screen. "Wait a minute!" he cried. "Dog, you see someone or something coming down the hallway. What are you going to do?" he asked while picking out a monster from the Monster Cards Deck.

"Well, first I'm going to warn the party, and then I'm going to hide."

"Okay, make an Ability Check on Dog's Dexterity."

Dave rolled the orange die and said, "Did it!"

"That's fine," replied Bill. "Dog moves back into the shadows and stands so still that no one can see him. Here come those monsters down the hall. It looks like there's six or seven of them. When they get closer, you can see that they're goblins."

"Phew!" said Dave. "They stink!"

"As long as you stay in the shadows, their smell is all you'll have to put up with," teased Colleen. "I'm moving to attack them."

"So is Fenix!" cried Chris. "Let's stand right in front of the doorway so they can't all come into this room. They'll have to fight us one or two at a time that way!"

"Dasmusius is right behind you," promised Rachel.

"Aurin will stay behind the group until he's needed," said Thomas.

"Sounds good," said Bill. "Okay, let's see who goes first. Everybody make an initiative roll."

They all rolled the 10-sided die, then the Dungeon Master started the battle.

"Anybody go on 10?" he asked.

"I do," said Colleen. "Glorin is going to shoot an arrow at the first goblin."

"You can do that since your initiative roll was so good, but then you'll have to switch to a close combat weapon for the next turn. Make your attack roll!"

Colleen made her attack roll. "I rolled a 14," she announced.

"That's good enough to hit your target. Roll for damage."

Colleen rolled and said, "I hit it for 5 points of damage."

"He falls over!" Bill told him.

"Nice shooting, Glorin," everybody said.

"Okay," said Bill. "Who rolled a 9 on their initiative roll . . . 8 . . . 7?"

"I rolled a 7," said Chris. "Fenix is going to swing his battle axe at the closest goblin."

"Make your attack roll."

"Darn! I rolled a 2!"

"That's not good enough," said the Dungeon Master. "You missed. The monsters' initiative roll was 6, so they swing now. Only two of them can get to you because you're blocking the door." Bill rolled twice behind the Dungeon Master's screen and then said, "Glorin, one of the goblins swings at you with a rusty old short sword and barely misses your head! Fenix, the other goblin hits you!" Bill rolled again behind the screen and told Chris, "Fenix, you've been hit for 4 points of damage. Mark that on a sheet of paper. You've only got 5 hit points left, now."

"Ouch!" cried Chris.

"There are more goblins showing up in the hallway, all snarling and trying to get to you!"

Dave said, "Fenix, let me take your place at the front. Dasmusius can throw her cure spell on you."

"Thanks!" said Chris. "Fenix is letting Dog step in front of him, okay Bill?"

"Okay, but Dog won't be able to swing this turn."

"Aurin goes on 5," said Thomas. "Everybody get ready to duck. I'm sending a lightning bolt down the hall. That ought to take care of most of them. . . ."

The DRAGON QUEST™ Adventure Game

Introduction

Welcome to the fun and exciting world of the DRAGON QUEST™ adventure game!

If you're ready to face the challenge of exploring dark dungeons and battling evil monsters, then pick up your sword or spell book and get ready. The adventure is about to begin!

What is the DRAGON QUEST™ Game?

The DRAGON QUEST game can be quickly described in two words: "Let's pretend." In a sense, it's that simple. When you play the DRAGON QUEST game, you pretend to be a mighty fighter, a wise cleric, a mysterious wizard, or a crafty rogue. Your hero character can be a human or something more fantastic, like an elf, a dwarf, or a halfling. *Your* choices make the game work, and the adventure never ends!

It might seem like there's an awful lot of rules needed to play the DRAGON QUEST game, but they're very easy to learn and they're mostly based on common sense. After you play a game or two, you'll only need to check this **Rule Book** once in a while, just to refresh your memory.

How Does the Game Work?

A DRAGON QUEST game unfolds in much the same way that a movie does. In fact, one of the easiest ways to think of the DRAGON QUEST game is to picture it as a story. One of the players, called the **DUNGEON MASTER™** (or the **DM™**, for short), is in charge. He knows the story and guides the other players through it. As the story unfolds, the players get to say what their heroes will do at each point. It's a bit like watching a movie where the stars do whatever you tell them to.

If you've ever read any Choose Your Own Adventure books or played any heroic video games, you already have a good idea of how to play the DRAGON QUEST game. Those books and video games are simple types of adventure games. When you play the DRAGON QUEST adventure game, you'll meet and defeat the same kinds of evil and nasty creatures that you fight when you play a video game. The big difference is, when you play the DRAGON QUEST game, your choices are almost unlimited!



The Game Components

Many parts make up the DRAGON QUEST™ adventure game. Before we play the game, let's take a minute to look over all of the pieces that come with the game. Check and make sure that your box included everything that it was supposed to. You'll need it all to play.

The Rule Book

The most important part of this game is the **Rule Book**. You're holding it in your hands right now. The Rule Book tells you everything you need to know in order to play the DRAGON QUEST adventure game. In the back is an index to help you find important rules quickly.

The Adventure Book

Your game also includes an **Adventure Book**. This book contains a series of three connected adventures for the heroes to play. It pits the heroes against an evil enemy who is determined to destroy the village that they live in.

The Game Board

The DRAGON QUEST adventure game also includes a full-color adventure board. Each of the squares on this board is **1 space**. This board shows the dungeons that the heroes will explore. With a few quick changes, the map board can be used for all of the games in the Adventure Book. Each adventure explains how to set up the game board for it.

The Stand-ups

When playing the game, every hero or monster has a figure that marks its place on the map.

The stand-ups are easy to assemble. Carefully remove them from the sheets that they come in. Now, fold the two ends down. One of these ends has a tab on it and the other has a slot. Make sure that the slot is opened by giving it a little press with one finger. Next, fold the stand-up over in the middle. Insert the tab into the slot and you're done!

There are a lot of stand-ups, but they go together quickly. Since you'll only need a few at a time when playing the game, you can wait to put them together until they're needed. The only ones you'll need to assemble right away are the 9 hero figures. These are the ones with the light blue backgrounds. Store the stand-ups under the cardboard riser to keep them from getting crushed.

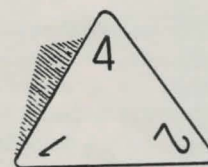
There are also six 3-D hero figures included in the game. The players can use these little statues instead of the cardboard stand-ups if they like.

The Dice

Your game also came with a set of special dice. Take them out now, and we'll quickly explain them all. These are called **polyhedral dice** and they may look a bit different from the dice that come in other games. "Polyhedral" (pol-ee-hee-dral) means "many-sided," and that certainly describes these dice. There are seven dice in all, each of a different color.

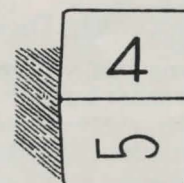
The Green Die

Look at the green die. It has four sides and is called a **d4**. When you roll the d4, it will land with one of its points up. The number on the top is the number you have rolled. The d4 in the picture has rolled a 4.



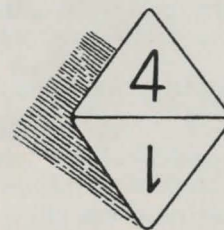
The Red Die

Next, pick up the red die. It has six sides and is called a **d6**. When you roll the d6, it will land with one of its sides facing up. The number on that side is the number you have rolled. The d6 in the picture has rolled a 4.



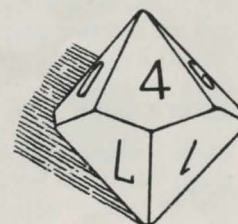
The Blue Die

Look at the blue die. It has eight sides and is called a **d8**. When you roll the d8, it will land with one of its sides up. The number on the top is the number you have rolled. The d8 in the picture has rolled a 4.



The Black and White Dice

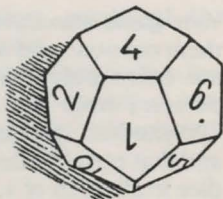
Two of the dice, the black one and the white one, are the same shape. Take a look at one of them. It has ten sides and is called a **d10**. When you roll it, the d10 will land with one of its sides face up. The number on that side is the number you have rolled. If you roll the d10 and a 0 comes up, then you have really rolled a 10. The d10 in the picture has rolled a 4.



The DRAGON QUEST™ Adventure Game

The Yellow Die

Next, pick up the yellow die. It has twelve sides and is called a **d12**. When you roll the d12, it will land with one of its sides facing up. The number on that side is the number you have rolled. The d12 in the picture has rolled a 4.



The Orange Die

The last die that we'll look at has 20 sides and is called a **d20**. The d20 is probably the most important die in the game and you'll use it more than any other one. To use the d20, roll it and read the number that shows on the top side. The d20 in the picture has rolled a 4.



Percentile Dice

Sometimes, you'll be told to roll **percentile dice**, to get a number between 1 and 100. To do this, take both the black and the white die (the d10s) and roll them at the same time. Read the number on the top of the black die first and then the number on the top of the white die. If the black die rolls a 5 and the white die rolls a 7, then the roll is 57. If the black die is a 9 and the white die is 1, the roll is 91. One thing to remember about percentile dice is that a roll of 00 is read as 100.

Using the Dice

In the DRAGON QUEST™ adventure game, dice are used when the players want their heroes to do something hard. Let's say that a hero wants to jump across a deep pit. The dice would be used to tell you if he made it or not.

When the rules ask you to roll dice, they'll use a short phrase to tell you what kind and how many dice you need. Let's say you need to roll the d6 three times. In the rules, we'd write and say that as **3d6**. If you need to roll the d12 one time, that would be written and spoken as **1d12**.

Extra Dice

Many people find that having extra dice makes the game play a lot faster. For instance, if you need to roll 3d6, it's easier to roll three dice at the same time. Dice like these can be bought at many hobby and game stores. If you can't find them in your local store, you can order them from TSR by calling the Mail Order Hobby Shop at 1-800-558-5977.

The Cards

The cards are divided into several decks. There are cards for **heroes, monsters, spells, traps, special items, equipment, and treasure**. Before starting to play, the cards should be separated into each of their proper decks, and then each deck should be shuffled. The Dungeon Master can then put them off to the side, where he can reach them when he needs a card. There's no need to let the players look at the decks. If a time comes when a player gets to pick a card, the Dungeon Master can hold out the deck and let the player take a card. The pictures on the cards will tell you what the card on the top of each deck is, so players should always draw a card from the middle or bottom of the deck, not the top.

Hero Cards

These are the Good Guys. There are 9 cards in the **Hero Deck**. Each of these is a character that one of the players can use in the game.

One of the first things that a player does is select a hero card. This hero is an imaginary person that the player pretends to be during the game. Look at the back of one of the cards and we'll tell you what all the numbers mean.

Abilities

Every hero in the DRAGON QUEST adventure game has six **Ability scores**. These tell you how strong, fast, or smart that hero is. The higher the number, the better the hero is in that area. These numbers range from 3 (the worst) to 18 (the best).

After the Ability score, there is a number in parentheses. This number is called the **Ability adjustment**. During play, these numbers are added to some die rolls. If the number is positive (+1, +2, or +3), then it is a bonus. If the number is negative (-1, -2, or -3), then it is a penalty. Heroes with high Ability scores have better adjustments. The adventures will tell you when to use these adjustments.

All of the heroes have their Ability adjustments printed on their cards. If a hero's Ability scores change, the player can determine the new Ability adjustments with the **Ability Adjustments Table**.

The Ability scores are also important when heroes want to do something hard. The Dungeon Master decides which Ability the hero is using and then tells the

Ability Adjustments

Ability Score	Ability Adjustment
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3



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player to make an **Ability Check** (see page 20). A hero who wants to climb a steep wall would make a check on his Dexterity while a hero who wants to jump across a ravine would make the check on his Strength. To make an Ability Check, a player rolls a d20 and then checks to see if the related Ability score is higher or lower than the number rolled. If the Ability score is higher, then the hero succeeded in the action he was attempting.

Strength (STR)

This Ability tells you how strong your hero is. Characters who are very strong do well in combat, so they make good fighters.

Intelligence (INT)

This Ability tells you how smart your hero is. Characters who have a high Intelligence score make good wizards.

Wisdom (WIS)

Wisdom is a measure of common sense. A hero can be very smart, but still not be wise. A good way to remember the difference between Intelligence and Wisdom is with this example: an intelligent person knows that fighting a dragon when unprepared is dangerous, but a wise person would never try it.

Dexterity (DEX)

This Ability measures two things. First, it tells you how quick your character is. Second, it tells you how good he is at doing fine work with his hands.

Constitution (CON)

This is used to measure how healthy a character is. The higher his Constitution score, the more injuries he can take before he is knocked out or killed.

Charisma (CHA)

The last Ability is Charisma. This is a rating of the hero's personality. A character with a high score in Charisma is well liked and respected. He is a good leader.

Armor Class

Armor Class is a quick way to tell how well protected a hero is, thanks to his armor and his reflexes. The lower a hero's Armor Class is, the better. That may seem strange at first, but you'll see how it works once you fight a few battles. See **Fighting**, in the next column, for more details.

There are three ways to improve a hero's Armor Class. The first way is to wear armor. Heavier armor provides more protection. Plate mail gives you a better (lower) Armor Class than leather or chain mail armor.

The second way to lower your Armor Class is to carry a shield. A shield lowers your Armor Class by 1. Any hero who owns a shield has two Armor Class ratings marked on his card. The second one, which is in

parentheses, is the hero's Armor Class when he uses his shield.

The third way to lower your Armor Class is to have an excellent Dexterity score. If a hero gets a bonus due to his Dexterity, that same bonus is *subtracted* from his Armor Class.

All of the Armor Class ratings on the hero cards have already been adjusted for Dexterity, so there's no need to figure that in. If your hero's Dexterity changes, though, be sure to check the **Ability Adjustments Table** (page 6) for any changes.

Hit Points

This is a measure of how much damage a hero can take before he falls over. Whenever a monster hits a hero and rolls for damage, that number is subtracted from the hero's hit point score. When the hero reaches 0 or less hit points, he falls unconscious. If none of his friends can rescue him before everybody has had three turns, then he dies.

If one of the fallen hero's friends can get to him before the three turns have gone by, the friend can bandage his wounds. This puts the injured hero at 0 hit points right away, saving his life. However, the injured hero remains unconscious until someone casts a *cure* spell on him.

Fighting

The **Fighting** score tells what you need to roll on 1d20 in order for a hero to hit a monster, but you have to make a quick adjustment first. When a hero attacks a monster, the Dungeon Master checks to see what the monster's Armor Class is. Then the Dungeon Master subtracts that Armor Class number from the hero's Fighting score. The result is the number the hero needs to roll in order to hit that monster. It is called the **attack number**. The roll of the d20 in order to hit a monster is called the **attack roll**.

As an example, let's say that a hero whose Fighting score is 19 swings his sword at a bugbear. The bugbear's Armor Class is 5, so the attack number for the hero would be $(19 - 5)$ 14. If the hero rolls 14 or **higher** on 1d20, then he has hit the bugbear.

Move

This number simply tells you how many spaces a hero can move in **any** direction on the game board in one turn. If a hero can reach a space next to a monster in his turn, he can attack that monster in the same turn.

A hero cannot stand in the same space as another hero or a monster, but he can move through and past that space.

The DRAGON QUEST™ Adventure Game

Monster Cards

Although some monsters are good, these are mostly the Bad Guys. There are 50 cards in the **Monster Deck**. Each of them is a monster that the heroes might have to fight.

Monster cards are different from hero cards. They are set up so that the Dungeon Master can easily use them in combat. Each card has a picture of the monster on the front. The Dungeon Master can show this picture to the players so they can see what they are fighting.

The back of the card tells you a little about the monster, and it gives you an idea of how the monster likes to fight and where it lives. You can find all the important combat information on the card backs. Let's go over that information now.

Fighting

The **Fighting** score tells what you need to roll on 1d20 in order for the monster to hit a hero, but you have to make a quick adjustment first. When the monster attacks a hero, the Dungeon Master asks the hero what his Armor Class is. Then the Dungeon Master subtracts that Armor Class number from the monster's Fighting score. The result is the number the monster needs to hit that hero. It is called the **attack number**. The roll of the d20 in order to hit a hero is called the **attack roll**.

For example, if a goblin (whose Fighting score is 19) attacks a hero whose Armor Class is 7, then the number that the goblin needs to roll is $(19 - 7)$ 12. If the Dungeon Master, rolling for the goblin, rolls a 12 or **higher** on 1d20, then the goblin has hit the hero.

Attacks

This line tells you what kind of weapon the monster fights with and how many attacks the monster gets in a turn. For example, the goblin gets one swing with a sword in a turn, but the smilodon can claw with two paws and then bite.

Damage

This tells you how much damage the monster causes if it hits. If a monster gets more than one attack in a turn, then the damage is listed on the card in the same order as the attacks. For example, the smilodon's attacks are listed as **2 claws/1 bite** and the damage is listed as **1d8/1d8/2d8**. Each **1d8** is the damage caused by a claw and the **2d8** is the damage caused by a bite.

Armor Class

This number is a measure of how tough the hide of the monster is. While heroes can put on armor to improve their Armor Class, monsters have natural armor and agility. This number is subtracted from a hero's fighting

number to see what the player needs to roll on 1d20 in order to hit that monster.

Hit Points

Whenever a hero hits a monster, the damage caused by the hero's weapon is subtracted from this number. When the monster's hit points reach 0 or less, the monster falls over and dies.

Alignment

Most monsters are evil, but many are neutral and some are even good. If the Dungeon Master isn't sure how a monster will react to meeting heroes, he can check the monster's alignment and roll on the **Monster Reaction Table** (page 22) to see what happens.

Move

This line tells you how many spaces the monster can move in **any** direction on the game board in one turn. Some monsters can also fly, swim, or burrow under the earth. Those monsters have two movement rates. The first one is always the movement rate of the monster on the ground.

A monster cannot stand in the same space as another monster or a hero, but it can move through and past that space.





THE
BROKEN
LANDS

ROCK HOME

THE FIVE
SHIRES

MUNROTHAD

Spell Cards

There are two kinds of spell cards: 16 wizard spells and 16 cleric spells. These represent the powerful magical skills of some heroes. Only wizard, cleric, and elf heroes use magical spells in the game. Some powerful monsters use spells too.

The spell cards are easy to read. Take a look at one of them now and we'll quickly explain a few things.

Type

This line tells you who can cast the spell. Wizards and elves can cast one kind of magic while clerics can cast another.

Range

There are three types of spell range used in the DRAGON QUEST™ adventure game. The first type is **touch**. Spells with a touch range require the spellcaster to be in the next square and make actual contact with the hero or monster that the spell is directed at. If a hero or monster is in combat while the spellcaster is trying to touch him, then the caster must make an **attack roll** in order to throw the spell (because the spell receiver isn't standing still).

The second type of spell range is **room**. When a spell of this range is cast, the results are felt in the entire room. Sometimes the spell only works on certain heroes or monsters in the room. The spell card will say so if that is the case.

The third type of spell range is **numbered**. When a spell has a numbered range, the spellcaster can throw the spell in any space up to the listed number away. For example, if a spell has a range of 6, then it can be directed 6 spaces or less in any direction.

Trap Cards

There are 10 cards in the **Trap Deck**. These are all sorts of nasty devices that careless and unlucky heroes may stumble across. Each card tells you which Ability score to make an Ability Check (see page 20) on when a hero springs a trap. Making a successful check usually means that the hero has escaped the trap, but each card explains how each Ability Check works. There is also a line on the cards that tells how much damage the traps cause.

Special Items Cards

There are 10 cards in the **Special Items Deck**. The cards describe interesting objects that call for a roll of 1d6 to see what happens when a hero picks up the object or even looks at it. These items are the spice of the game because you never know what will happen when you find them.

Equipment Cards

There are 30 of these cards. Each equipment card shows an item that heroes might take with them to explore a dungeon. Some equipment cards are weapons, some are armor or shields, and others are useful things like rope or a backpack.

Many of the equipment cards are for weapons. These cards have three information lines on them: **Size**, **Damage**, and **Range**.

Size

A weapon's size can limit the type of hero who can use it. For example, fighters are the only heroes who can use **large** weapons and wizards can use only **small** weapons. See the "Heroes" section (pages 13-17) to learn which weapons each type of hero can carry.

Damage

This line tells you how much damage the weapon causes when it hits. Don't forget to add any Strength adjustments to the die roll.

Range

This line tells how close or far away you can be from a monster in order to use each weapon. Those with a range of 1 can be used only in close combat. Weapons with a range larger than one can be used from as many spaces away as the number printed on the card. For example, a short bow can be fired at a monster up to 12 spaces away. Some weapons, like spears and daggers, can be used in both close and ranged combat. When a weapon can be used in either type of combat, then there are two ranges listed on the card.

Treasure Cards

There are 30 of these cards. They show the valuable objects and magical items that the heroes can find as they explore dungeons.

The Dungeon Master's Screen

The cover of the **Rule Book** also serves as a **Dungeon Master's Screen**. The Dungeon Master stands the screen up between himself and the players so that no one can see any of the secret information that only he knows.

There are also some handy tables on the inside of the screen. There is a chart that guides you through the steps of each turn. Once you've read the rules, you can just glance at this chart and you'll always know what comes next right away. There's also a table that shows you weapon ranges and damages, for quick reference in combat, and a table that helps you figure out attack numbers quickly and easily.



Alignments

Alignments are just a fancy way of saying whether a hero or monster is good or evil. Heroes usually have a good alignment while monsters usually have an evil one. There are three alignments in the DRAGON QUEST™ game.

Good

Most heroes are **good**. Good heroes always try to tell the truth, help other people, and do the right thing. They explore dungeons and fight monsters to protect nearby towns and villages from harm.

Neutral

Some heroes are **neutral**. Neutral heroes explore dungeons and fight monsters in order to gain treasure and fame. They are more concerned with fun and glory than good heroes. A neutral hero stands by his friends in a fight, but may not protect those he does not know.

Evil

Heroes are never **evil**. Evil people are selfish and don't obey the law. They do whatever they want, even if it hurts others. They only stick by their friends if there is no risk involved. Heroes often fight evil people and monsters.

Monster Alignments

Monsters have alignments, just like heroes. Most are evil, some are neutral, and a few are good. It is important for the Dungeon Master to know what a monster's alignment is when playing the game. The action that a monster takes when it sees a hero or group of heroes is based mostly on its alignment.

As an example, let's say a group of heroes is exploring a dungeon when they meet a goblin. Goblins are evil, so they would probably attack the heroes. Let's suppose they met a lizard man instead. Lizard men are neutral, so this monster would probably wait to see what the heroes did. If the heroes did not attack him or bother him, the lizard man would probably leave them alone. Finally, let's suppose they met a gold dragon. Most dragons are evil or neutral, but gold dragons are good. As long as the heroes did not attack him, the dragon would certainly not attack them. If the heroes asked for his help, the dragon might even do something for them.

More information on monsters and their reactions to heroes is found in the **Monster Reaction Table** (page 22).

The Heroes

In the real world, everyone has a job, a hobby, or something else that lets us know what he does. I am a writer, my wife is a teacher, and you might be a student, a lawyer, or an artist. In the world of the DRAGON QUEST adventure game, people have jobs too. These jobs are known as **classes**, and they are very important.

There are eight classes to choose from in the DRAGON QUEST adventure game. The first four of them are for humans—people like you and me. The other four are for fantastic races like dwarves and elves, called **demihumans**. Unless a player knows for sure what kind of hero he wants to play, it's a good idea to play different classes from adventure to adventure. Sooner or later, most players find that a certain class really suits their own personality, and then they'll play that kind of character most of the time.

Human Classes

Humans in the DRAGON QUEST adventure game are much like the people in our own world. Because the characters used by the players are heroes, they tend to be a bit above average, though. After all, the average person wouldn't last too long fighting a horde of goblins, would he? The four human classes are the **fighter**, the **rogue**, the **wizard**, and the **cleric**. You'll find descriptions of the human classes on pages 14 and 15.

Demihuman Classes

The world of the DRAGON QUEST adventure game is full of wonderful and fantastic heroes. As we have just seen, many of them are fairly normal people like you and me. Others, however, are strange and mysterious. These are the **demihumans**. A player can choose to have a demihuman hero if he wishes. The three demihuman classes are the **elf**, the **dwarf**, and the **halfling**. You'll find descriptions of each of these characters on pages 16 and 17.

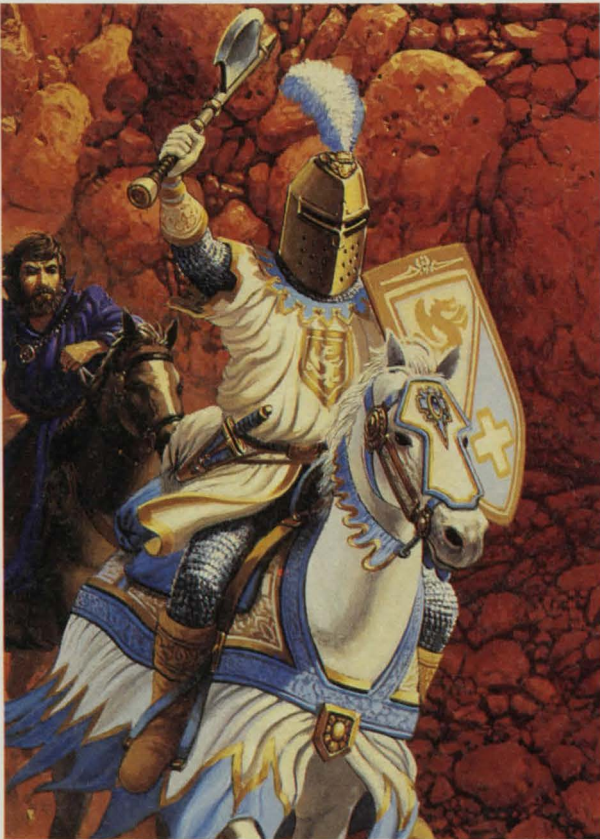
The DRAGON QUEST™ Adventure Game

Fighters

Fighters are humans who have trained long and hard for battle. They are more powerful than other heroes in combat. Some are mighty knights who wear heavy armor and carry great weapons. Others are rough barbarians, savages who depend upon brute strength to solve their problems. Fighters generally lead the way into unknown dungeons so that they can protect the rest of the heroes from monsters and traps. If there are enough fighter heroes in an adventuring group, it's a pretty good idea to have one of them stay at the rear of the party in case any monsters try to attack from behind.

Fighters can use any weapon that they want, wear any kind of armor, and use a shield to protect themselves. The highest Ability score of fighter heroes is almost always their Strength score. They don't have any spell casting abilities, but they often have magical weapons and armor. Only fighters can use **large** weapons.

Fighters are good for more than just fighting, too. Since they're usually the strongest heroes in the group, they can be called upon to do things like break down doors that are stuck or locked, or even bend the bars of a cage to help a friend escape.



Rogues

Rogues are humans who live by their wits and speed. Rogue heroes are wandering adventurers who seek fun and wealth wherever they go. Rogues sometimes lead the way into unknown areas, using their keen wits to watch for traps and tricks that might be too much for other heroes.

Rogues are not very good in combat. Although they can use any **small** or **medium** weapon that they want, they cannot carry a shield or use any kind of armor except leather.

Rogues have no magical spells, but they do have a special ability that can make them very important to a group of heroes. Whenever a player with a rogue hero wishes, he can announce that his hero is **searching for traps**. Only rogue characters can do this.

Searching for traps requires the hero to make an Ability Check (see page 20) on his Dexterity. If he succeeds, he finds any traps in the spaces that his hero is in or next to. If the rogue wishes, he can also disarm the trap so that it is no longer dangerous. To do so, he has to make another Ability Check on his Dexterity. On the other hand, if the rogue fails either roll, he sets the trap off!



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Wizards

Wizards are humans who have studied the ancient and almost forgotten art of magic. They fight monsters with powerful spells. Some wizards are dark and mysterious people who explore dungeons in search of lost knowledge, and others are carefree travelers who wonder at the world around them.

Wizards make rather poor fighters. They spend most of their free time studying old books, looking for new magical spells and ways to improve the magic that they already know. They don't have much time to think about hand-to-hand combat, so they depend upon fighters and other heroes to protect them while they cast their magic. They can only use **small** weapons in combat. Wizards never wear armor or carry shields. These things are so heavy that they make it difficult to cast spells, which a wizard must keep his hands free to do.

Wizard magic can cause much woe to monsters. Before each adventure begins, a wizard hero is allowed to pick one or more spell cards from the **Wizard Spells Deck**. The number of cards that a wizard gets is equal to his level (see page 28, "Moving Up in the World") plus his Intelligence adjustment (see page 6). During the game, he uses these spells to protect the party and fight monsters.



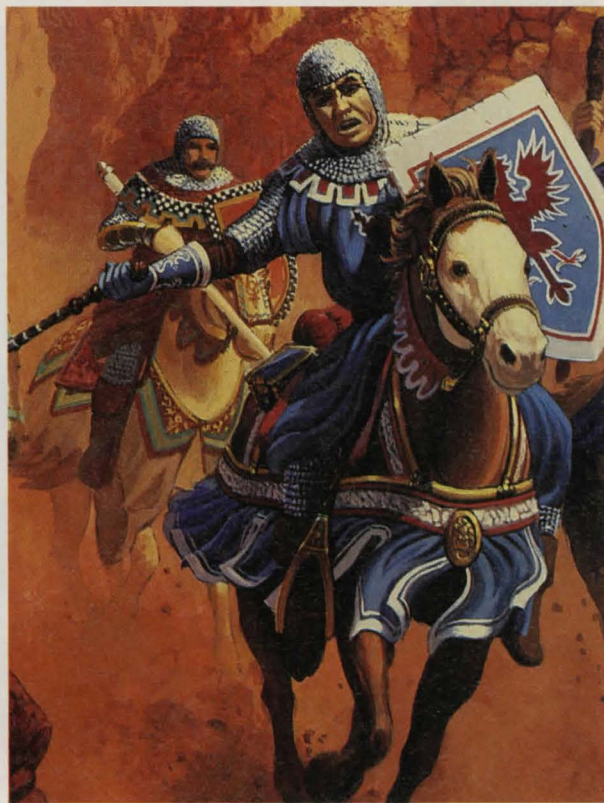
Clerics

Clerics travel the world in search of wisdom and knowledge. They often belong to a group of clerics, called an Order, who believe and practice the same things. They strictly follow the rules of their Order and often try to set an example for others. Many clerics are fatherly people who take care of those less fortunate than themselves. Others are traveling in search of some ancient and sacred relic or in an attempt to spread the teachings of their Order.

Clerics seldom lead the way into new places, but they can fight fairly well if they have to. They usually let fighters lead the charge against enemy forces, but they aren't as easy to hurt as wizards, so they aren't afraid to fight, too, if they must.

Clerics can use **medium** or **small** weapons. They can wear any kind of armor, and use a shield to protect themselves.

Cleric magic is mostly helpful—it can help the group fight better or heal a hero when he is sick or injured. Before each adventure begins, a cleric hero is allowed to pick one or more spell cards from the **Cleric Spells Deck**. The number of cards that a cleric gets is equal to his level (see 28, "Moving Up in the World") plus his Wisdom adjustment (see page 6).



The DRAGON QUEST™ Adventure Game

Elves

Elves are a wonderful and beautiful people. They are slender and very fair skinned. Their eyes are soft in color and seem to shimmer with knowledge. Elves live in the wilderness and enjoy nature. They love all manner of plants and animals, taking great pride in the beauty of the lands in which they live.

Elves are sort of a cross between a fighter and a wizard. They mainly act like fighters, so they like to be either at the front or the rear of the party while it explores dungeons. However, they can cast a spell or two as well.

Elves can wear leather or chain mail armor. They can use shields if they like and may use any **small** or **medium** weapon. Elves are masterful archers. Whenever an elf is using a bow in combat, he gains a special bonus of +1 to his attack and damage rolls (see page 6, "Ability Adjustments").

Before each adventure begins, an elf hero is allowed to pick one or more spell cards from the **Wizard Spells Deck**. The number of cards that an elf gets is equal to his level (see page 28, "Moving Up in the World") plus his Intelligence adjustment. Players with elf heroes must wait to pick their spells until after all of the wizard heroes have picked theirs. Since elves practice both fighting and magic, they are not as good at either as human heroes.



Dwarves

Dwarves are a proud and noble race. They are very short, with skin the color of the earth and eyes as black as coal. They are often quiet and stubborn, but they are very loyal to any friend they make. Dwarves love to work in stone and build great cities in caverns underneath the mountains of the world.

Because of their love of metal and stone, dwarves will not wear leather armor. They wear chain mail, plate mail, or no armor at all. Dwarves often carry shields to improve the protection offered by their armor. Dwarves can use any **small** or **medium** weapon. They seldom use swords, however—they'd rather fight with axes and hammers.

Because dwarves are expert craftsmen, it is difficult to hide secret doors and compartments from them. They are experts at finding everything from a false bottom in a treasure chest to a hidden entrance in a wall. A player with a dwarf hero may have his character **search for secret doors** at any time. When he does, he must make an Ability Check (see page 20) on his hero's Wisdom. When a dwarf searches for secret doors, he is assumed to search the space he is in and every space next to it. If there is a door or panel to find and the dwarf succeeds at the check, he notices it. The Dungeon Master tells the player that his dwarf has spotted a hidden door.



Halflings

Halflings look like a cross between dwarves and elves. They are short, like dwarves, but slender and fair like elves. They are a cheerful people who spend most of their lives in search of good company, good food, and a comfortable place in which to enjoy them both.

Halflings can wear leather or chain mail armor, but they find plate mail to be heavy and uncomfortable for them. They are free to use a shield if they like. Because they are small like dwarves, yet not very strong, they can use only **small** weapons. Halflings are very good with slings. Whenever they use these weapons, they gain a +1 bonus to their Attack and Damage Rolls.

When a halfling hero is in a dungeon, he may attempt to **hide** whenever he likes. When a player announces that his halfling is going to hide, he must make an Ability Check (see page 20) on his Dexterity. If he succeeds, he finds a good place to hide and vanishes from sight. When he is hidden, the halfling cannot move, talk, or do anything else that would give away his hiding place. Any monsters that have already seen the halfling are still able to see him. Newly placed monsters, however, will not see the halfling and cannot attack him.



Getting the Heroes Ready

After the players understand what their heroes must do, they need to get ready for the adventure ahead of them.

Picking Spells

There are three classes of heroes—**wizards**, **elves**, and **clerics**—that have the ability to use magical spells. As each character picks a spell, he takes the card that describes it and places it with his hero card.

The number of spells that a wizard or elf can pick is equal to his level (see page 28, "Moving Up in the World") plus his Intelligence adjustment (see page 6). In other words, a 1st-level wizard or elf with a +1 Intelligence adjustment (see the back of the wizard hero card) would be able to pick **two** spells.

The number of spells that a cleric can pick is equal to his level plus his Wisdom Adjustment. A 1st-level cleric with a +1 Wisdom adjustment (see the back of the cleric hero card) would get to pick **two** spells.

Wizards and Clerics

Wizards and clerics choose their spells first. Wizards can only pick spells from the **Wizard Spells Deck** and clerics can only pick spells from the **Cleric Spells Deck**.

If two wizards or clerics want the same spell card, the DM tells them both to roll 1d6. Whoever rolls the highest number gets that spell and the other player must pick another.

Elves

Elves choose their spells last. Elves use wizard spells, but they generally are not as good with magic as wizards. Because of this, elf heroes must wait until after all of the wizard heroes have picked their spells before they can choose theirs.

Picking Equipment

Next, the heroes have to decide what equipment they will take with them into the dungeon. Each hero begins his first game with the equipment listed on his card. As the hero explores dungeons and collects treasure cards, he can buy more things to help him survive. Each treasure card that a player has can be traded for one item of equipment either before the hero enters the dungeon or after he returns from exploring it. Each hero can carry **two** items besides those that are listed on his hero card, unless one of those items is a **backpack**, **satchel**, or a **pouch belt** (from the **Equipment Deck**)—those items let a hero carry even more things. **A hero cannot buy new equipment while in a dungeon.**

The DRAGON QUEST™ Adventure Game

Setting Up the Game

There are a few things that need to be done before you can begin to play the DRAGON QUEST™ adventure game. Just follow through the steps in this section and you'll be playing before you know it!

Picking a DUNGEON MASTER™

The first thing that you must do when getting ready to play the DRAGON QUEST adventure game is pick a Dungeon Master (also called a **DM™**).

All of the other players play the roles of heroes in the game, but not the DM. The Dungeon Master is like a referee. The DM's most important job is helping everyone else follow the rules of the game.

The DM also controls all of the monsters that the heroes must fight. While the other players are pretending to be one person, the DM pretends to be every creature that they meet! Many people think that being a DM is the most fun part of the game.

From now on, we will use the word **player** to mean people who are running heroes and **Dungeon Master** or **DM** to mean the player who runs the monsters and the game.

Picking a Hero

The Dungeon Master's first job is to help the players pick their heroes. He does this by taking the hero cards and showing them to the players. Each of the players picks the hero that he wants to play in the game. After a player has chosen his hero, he takes the cardboard fold-up or figure that matches it. He uses this to mark where his hero is on the board.

If two players want the same hero, the DM asks them each to roll 1d6. The player with the highest roll gets that hero. The other player then picks another hero.

Laying Out The Board

Next, the Dungeon Master opens the game board and lays it out on the table where all the players can see it. It is important that it be easy for all the players to reach the board so that they can move their heroes.

Setting the Stage

Once the board is in place, the Dungeon Master turns to the "Player Introduction" section of the adventure that he is going to run from the **Adventure Book**. This tells the players what their heroes are attempting to do in the dungeon.



The DRAGON QUEST™ Adventure Game



Starting the Game

Once the set-up work has been done, it's time to start playing the DRAGON QUEST™ adventure game. Read the boxed text in the "Player introduction" and the adventure begins!

The First Room

The **Adventure Book** tells the DM where on the board the heroes begin. He points out this room to the players and reads the boxed description under "Exploring the Dungeon" in the Adventure Book.

Placing the Heroes

After the DM has told the players what their heroes see, they can place their hero figures anywhere in the room. It doesn't really matter who goes first at this point, but no hero can be placed in the same square as another hero. If two players want to put their heroes in the same space, the DM tells them both to roll 1d6. Whoever rolls the higher number gets to place his hero there. The other player must pick another space for his hero. The best way to decide where to put your hero is to first think of what's best for the whole group. Heroes have to work together in order to survive the deadly dangers of the dungeon, and part of that cooperation is in setting up the marching order of the heroes so that

everyone has the best chance to use their talents.

There should almost always be at least one fighter leading the group. If there are three or more fighters, including elves and dwarves, in the group, then it's a good idea to have one of them walk at the rear of the group. Monsters sometimes try to sneak up from behind! Elves are good heroes to stay at the back because they're so good with the bow and arrow. When the heroes encounter hostile monsters, the elves can shoot arrows from the back of the group. Dwarves like to walk in front because they are always ready for a good fight.

Wizards should try to stay in the middle of the group, where they'll be protected by others. They mustn't be interrupted while casting a spell or it will be ruined, so it's a good idea to keep them as far from the swinging swords as possible.

Rogues and halflings tend to range out to the sides of the group, looking for traps, secret doors, and the like. Sometimes, they may scout ahead of the party, using their hiding skills to spy out the path ahead. At the first sign of trouble, though, they'll either hide or run back to the rest of the heroes. There's safety in numbers, after all!

Clerics go wherever they're needed. If there are not many fighters in the party, then they can fill that role. Otherwise, they tend to stay near the wizards, where they can cast their spells, too.

Adventuring

Play in the DRAGON QUEST™ adventure game is broken into turns, just as it is in most other games. When every hero (and every monster) has taken one action, then the turn is over and the next can begin. Every turn is made up of several steps, described below and outlined on the DM screen for quick reference. Just take them step by step and before long you'll be racing through the sequence.

1. The Wandering Monster Check

The first thing that can happen in a turn is called a Wandering Monster Check. The DM rolls 1d6. If the roll is a 6, then a monster has wandered by and spotted the heroes. **It is not necessary to roll for a wandering monster in every turn. If the heroes are getting weak from too much fighting, it's a good idea to skip the Wandering Monster Check.**

Each adventure provides the Dungeon Master with a list of possible wandering monsters. When the DM rolls a 6 on the Wandering Monster Check, he can shuffle the wandering monster cards and pick one or he can just use the monster that he likes best.

Once the DM knows what kind of monster has appeared, he puts together the stand-up (or stand-ups, if there is more than one) and places the monster(s) on the game board. He also takes the monster card that describes the wandering monsters and places it where he can see it.

The DM can place the monster stand-ups where he wants, but he should place them near doors. That way, it looks like the monsters have just stepped into view and didn't just pop in from thin air. The DM then describes the monster(s) to the hero players. He can show them the picture of the creature on the monster card, too.

Wandering monsters never have any treasure.

If a wandering monster has appeared, the DM can skip right to Step 3. That section of the rules tells the DM exactly what to do. If no wandering monster appears, then go on to Step 2.

2. What's In Here?

When there are no monsters to fight, the heroes are free to do whatever they like. The DM asks the players what their heroes are doing. The simplest way to do this is to start with the player on the DM's left or right and then work around the table until everyone has had a chance to take an action. After each of the heroes has had a chance to tell the DM what his hero is doing, the DM helps them to figure out what the results of their actions were. There are several hero actions that are fairly common at this point. Let's take a look at them:

A. Exploring New Areas

If the heroes have moved into an area of the dungeon that is new to them, the DM needs to describe it to them. Usually this just means reading the boxed text in the Adventure Book that describes their new location.

Sometimes the players want more information than the Adventure Book provides. The DM should answer their questions with his imagination, doing his best to picture the scene in his mind and explain it clearly. Before long, most DMs learn to make up answers to the players' questions without a pause. Encourage the heroes to explore (making Ability Checks on their Wisdom) so they don't miss anything. (Remember that only dwarves can find secret doors and only rogues can find traps, unless the *Adventure Book* says otherwise.)

B. Player Discoveries

Often, a player's action is an attempt to discover something. Only the DM knows, from the Adventure Book, where everything is. If a die roll is needed, either the DM makes it or he tells the player to make it. If the roll succeeds, the DM then tells the player what his hero has found. If the roll fails, the DM should say something like "You find nothing," even if something is there.

C. Making Ability Checks

Sometimes players want their heroes to do something that is very difficult, like jumping across a pool of boiling lava or breaking open a locked door. In order to find out if a hero has been successful at whatever he tried to do, the DM asks the player to make an **Ability Check**. When he does this, the DM decides which Ability the hero needs to use in order to complete the task, and then he tells the player to make the check on that Ability score. If the hero wants to lift a heavy rock, he would have to make an Ability Check on his **Strength**. If the hero wants to read some writing in an ancient language, an Ability Check on his **Intelligence** would be in order.

Making an Ability Check is very easy. When a player is asked to do this, he rolls 1d20. If the number that he rolls is the **same as** or **less than** the Ability score that he was making the check on, he has been successful.

D. Encounters

Often, the actions taken by the heroes results in an **encounter**. Usually this means that they have met a monster and must fight him, but sometimes it means that they have come across creatures that turn out to be peaceful or even friendly.

If a monster is not encountered, then the turn is over and the next one can begin.

If a monster is encountered, then stop all actions and go right on to Step 3.



The DRAGON QUEST™ Adventure Game

3. Monsters!

The DM begins an encounter by telling the players exactly what their heroes see. This is when he places the figures for the monsters on the board and shows the card with the monster's picture on it to the players. Don't let the players see the back of the monster card, though! It tells you everything the monster can and can't do, and that information is strictly for the DM!

If the encounter is a result of the Wandering Monster Check that began the turn, some of these things already may have been done.

4. Checking For Surprise

When a group of heroes meets a monster in the dungeon, there is a chance that someone will be surprised. Surprised monsters (or heroes) are easier to attack and can sometimes be defeated very quickly.

When the heroes first see a monster (usually when the DM places the monster figure on the board) both sides must roll for surprise. One of the players rolls 1d6 for the heroes. A roll of 1 or 2 means that the heroes have been surprised. If the heroes are surprised, they cannot do anything for one turn. This means that the monsters might get a free attack on them.

At the same time that the player is rolling for surprise, the DM rolls for the monsters. Again, a roll of 1 or 2 means that the monsters are surprised. Surprised monsters cannot do anything for one turn. This means that the heroes might get a free attack against the monster.

It is possible for both the heroes and monsters to be surprised. If that happens, both sides just stand there stunned for a few seconds and then continue with the encounter.

5. Friend or Foe?

Usually the DM knows what is going to happen in a given encounter. A group of heroes exploring an ancient tomb might come across a group of zombies. If the monsters have been ordered to guard the tomb against intruders, they will attack the heroes. It doesn't matter what the heroes do or say—they will be forced to defend themselves anyway.

Sometimes, however, the DM might not be sure what will happen in an encounter. In order to figure out what the monsters do, the DM rolls 1d6 and checks the **Monster Reaction Table**, which is at the top of the next column.

Monster Reaction Table

1d6 Roll	Monster's Alignment		
	Good	Neutral	Evil
1	Help	Help	Help
2	Help	Help	Wait
3	Help	Wait	Wait
4	Wait	Wait	Attack
5	Wait	Attack	Attack
6	Attack	Attack	Attack

Help: The monster will be friendly and help the heroes if asked to do so.

Wait: The monster will wait and watch to see what the heroes do first.

Attack: The monster will attack the heroes on sight.

6. Hero Reactions

Next, the players tell the DM what their heroes are doing. An action can be just about anything, like "My hero attacks the monster" or "My hero casts a spell." The most common choices are described below. If a player wants his hero to do something that is not on this list, the DM thinks about the situation and decides what happens.

A. Waiting

Sometimes the heroes will wait and see what the monsters do. This is very common when the heroes aren't sure if the monsters are friends or enemies. The DM can then decide what happens, based on what he knows about the monsters or by rolling on the Monster Reaction Table.

B. Talking

If the heroes try to talk to the monster, the DM can resolve the situation in much the same way that he does if they wait around. If the DM is unsure how the monster will react, he always can use the Monster Reaction Table.

C. Hiding

Sometimes the heroes may not want to have anything to do with the monsters that they have encountered. When this happens, the heroes may try to hide from the monsters.

Some heroes—halflings especially—are very good at hiding. Also, magic spells like *invisibility* can enable the heroes to avoid monsters they don't want to fight. If the party just tries to hide, the DM has to consider how good the monster's senses are and how interested it is in searching for the heroes.



The DRAGON QUEST™ Adventure Game

D. Running Away

Some heroes may try to run away from a monster that is too tough for them to fight. This can be a very good idea if the group is weak from other fights or if the monster is very strong. If the DM is not sure whether or not the monster will chase them, he can use the Monster Reaction Table.

E. Fighting

More often than not, heroes want to fight the monsters that they encounter while exploring the dungeon. Even when the heroes don't want to fight, the monsters may still attack them. In either case, combat is explained below.

7. Rolling For Initiative

Now that the DM knows how the monsters are reacting to the heroes, it's time to roll for **initiative**. "Initiative" (in-ish-ee-a-tiv) is just a fancy word for saying "who goes first." The **initiative roll** decides the order in which everybody gets to take their turn. In any encounter, it is very important to know who gets to act first. Even if either the monsters or the heroes don't want to fight, the one who moves first often decides whether or not there's going to be a battle.

To determine who goes first, each of the players rolls 1d10 and adds his hero's Dexterity adjustment to the total. For instance, if a hero with a 15 Dexterity (+1 adjustment) rolls a 7, he would have an initiative score of (7 + 1) 8.

At the same time, the DM rolls 1d10 for the monsters. Each of the heroes usually will have a different initiative score, but all of the monsters have the same one, so all of the monsters move at the same time. The DM can move the monsters in any order he likes.

After everyone has rolled, the hero or monster with the highest initiative score gets to act first. After he is finished, the hero or monster with the second highest score moves, and so on.

If two heroes or a hero and the monsters have the same scores, their players roll for initiative again to decide which of them moves first.

8. Ready For Combat?

Heroes spend much of their time fighting monsters. Combat is one of the most important parts of the DRAGON QUEST™ adventure game. If all the players have rolled for initiative and a fight is going to break out, then the DM needs to prepare the field for battle and the heroes need to make some last-minute decisions.

A. Setting the Stage

As combat begins, the DM makes sure that every hero and monster is properly positioned on the game board.

B. Hero Choices

When it is a hero's (or a monster's) turn to act, he has several options. The most common ones are **close combat**, **ranged combat**, or **magical combat**. Heroes may also try to **run away**, **hide**, or **dodge**.

Close Combat

Close combat is any attempt to hit a monster with a hand-held weapon. It is possible **only** when the enemies are in spaces that touch each other. Only weapons that have a range of 1 can be used in close combat. Weapons that have their ranges marked with an asterisk (*) **cannot** be used in close combat. A hero with no weapon can still attack in close combat with his fists (1d4 damage). Heroes with high Strength scores do best in close combat.

Ranged Combat

Ranged combat is any fighting with a weapon that works at a distance, like a bow, thrown spear, or sling. It is possible **only** when the enemies are in spaces that do **not** touch each other. Only weapons that have ranges **greater** than 1 can be used in ranged combat. Heroes with high Dexterity scores do best in ranged combat.

Magical Combat

Not all heroes are able to cast magical spells. However, there are magical treasures that work like spells. Fighters, dwarves, halflings, and rogues can use these treasures, too, so it's possible for any hero to engage in magical combat at some time. Heroes who have a magical treasure that allows them to cast spells can use these objects at any time.

When a hero casts a spell, his player gives the card for that spell to the DM. He cannot use it again in the game. Wise heroes often hold back their spells until they have no other choice but to cast them.

Running Away

Once battle has begun, the heroes may decide that the monsters are too tough for them. If a hero tries to run away while he is in close combat, the monster gets a free swing at him with a +2 bonus on its attack roll.

The DM can decide whether or not the monsters will chase the fleeing heroes, based on what he knows about the monsters. He also can use the Monster Reaction Table if he's not sure what they'll do. If the monsters decide to chase the heroes, the DM compares the **Move** ratings of the heroes and the monsters to see who's faster.



The DRAGON QUEST™ Adventure Game

Hiding

Some heroes may decide to slip into the shadows in the middle of a fight, especially if they have been badly injured. To get away with this, the hero must first finish off the monster he has been fighting and then try to hide while *no* monster is looking at him. This may be very hard to do. The DM has to decide if the hero was successful, based on the situation.

Dodging

If a hero has been badly injured before all the monsters are killed, he may not be able to run away or hide. He can still try to keep himself alive, though, by dodging for the rest of the turn or battle.

A hero who wants to dodge must say so at the beginning of the turn. From that point on, he is assumed to be using all of his energy just to duck out of the way of enemy attacks. As a result, his Armor Class improves (goes down) by 4.

C. The Battle Begins!

Once the swords start swinging, the DM and the players follow through the steps described below. This is the part of the game where the dice really start to roll. Many players like this part of the DRAGON QUEST™ game the best. Just follow the steps, one by one, and an exciting battle will spring to life before your eyes!

No **attack roll** is needed for the casting of magic spells. When a spell-casting hero's turn comes, his spell simply goes off. Remember, once a hero casts a spell, it disappears from his memory whether it worked or not.

1. Check the Attacker's Fighting Score

Every hero or monster card has a Fighting score on it. This is a measure of the character's skill in combat. A lower Fighting score is better than a high one. The first step in combat is checking the Fighting score of the hero or monster making the attack.

2. Check the Defender's Armor Class

The next number that you need to know for combat is the Armor Class of the target. For heroes, Armor Class is based upon the type of armor that the hero is wearing. For monsters, it is based on how tough their hide is and how fast they are.

3. Find the Attack Number

The attack number is the number that must be rolled on 1d20 in order for an attack to succeed. To figure out the attack number in any fight, subtract the Armor Class of the target from the Fighting score of the attacker.

For example, if a hero with a Fighting score of 19 attacks a monster with an Armor Class of 8, his attack number is $(19 - 8) 11$.

4. Make the Attack Roll

Once the attack number is known, the player (or DM) rolls the d20 and reads the number on it.

If the attack roll is a 20, the attack **always** hits, no matter what the attack number was. If the attacker rolls a 20, you can immediately skip down to step 8, "Causing Damage."

If the attack roll is a 1, the attack **always** misses, no matter what the attack number was. If the attacker rolls a one, his turn is over.

If the attack roll is neither a 1 nor a 20, go on to the next step.

5. Add In the Ability Adjustments

Some heroes are better than others in combat. This is reflected through the use of their Ability adjustments.

In **close combat**, heroes apply their Strength adjustments to the attack roll. For instance, if a hero with a +2 Strength adjustment has an attack roll of 12, then he adds his +2 bonus to that for a total of 14.

In **ranged combat**, heroes apply their Dexterity adjustments to the attack roll. For instance, if a hero with a +2 Dexterity adjustment rolls an attack roll of 9, then he gets to add +2 to that roll for a total of 11.

6. Add In Any Other Adjustments

Magical weapons and spells also add to a hero's skill in combat. A magical sword, for example, might be called a *sword +2*. This "+2" is applied to the attack roll just as if it were a Strength adjustment. For example, if a hero with a +2 Strength adjustment and a *sword +2* gets a 14 on his attack roll, he gets to add +2 for his Strength and +2 for his weapon, giving him a grand total of 18!

Some hero classes gain a bonus to their attack rolls when using some types of weapons. For instance, elves add 1 to their rolls when they use bows and halflings add 1 when they use slings.

7. Hit or Miss?

If the final total for the attack roll is **less than** the attack number, then the attack misses. The attacker's turn is over.

If the adjusted roll is **equal to or greater than** the attack number, however, the weapon finds its mark. In this case, the monster or hero that was attacked is going to be injured by the blow.

The DRAGON QUEST™ Adventure Game

8. Causing Damage

The amount of damage that an attack causes depends upon the type of weapon used in the attack. The damage done by a weapon can be found on the equipment cards. A sword, for example, causes 1d8 points of damage.

In close combat, a hero adds his Strength adjustment to the damage that he causes.

In ranged combat, a hero adds his Dexterity adjustment to the damage that he causes.

Magical weapons and spells can also add to the amount of damage that a hero does in combat. A *battle axe +2*, for instance, allows a hero to add +2 to his damage roll, just as it did to his attack roll.

Some hero classes have advantages when using certain weapons. Halflings, for example, gain a +1 bonus when using slings while elves gain the same bonus when using bows.

9. Recording Damage

The number of damage points caused by an attack is subtracted from the hit points of the target. For instance, If an orc with 5 hit points is hit for 3 points of damage, then he has only 2 hit points left.

A hero or monster who still has hit points left is alive and able to act normally. Thus, a hero can take damage from an attack and still be able to fight.

A hero that is reduced to 0 hit points falls unconscious. He can no longer move or take any actions until someone casts a *cure* spell upon him.

A monster that is reduced to 0 hit points is assumed to have been killed and is removed from play.

If a hero has less than 0 hit points, he is dying. If none of his friends can help him before three turns go by, he dies. In other words, everyone has three chances to finish whatever they are doing and then go to the dying hero's aid. Anyone can put bandages on the dying hero, which immediately puts him at 0 hit points and keeps him from dying. The unconscious hero will still need a healing potion poured down his throat or a *cure* spell cast on him before he can wake up and fight again. If there are no *cure* spells or healing potions left, the heroes may be forced to leave the dungeon and come back after everyone has rested and learned more spells. Also, the DM can cleverly place a healing potion or two on the body of a slain monster or someplace where the heroes will find it after the battle is over.

Even if a dying hero's friends are too busy fighting to help him and he dies, he can still be saved with the right magic. A dead hero can still be brought back to life if someone casts a *revive* spell upon him.

10. Back to Initiative

After the hero or monster that won the initiative roll takes his turn, play moves to the next hero. This continues until each hero and monster takes a turn.

If there are still monsters left alive at that time, go back to "Rolling For Initiative" (page 24). Keep repeating these steps until all of the monsters have been killed or until all of the heroes have been defeated.

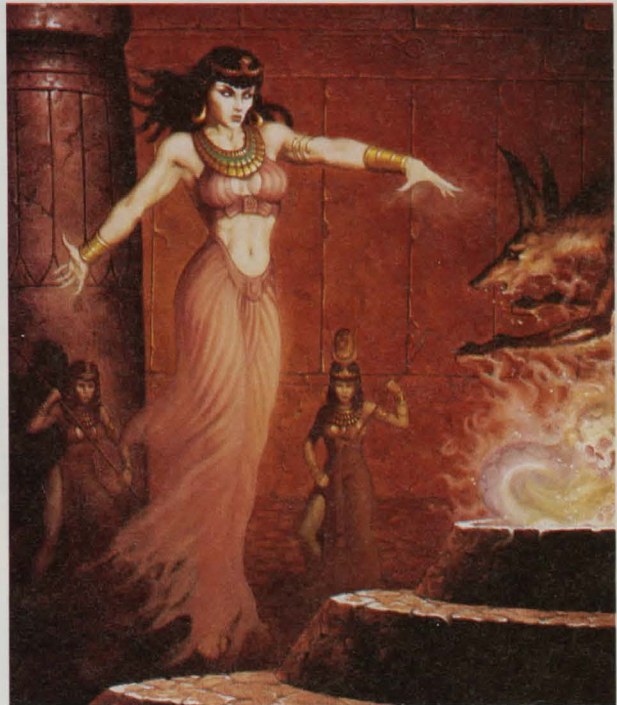
9. After the Battle

If the heroes lose the battle, the adventure is over, but that hardly ever happens. On the other hand, some heroes will probably be hurt and others may even be dying. Once the monsters are killed, the heroes will want to take some time to save dying comrades and heal damage.

They may also want to check the bodies of dead monsters to see if they can find anything valuable. If the party is badly hurt, the DM can tell them that some of the monsters have a bottle of *Kur's Drink* (from the **Treasure Deck** on them. That way, the adventure can continue when the heroes have taken a real beating.

10. Onward, Heroes!

The heroes may want to keep exploring the room they're in or move on to the next. Ask them what they want to do and then go back to Step 1.



Moving Up in the World

The more a hero adventures, the more experience he gains. Fighters learn more about swinging the sword, wizards and clerics learn more spells, and everybody gets a little bit tougher all around. It's a bit like making it to the next level of a video game.

Of course, the monsters that the heroes meet and fight will get tougher and deadlier, too. The adventuring life never gets much easier, but it is always very exciting.

When a player has successfully guided his hero character through one adventure, that hero gains an **experience level**. In game terms, that means that several of each hero's numbers will change. If a player keeps the same hero when playing another game in the Adventure Book, he should take a pencil and make the following changes on his hero card:

1. When a hero advances to the next experience level, his fighting number goes down by 1, making it easier to hit monsters. This reflects the heroes' growing combat skills.
2. Since the hero has learned a lot about defending himself from attack, he should be harder to kill with each added experience level. To reflect this idea in the

game, we give the hero more hit points. In the human classes, fighters add **8** hit points to their totals, wizards gain another **4** hit points, and rogues and clerics add another **6** hit points to their totals. In the demihuman classes, dwarves add **8** hit points to their totals while elves and halflings gain another **6** hit points to their totals.

3. Spellcasters grow more skilled at their crafts, too. With each advance to a higher experience level, all wizards, clerics, and elves may carry another spell. (Don't forget the bonus spells that come from high Intelligence or Wisdom scores!)

Some players will want to use a different hero when they go on to the next adventure. Others will want to keep the hero that they have. There's no problem with that. It just means that some heroes will be at the 1st level of experience while others may be at the 2nd or 3rd level. Perhaps the group will have to take extra care to be sure that the 1st-level heroes aren't killed in a tough battle. Perhaps it will be necessary to carry an extra *cure* spell. These kinds of little problems are part of what makes playing the DRAGON QUEST™ game so interesting and fun. As long as the heroes work together, they'll prove to be a match for anything!



The DRAGON QUEST™ Adventure Game

Being a Good DM™

This could be the most important part of the DRAGON QUEST™ adventure game. If the DM knows his job and does it well, everyone has a great time. In order to help new Dungeon Masters out, here's a list of useful tips.

Practice Makes Perfect

How do you become a good DM, one that players enjoy adventuring with and who enjoys the game himself? Well, there's nothing that experience won't teach you! Play a few games to get your feet wet. Don't worry about making mistakes. One of the nicest things about the DRAGON QUEST game is that it works the best when everybody cooperates. Encourage the heroes to always work together and to work with you, too. Pay attention to what the players like and adjust the way you run the game to make it better for them. If the players have fun, the DM will have fun, and vice versa.

Fairness

In a game where almost *anything* can happen, there are bound to be times when the players disagree. Therefore, it's very important to have one person who always has the final say about the rules. This tough job belongs to the Dungeon Master.

If one of the players begins to argue over the rules or the results of an action, the DM should listen to his argument and consider it carefully. In the end, if the DM still thinks the player is wrong, then he should politely say, "I understand your point, but I'm going to have to rule against you this time. Let's get back to the game, and everyone remember how I use this rule." A good DM *never* makes monsters attack a hero whose player has disagreed with him.

Always be fair to your players. If you bash them with unbeatable monsters or confuse them with unsolvable puzzles, they won't enjoy the game. It's okay to give players hints and second chances if they really get lost or just don't know what to do.

Dice? What Dice?

If the dice start to ruin the game, don't use them. Just roll the dice behind the DM's screen and pretend that the result you want has come up—the players will never know. It's okay to make a few decisions without using the dice, especially if it means saving a player's hero from a horrible death or prevents a game from falling apart. Remember, you're in charge and it's your job to see that everyone has fun. Defeat and utter failure aren't fun!

Of course, it's also a big mistake to let players get away with anything they want. If a player insists on

making his hero do something impossible or really foolish, it's perfectly fair to play the game out the way the rules dictate and let that hero get what's coming to him.

Balance the Challenges

Try to balance the adventure with the power of the heroes. Players become frustrated if they're constantly being beaten by powerful monsters. On the other hand, they quickly become bored with adventures against little critters that pose no challenge.

Also, balance the rewards with the challenges. If the heroes destroy a foe that is far more powerful than they are, the DM can place extra gold and magical treasures in the dungeon. However, defeating smaller monsters that cannot possibly harm the heroes should gain them very little, if anything.

Have Fun

Remember that beneath all the rules, between pages of maps and tables, and behind the illusion of a fantasy world, the DRAGON QUEST adventure game is just a game. It's you and your friends getting together to have a good time. Keep the game on a positive note and everyone will be better for it!



Being a Good Player

We've all seen or played a video game where a hero fights all sorts of nasty critters, and most of us have played "Cowboys and Indians" or some other make-believe game when we were younger. Playing the DRAGON QUEST™ game combines these two experiences into one action-packed, great time. Here's a few pointers to get you off to a good start:

Cooperate With the DM™

The players have only one character to play, but the Dungeon Master must pretend to be every person and monster that the players meet. That can really be tough! With all the information that the DM has to keep track of, it's very important for the rest of the players to cooperate with him. If something awful happens to your character, don't blame the DM—he's only doing what the rules call for. It's okay to talk about the way that the rules work when you want your hero to do something extra special or difficult, but remember: **the DM always has the final say on whether or not an action works.**

Depend On Teamwork

A hero alone is a hero dead! You explore dungeons in groups because there's safety in numbers and each member of the party has special and useful skills. Together, the heroes are ready to handle any situation. Alone, they're in a lot of trouble!

Think Before Acting

Heroes explore places where no ordinary person would dare to go, and with good reason. Dungeons are filled with traps, and monsters lurking around the corners, and all sorts of other dangerous stuff. Whenever the heroes are about to enter a new place, they should try to be sure that they're ready to fight, duck, run, hide, or whatever else it takes to survive!

Explore Everything

Don't assume that a room is empty just because the DM says, "You see nothing." Some of the most valuable treasures are hidden under a loose rock, in this pool of water, under that pile of sludge, or just about any place else you can think of. There also are lots of clues sprinkled around the dungeons that will help the heroes if they take a moment to think about what they have found or seen. For example, if the walls of a dungeon are covered with soot, there might be a fire-breathing dragon somewhere nearby. If the heroes always take an extra turn to really look around, they'll be richer and healthier for it!

Play Your Character

The game is a lot more fun if you try to imagine what your hero is like, then pretend to be that hero when you play. In fact, the longer you play a certain hero, the more he'll take on a personality of his own. Maybe your hero is afraid of the dark, or maybe he's shy. Is he adventuring because he hates monsters, or because he likes to explore the unknown, or because his mother made him go? It's up to you!

Share What You Find

When a hero finds something, he should remember that he wouldn't be where the treasure is without the rest of the group. When you find magical items or buy new equipment with found treasure, try to decide which hero can make the best use of the items for the good of the whole group. That way you'll be better prepared to find even more!

When more than one player wants the same item for his hero, they should each roll 1d6. The player who rolls the highest number gets the item. If there's a tie, roll again. If your hero wins the roll, then you might think about letting someone else have the next magical item that the group finds.

Be a Hero

Your hero is going to be offered many dangerous jobs, and the more powerful he becomes, the more dangerous the jobs will be. Some heroes get picky about what missions they will accept while others become greedy and only agree to go if they are promised the lion's share of the treasure. Unfortunately, those characters have lost their heroic edge. Being a hero means doing the right thing and taking jobs that don't promise a big payoff. There's going to be treasure wherever your hero adventures, but there's nothing so rewarding as the glory that comes from just being a real hero.

Don't Be Mad

Sometimes you just can't get a good die roll when you really need it! There's no need to get mad about it, though. That's just part of the game: things don't always work out the way you hoped they would. The best thing to do when things go wrong is to work it into the story. If your rogue hero keeps setting off traps while trying to remove them, think of yourself as the "clumsy rogue!" If your fighter keeps missing that monster when he swings his sword, then say something like, "I just didn't get a good night's sleep last night, and it sure makes it tough to fight!"

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Dragon Quest™

Hero Name	<input type="text"/>	Class	<input type="text"/>
Alignment	<input type="text"/>	Level	<input type="text"/>

Strength	<input type="checkbox"/>	<input type="radio"/>	Armor Class	<input type="text"/>
Intelligence	<input type="checkbox"/>	<input type="radio"/>	Hit Points	<input type="text"/>
Wisdom	<input type="checkbox"/>	<input type="radio"/>	Fighting	<input type="text"/>
Dexterity	<input type="checkbox"/>	<input type="radio"/>	Move	<input type="text"/>
Constitution	<input type="checkbox"/>	<input type="radio"/>	Advantages _____ _____	
Charisma	<input type="checkbox"/>	<input type="radio"/>		

[illegible]

Advantages

Equipment

WEAPONS CHART

Weapon	Size	Damage	Range
Hand Axe	Small	1d4	1 or 3
Battle Axe	Large	1d8	1
Broad Axe	Medium	1d6	1
Dagger	Small	1d4	1 or 3
Short Sword	Small	1d6	1
Sword	Medium	1d8	1
Two-handed Sword	Large	1d10	1
Mace	Medium	1d6	1
Club	Medium	1d4	1
Pole Arm	Large	1d10	1
Spear	Medium	1d6	1 or 6
War Hammer	Medium	1d8	1
Sling	Small	1d4	9*
Short Bow	Medium	1d6	12*
Long Bow	Large	1d6	18*
Crossbow	Medium	1d6	15*
Dart	Small	1 hit point	3*
Blessed Water	Small	1d6**	12
Greek Fire	Small	1d6	12*
Elven Sword	Medium	1d8 + 1	1
Storm Hammer	Medium	1d6 + 1	1
Dragon Fang	Small	1d4 + 1	1 or 3
Motopua	Large	1d8 + 1	1
Eagle Bow	Large	1d6 + 1	18*
Hawk Bow	Small	1d6 + 1	12*
Crossbow of Klee	Medium	1d6 + 1	15*
Finniginn's Sling	Small	1d4 + 1	9*

* Weapons with an asterisk (*) after their range number can **not** be used in close combat.

** Blessed water damages only undead creatures.

MONSTER REACTION TABLE

1d6 Roll	Monster's Alignment		
	Good	Neutral	Evil
1	Help	Help	Help
2	Help	Help	Wait
3	Help	Wait	Wait
4	Wait	Wait	Attack
5	Wait	Attack	Attack
6	Attack	Attack	Attack

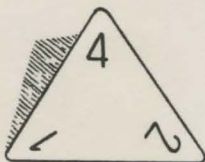
ABILITY ADJUSTMENTS

Ability Score	Ability Adjustment
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

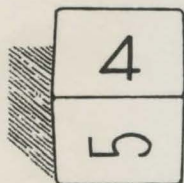
THE DICE

(All dice have rolled a 4.)

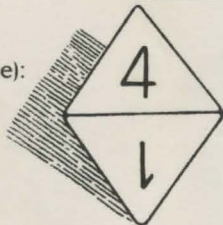
The d4 (green):



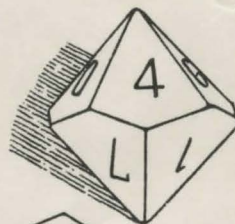
The d6 (red):



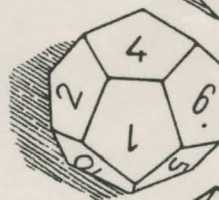
The d8 (blue):



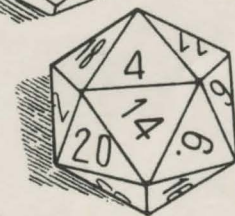
The d10 (black or white):



The d12 (yellow):



The d20 (orange):





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Dungeons & Dragons®

Dragon Quest™

GAME

The Adventure Book

By
William W. Connors
& David Wise

The Eisenmond Blade

Start Here

Finish Here

A B C D E F G H I J

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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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

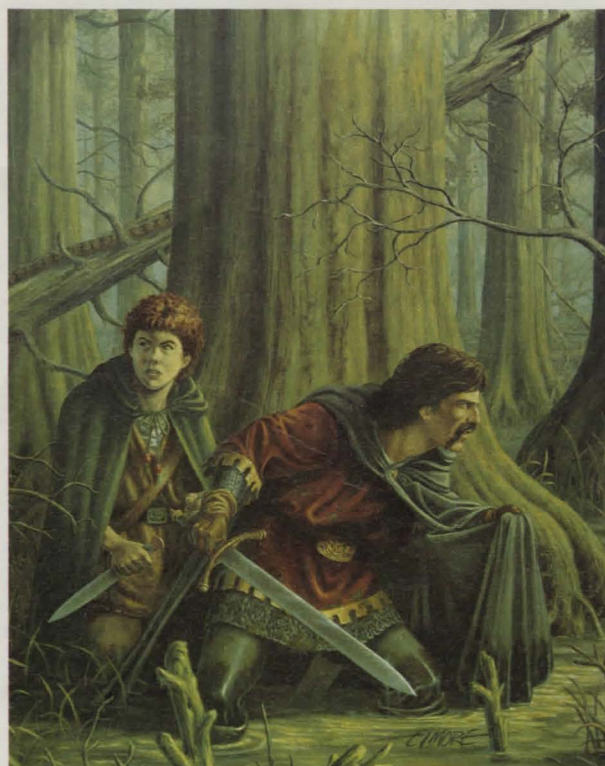
begin to act out the parts of their heroes, too. That makes the game more fun than ever!

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.

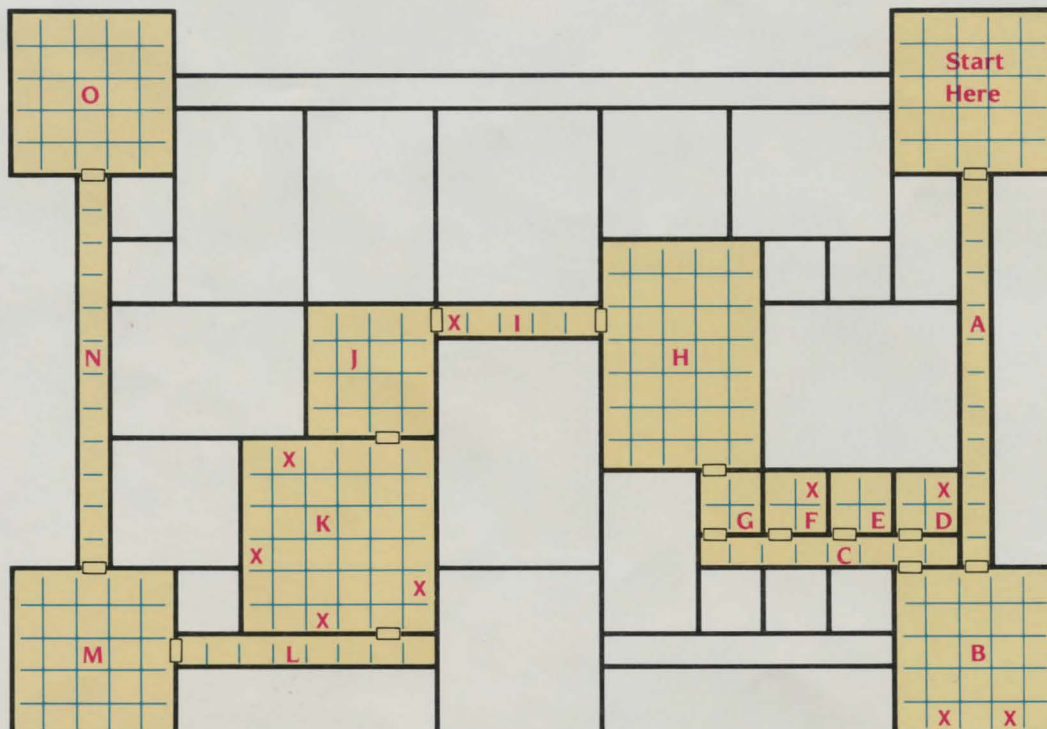
In order to make the boxed text more interesting, the DM should remember that Gustovan is very fat and he speaks with a thick accent. When the DM reads the words that Gustovan speaks, or whenever he is answering a question that the heroes ask Gustovan, the DM should speak in a slow, heavy voice with 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

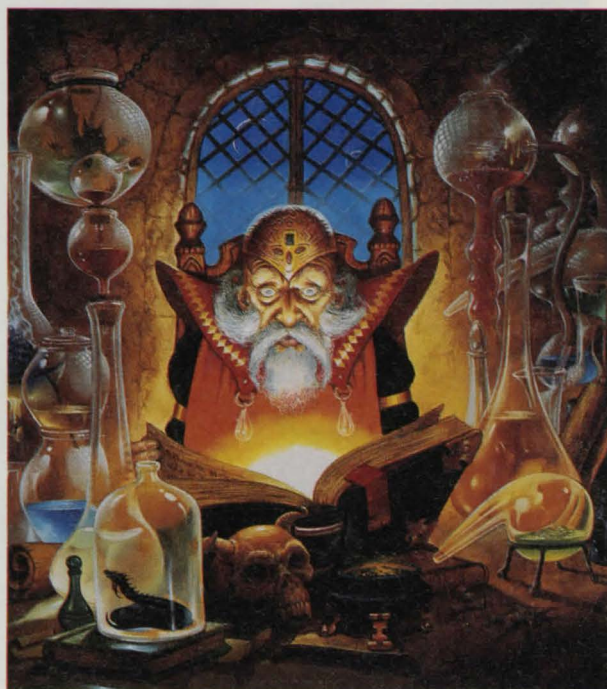
leave. If they are badly hurt, the DM can let them leave without any more trouble.

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

The Eisenmond Blade

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.

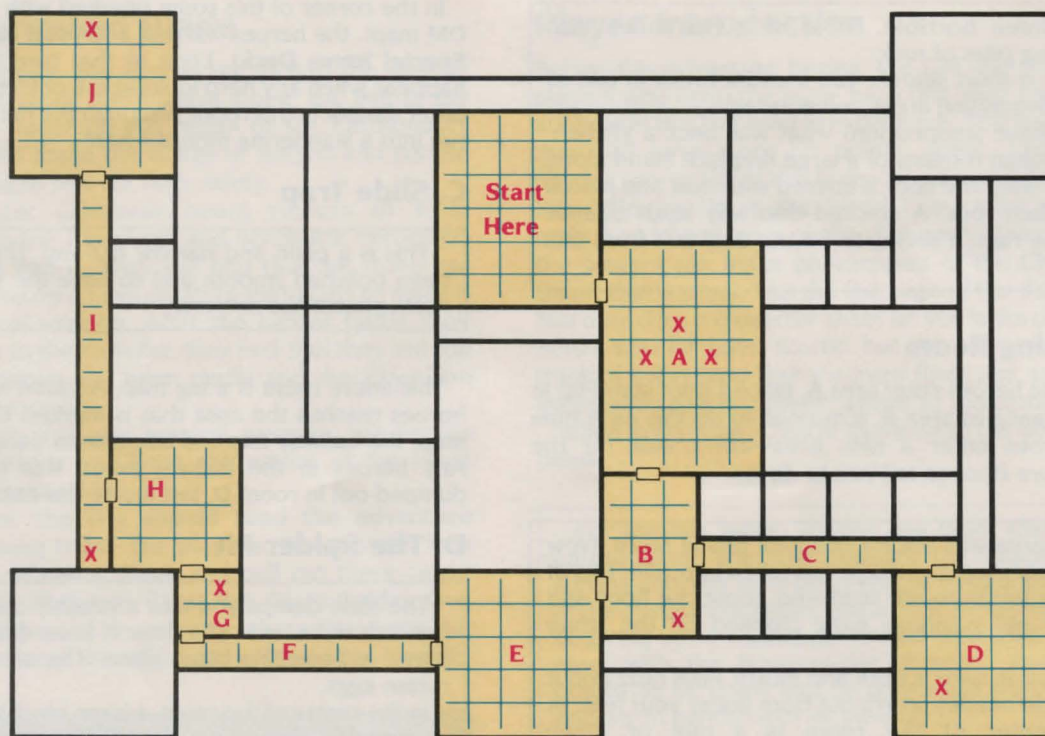
Once the spider is dead, the heroes can climb up the slide (area **C**) by making an Ability Check on their Dexterity or Strength. (Have them roll on whichever Ability is higher.)

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

The Eisenmond Blade

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

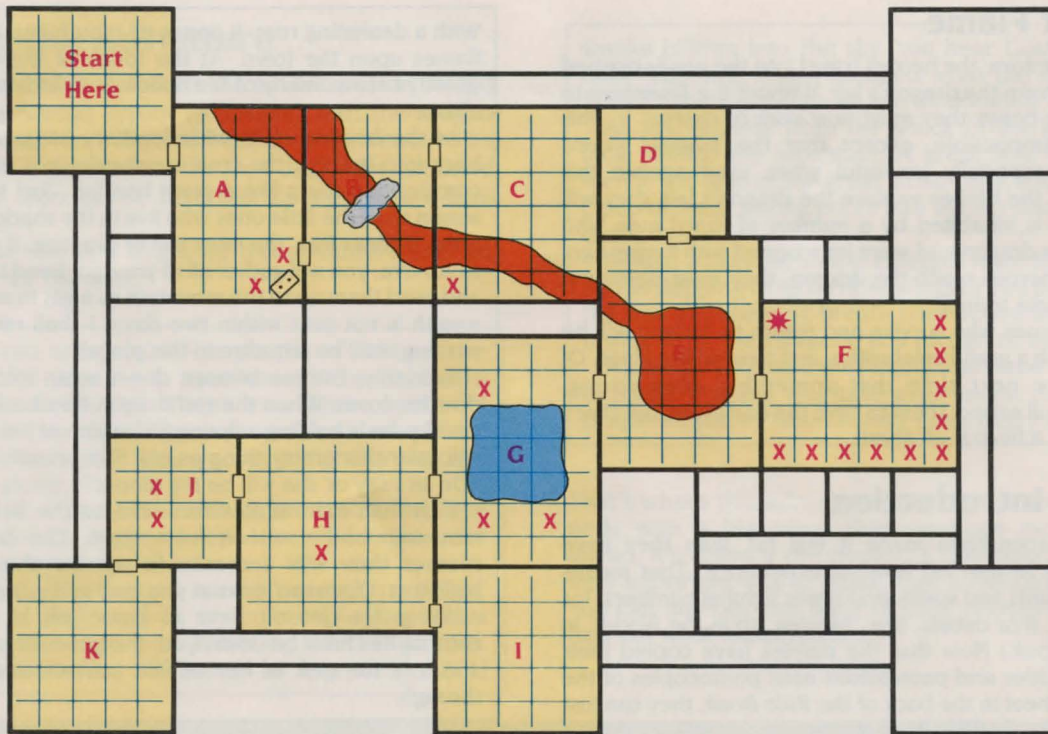
When the players are all ready, have them place their figures in the space marked **Start Here** (on the DM map) and read them the following description. (Don't forget to place the door stand-ups as you go!)

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 Dexteritys 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.

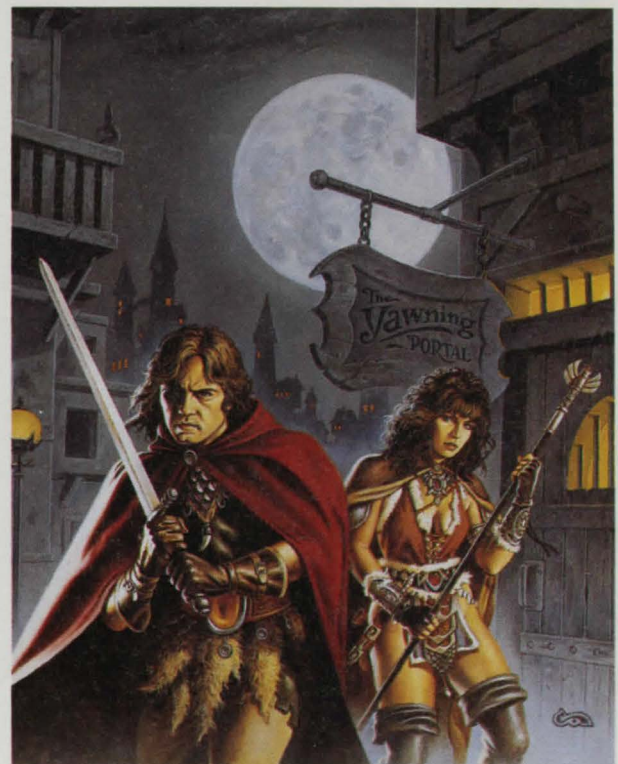
This room is the place where the dragon's loyal slaves sleep and eat. There are lots of weapons and things scattered around the room, so the players might want to take some of these. If they do, deal a random equipment card to each of the players to find out what their heroes have found.

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.

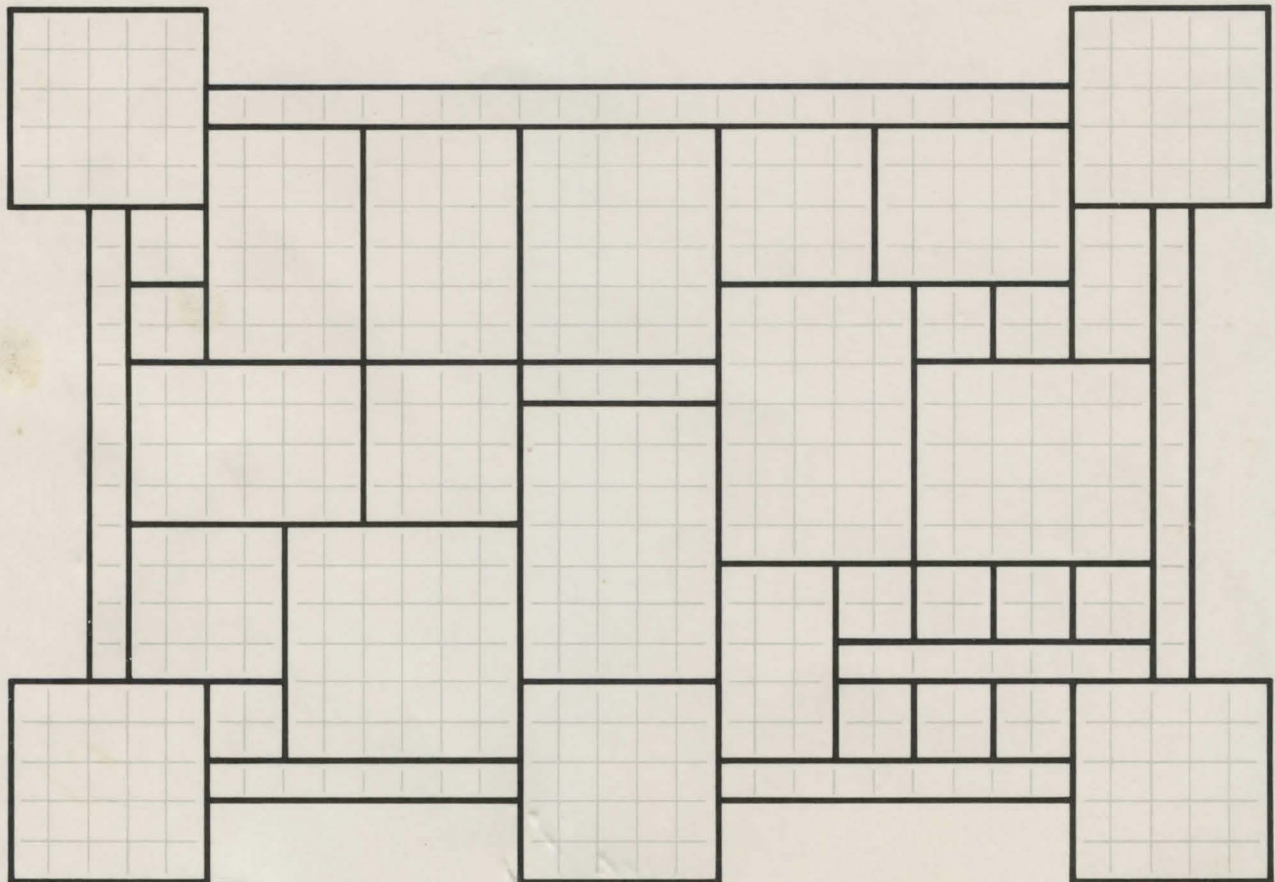
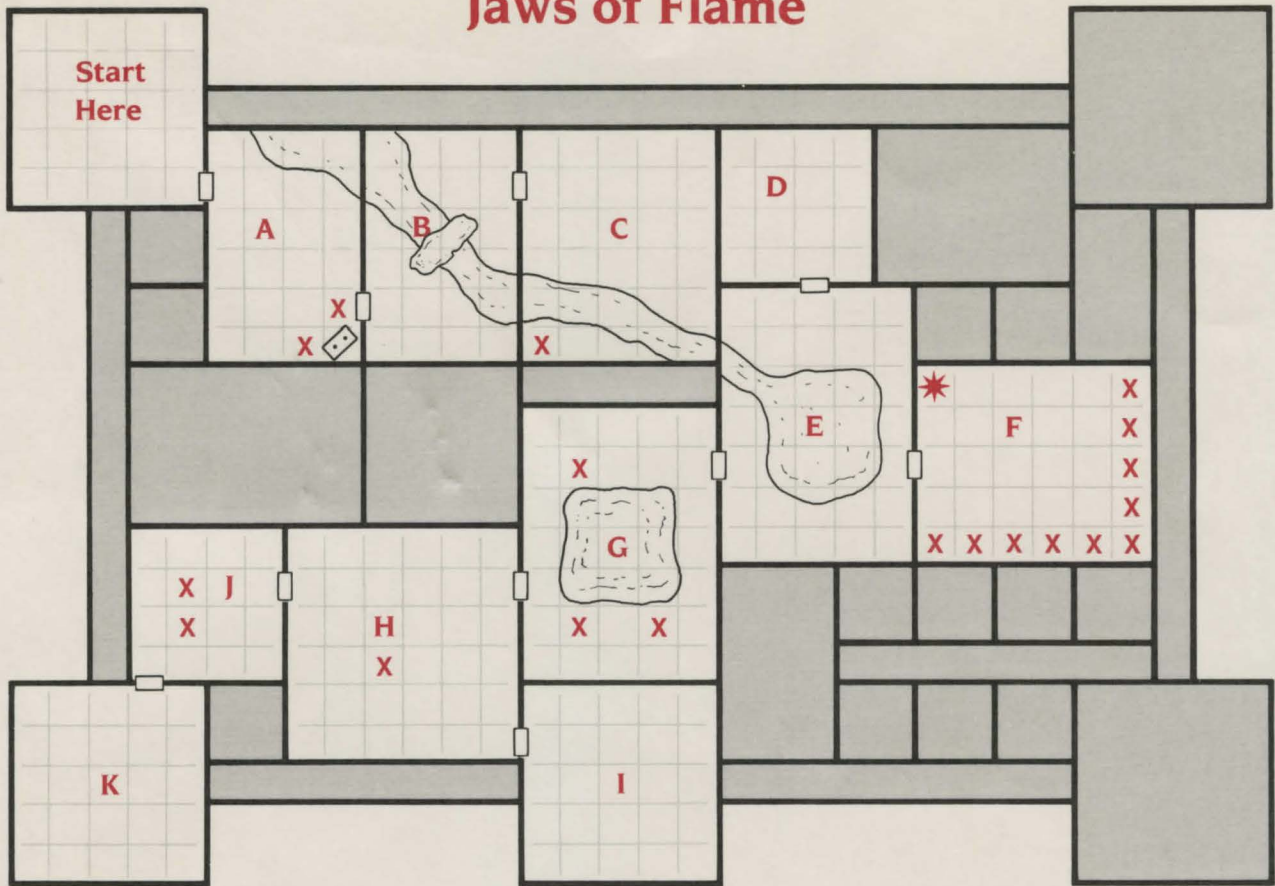
Final Notes

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!



Jaws of Flame





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The Adventure Continues

So you've conquered the dungeons and monsters of the DRAGON QUEST™ game. Congratulations, but your adventure is just beginning. New dangers await your heroes, new monsters lurk in dark corners, and new magic is waiting to be learned.

On to the DUNGEONS & DRAGONS® Game

The DRAGON QUEST game is an introductory version of the famous DUNGEONS & DRAGONS® role-playing adventure games, made by TSR, Inc. Once you've learned the basics of being a DUNGEON MASTER™ or playing a hero, you may well want to move on to the slightly more complex D&D® game. There are more rules to learn, but they help to make the game even more fun.

Actually, you'll find that you've already been using most of the rules for the D&D game while you've been playing the DRAGON QUEST game—some of them just have slightly different names. If you want to learn those official game rules, you'll find them in the big black DUNGEONS & DRAGONS game box with a red dragon on the cover. The D&D game box not only contains all the rules that you need to play dozens of adventures, but it also has a huge, full-color map, lots of stand-up figures, more dice, and a new DM™ screen with all the important information and tables printed on it. Once you own the D&D boxed game, you can make up even more of your own adventures or you can buy any of the many adventure modules that TSR writes. These pre-written games contain maps, stand-up figures, and lots of other extras that keep the game colorful and fun.

Some Suggestions

There are quite a few adventures for low-level heroes in the DUNGEONS & DRAGONS game system that are already on the market. There's *The Quest for the Silver Sword*, which takes place in the village of Torlynn, just like the DRAGON QUEST game, and there's *Assault on Raven's Ruin*, and *Sword & Shield*. All of these adventures take place in a large valley called Thunder Rift—in fact, there's a *Thunder Rift* accessory that gives you a large map of the whole valley and tells you all about the people and monsters that you can find there. If you like lots of extra gaming aids, you'll find them in the *Dragon's Den*, *Goblin's Lair*, and *Haunted Tower* Adventure Packs. If you can't find all of these products at your local hobby store, you can order them from the TSR Mail Order Hobby Shop by calling 1-800-558-5977.

Using D&D® Modules to Play the DRAGON QUEST™ Game

As we've mentioned, there are a few extra rules in the D&D game, and some rules have different names, so the DM will have to make a few changes when he reads the D&D adventure before running it. The changes are pretty simple, and if the DM keeps this rules flyer handy, he should have no problems at all.

Character Classes

In the DUNGEONS & DRAGONS game, heroes are called **player characters** or **PCs**. Monsters and people that the DM pretends to be are called **non-player characters** or **NPCs**.

If you read the *Rule Book* in the DUNGEONS & DRAGONS black box, you'll see that the classes have more basic abilities than the heroes in the DRAGON QUEST game. For example, the cleric has the power to *turn undead* without casting a spell. Sometimes a D&D adventure will call for a PC to use one of those special skills. If you're using DRAGON QUEST rules and the D&D adventure calls for a skill that a hero doesn't already have, just decide which Ability the hero would use in order to complete that action and have the player roll an Ability Check.

The DUNGEONS & DRAGONS adventure game has the same character classes as the DRAGON QUEST game, but two of them have different names: Wizards are called **magic-users** and rogues are called **thieves**.

We call rogues "thieves" not because they're evil or because they steal things, but because they have the same basic skills that a master thief has. While a common thief might climb walls and detect traps (burglar alarms) to steal something, an adventuring thief climbs walls and detects traps in order to help his party find its way through the dungeon and to avoid those nasty, spike-filled pits. The player of a thief character rolls dice to open locks, find and remove traps, pick pockets, move silently, climb walls, hide in shadows, and hear noises through walls. When a D&D game module calls for a thief to make any of these rolls, just make an Ability Check instead.

Monsters

When you read through a D&D game adventure, you'll see that monsters are listed with a lot of information. The information is always listed in the same order so that DMs can check for anything they need to know at a glance. Here's a typical monster entry (next page):

The Adventure Continues

Goblins (5): AC 6; HD 1 – 1; hp 4 each; MV 90' (30'); #AT 1; THACO 19; Dmg 1d6 (short sword); Save as Normal Man; ML 7; AL C; XP 5 each; Treasure 30 gp.

Here's what it all means: **There are five goblins:** their **Armor Class** (AC) is 6; they have 1 – 1 **Hit Dice** (HD—see below); they each have 4 **hit points**; their **move** (MV) rate is 90 feet (9 spaces) and 30 feet (3 spaces—see below); they are allowed one **attack** per round (turn); their **fighting score** (THACO—see below) is 19; they cause 1d6 points of **damage** (Dmg) when they hit (with their short swords); their **saving throw** (see below) is the same as a normal man's; their **morale** (ML) rating is 7 (see below); their **alignment** (AL) is Chaotic (same as evil); they are each worth 5 **experience points** (see below); and they each have 30 gold pieces of **treasure**.

Some adventure modules may list possible wandering monsters at the beginning without providing any statistics for them. When the DRAGON QUEST™ DM finds a monster in a D&D® game module that is not among the monsters in his cards, he can always substitute a DRAGON QUEST monster for the one in the adventure. If the module lists a monster that is too strong for the heroes to beat, he can do the same thing.

Hit Dice

The Hit Dice (HD) score gives you a quick way to tell how tough a monster is. Each hit die a monster has is equal to 8 hit points. The more hit dice a monster has, the stronger the heroes need to be in order to beat it. While a DM playing the DRAGON QUEST game can use these numbers to quickly judge how tough a monster is, he can choose to ignore them.

Movement

The move (MV) rate for monsters and characters in the D&D game lists two numbers. The first one doesn't apply to DRAGON QUEST rules; **use only the second movement number, which is in parentheses**. In the DRAGON QUEST game, 10 feet are equal to 1 square on the game board. The goblins in the above example can move 3 spaces during each turn.

THACO

THACO literally means "To Hit Armor Class 0." It is *exactly* the same thing as the **fighting score** in the DRAGON QUEST game.

Saving Throws

You might say that a saving throw (save) is a defensive Ability Check—you make a saving throw in order to avoid certain attacks, such as poison, spells, and dragon breath. If you make a successful saving throw, the damage from these attacks is either halved or avoided altogether. The DRAGON QUEST game doesn't bother with this rule.

You can use Ability Checks instead of saving throws when playing a D&D module with DRAGON QUEST rules. Whenever a D&D product tells you to make a saving throw versus *poison*, *death*, *paralysis*, or *turn to stone*, all you have to do is make an Ability Check on Constitution. If the D&D adventure calls for a saving throw versus *magic wands*, *staves*, (staff) or *spells*, just make an Ability Check on Wisdom. Finally, if the D&D rules require a saving throw versus *rods* or *dragon breath*, just make an Ability Check on Dexterity.

Morale

Morale (ML) ratings are used to tell if a monster panics and runs when the battle goes against it. This number can be ignored until you are ready to learn the rules in the black DUNGEONS & DRAGONS® boxed game. Just use the Monster Reaction Table.

Experience Points

Experience points (XP) are gained each time the heroes defeat a monster or solve a problem, or they can be awarded at any time that the DM thinks that they have done well. The DM usually keeps track of the experience points as the heroes earn them during the adventure, then he divides them between the heroes when the adventure is over. When a hero earns enough experience points, he moves up a level.

In the DRAGON QUEST game, a hero moves up a level just by completing an adventure. If you play the game a lot, your hero will become very powerful, very fast. Using a system with experience points makes it take longer to gain levels, so the game lasts a lot longer and everybody can have a lot more fun along the way. You can ignore experience points until you're ready to play the DUNGEONS & DRAGONS game. The black box will explain everything you need to know to use them when the time comes.

Magical Spells

There are more spells in the D&D game than there are in the DRAGON QUEST game. If the DM comes across a spell that he doesn't recognize in a D&D game adventure, he can substitute any

The Adventure Continues

DRAGON QUEST™ spell that he wants in its place, or he can just leave it out.

The rules for the magical spells (of both clerics and wizards) are a bit different in the D&D® game—they are a little more complex, but they also are more complete. The DM can gradually get his gaming group to use the D&D rules if he wants to add a little more realism to the game, but it's easy to use D&D spells with DRAGON QUEST rules. Just watch for the following things:

Range

The range on the D&D spells is measured in **feet** instead of **spaces**. To use a D&D spell in the DRAGON QUEST game, just remember that 10 feet are equal to 1 space.

Area of Effect

The D&D game can be much more specific about who or what area is affected by a certain spell. If the DM wants to use these rules, that's fine. Otherwise, treat all spells with a non-touch area of effect as if they affect the entire room.

Duration

D&D spells have a set amount of time during which they continue to work. Because of this, some spells may run out before the fight is over, and this can change the way the battle comes out. In the DRAGON QUEST game, spells either work immediately and stop, like a *fireball* spell, or they continue to work as long as the fight lasts, like a *haste* spell. If you see a duration listed for a spell in a D&D game adventure, you can just ignore it.

If you want to work D&D rules into your DRAGON QUEST game, you need to know how time is measured in the D&D game. In D&D rules, time is measured in **rounds** and **turns**. A round is about a minute long, and a turn is equal to 10 rounds. **Remember that "turn" has a different meaning in the two games.**

Alignments

Like the DRAGON QUEST game, the D&D game has three alignments. However, two of them have different names. Evil is called *chaotic* in the D&D game, while good is known as *lawful*. Other than that, they mean the same thing.

Equipment

As you play a D&D game adventure, the heroes will find lots of equipment along the way. Be sure that they keep track of what they carry, and that they don't carry more than they are able to. Sometimes, they'll have to make decisions about what to keep and what to leave behind. If he likes, the DM can let each hero find a *Skain's Satchel* (from the Treasure Deck) so they can carry more of the other things they find.

Treasure

In the DRAGON QUEST game, every treasure that the heroes might find has a card to represent it. In the D&D game, most treasure is given either as coins, or as gems and jewelry that are worth a certain amount of coins, and players keep track of exactly how much money they have gathered. You'll have to keep track of this too when you use a D&D product. Every 500 gold pieces that a hero finds is equal to 1 treasure card at the end of the adventure.

Magical Items

D&D game modules are often filled with magical treasure for the heroes to find and keep. Sometimes there are so many items included that the heroes can't even carry it all home. The DM should think carefully about every magical item that is included in the adventure, and he should decide if he wants his heroes to have all of them.

If the adventure includes a magical item that is not among the DRAGON QUEST treasure cards, the DM can either make up rules for how the item works or he can substitute a treasure from the Treasure Deck.

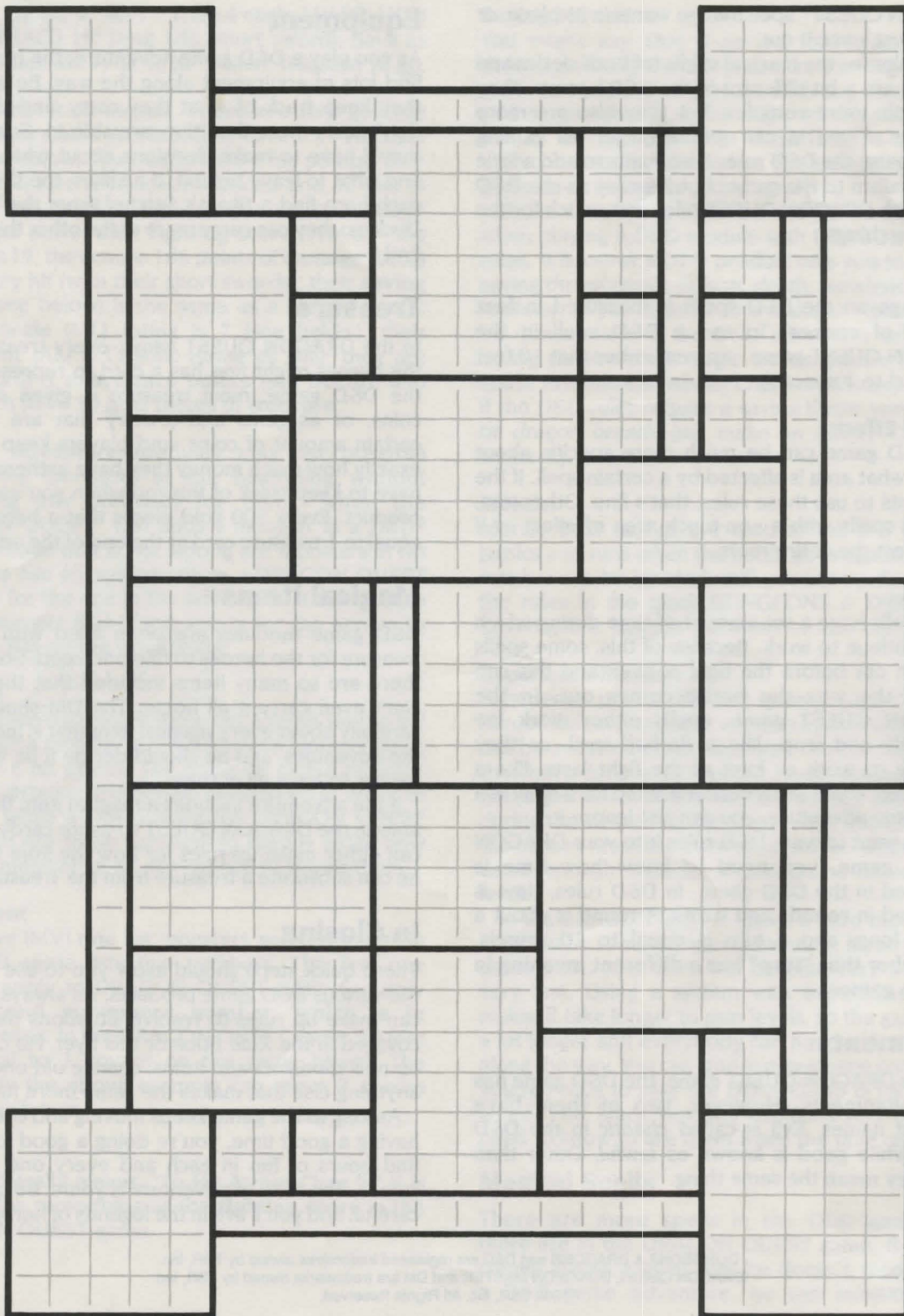
In Closing

These quick steps should allow you to use many of the various D&D game products. As always, the DM can make up rules to resolve situations that aren't covered in the *Rule Book* or this flyer. He can make up new monsters and items, change old ones, or do anything else that makes the game more fun.

As long as the game keeps moving and everyone is having a good time, you're doing a good job. You'll find hours of fun in each and every one of these games. The road to adventure is yours. Be quick and careful, and you'll live in the legends of heroic deeds!

Dragon Quest™

GAME



Dragon Quest™



Andreas Vanderslyke

Dragon Quest™



Aurin

Dragon Quest™



Dasmius

Dragon Quest™



Doghin Penrose

Dragon Quest™



Fenix

Dragon Quest™



Glorin

Dragon Quest™



Honus

Dragon Quest™



Knolan

Dragon Quest™



Mikal

Dragon Quest™

Andreas Vanderslyke™

1st-Level Neutral Warrior

STR	17 (+2)	Armor Class 6 (5)
INT	13 (+1)	Hit Points 9
WIS	13 (+1)	Fighting 19
DEX	14 (+1)	Move 4 spaces
CON	13 (+1)	
CHA	12 (+0)	

Advantages: Can use **large** weapons
Equipment: Leather armor, sword, dagger, shield, long bow, satchel
Background: Andreas is a monster hunter. He travels far and wide in search of evil creatures to stalk. His home is the wilderness, and he is uncomfortable in towns and cities. He explores dungeons not to find treasure, but to test himself against the dangerous monsters that live there.

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Dragon Quest™

Aurin™

1st-Level Neutral Wizard

STR	9 (+0)	Armor Class 8
INT	16 (+2)	Hit Points 5
WIS	9 (+0)	Fighting 19
DEX	15 (+1)	Move 4 spaces
CON	14 (+1)	
CHA	10 (+0)	

Advantages: Can cast **Wizard** spells
Equipment: Quarterstaff, dagger, darts
Background: Aurin was abandoned as a child and found in the woods by an old hermit. The hermit turned out to be a wizard who taught Aurin the ways of magic. Sadly, he also taught Aurin to distrust people, so Aurin very seldom speaks. He has few friends, but he is very loyal to those who have proven their friendship to him.

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Dragon Quest™

Dasmus™

1st-Level Good Cleric

STR	12 (+0)	Armor Class 5
INT	11 (+0)	Hit Points 7
WIS	16 (+2)	Fighting 19
DEX	12 (+0)	Move 4 spaces
CON	14 (+1)	
CHA	16 (+2)	

Advantages: Can use **Cleric** spells
Equipment: Chain mail armor, mace, satchel
Background: Dasmus is a firm believer that Good will always defeat Evil. This often leads him to attack monsters that are really too tough for him to beat. Only his cleverness and good luck have saved him. Dasmus thinks of himself as a great warrior, despite the fact that he doesn't have very much training in fighting.

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Dragon Quest™

Doghin Penrose™

1st-Level Neutral Halfling

STR	11 (+0)	Armor Class 4
INT	9 (+0)	Hit Points 6
WIS	11 (+0)	Fighting 19
DEX	18 (+3)	Move 4 spaces
CON	11 (+0)	
CHA	10 (+0)	

Advantages: Can **hide** by making an Ability Check on Dexterity, and gains a +1 to attack and damage rolls using a sling.
Equipment: Leather armor, dagger, short sword, sling, satchel
Background: Known simply as "Dog" to his friends, Penrose spends most of his time looking for treasure and hiding from danger. He loves gold and wealth, but he hates the thought of getting hurt. He often vanishes from sight just when the fighting begins.

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Dragon Quest™

Mikal™

1st-Level Good Fighter

STR	18 (+3)	Armor Class 2 (1)
INT	11 (+0)	Hit Points 9
WIS	12 (+0)	Fighting 19
DEX	14 (+1)	Move 4 spaces
CON	14 (+1)	
CHA	12 (+0)	

Advantages: Can use **large** weapons
Equipment: Plate mail armor, battle axe, two-handed sword, mace, shield
Background: Mikal is a skilled and dangerous warrior. He wears his armor proudly and follows a strict code of honor. Mikal is every bit the knight in shining armor. He carries a shield on his back, but he seldom uses it in combat—he likes to use either of his two **large** weapons instead. If he uses his mace, he will use his shield with it.

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Dragon Quest™

Fenix™

1st-Level Neutral Dwarf

STR	14 (+1)	Armor Class 5 (4)
INT	11 (+0)	Hit Points 9
WIS	12 (+0)	Fighting 19
DEX	12 (+0)	Move 4 spaces
CON	15 (+1)	
CHA	8 (-1)	

Advantages: Can find **secret doors** with an Ability Check on Intelligence
Equipment: Chain mail armor, hand axe, dagger, shield
Background: Fenix comes from a long line of warriors. The axe he wields has been in his family for generations. He has a great respect for ancient things. Fenix is stubborn and sour, but he has a kind heart. He never forgets a friend . . . or an enemy.

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Dragon Quest™

Glorin™

1st-Level Good Elf

STR	14 (+1)	Armor Class 3 (2)
INT	16 (+2)	Hit Points 7
WIS	10 (+0)	Fighting 19
DEX	17 (+2)	Move 4 spaces
CON	15 (+1)	
CHA	13 (+1)	

Advantages: Gains a +1 bonus to his attack and damage rolls with a **short bow**, and can cast **Wizard** spells
Equipment: Chain mail armor, sword, dagger, shield, short bow
Background: Like most elves, Glorin loves nature. He travels the world, looking for wonders to inspire his songs. Glorin dislikes fighting, but he recognizes that evil monsters must be stopped before they can threaten the good things of the world.

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Dragon Quest™

Honus™

1st-Level Neutral Rogue

STR	13 (+1)	Armor Class 5
INT	10 (+0)	Hit Points 7
WIS	9 (+0)	Fighting 19
DEX	16 (+2)	Move 4 spaces
CON	14 (+1)	
CHA	13 (+1)	

Advantages: Can find **traps** by making an Ability Check on Dexterity
Equipment: Leather armor, short sword, dagger, pouch belt
Background: Honus is a clever fellow. He is known for his fast reflexes and love of adventure. Honus, who grew up in a port city, thinks of himself as something of a pirate. He delights in attacking monsters, stealing their treasure, and then using it to repay people who have suffered from their evil.

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Dragon Quest™

Knolan™

1st-Level Good Cleric

STR	14 (+1)	Armor Class 2 (1)
INT	14 (+1)	Hit Points 8
WIS	17 (+2)	Fighting 19
DEX	13 (+1)	Move 4 spaces
CON	16 (+2)	
CHA	16 (+2)	

Advantages: Can cast **Cleric** spells
Equipment: Plate mail armor, war hammer, shield, dagger
Background: Knolan is a wandering holy man, dedicated to the causes of justice and goodness. He learned his craft from a group of knights that rode under the name of the White Rangers. One day, the Rangers were ambushed by a red dragon. Since that time, Knolan has vowed to hunt down and destroy every evil dragon he can find.

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Dragon Quest™



Armor Golem

Dragon Quest™



Black Dragon

Dragon Quest™



Blue Dragon

Dragon Quest™



Bugbear

Dragon Quest™



Chimera

Dragon Quest™



Cyclops

Dragon Quest™



Death Hound

Dragon Quest™



Dire Wolf

Dragon Quest™



Fire Giant

Dragon Quest™



Frost Giant

Dragon Quest™



Gargoyle

Dragon Quest™



Ghoul

Dragon Quest™



Giant Bat

Dragon Quest™



Giant Fire Beetle

Dragon Quest™



Giant Lizard

Dragon Quest™

Armor Golem

Fighting:	16
Attacks:	1 pole arm
Damage:	1d10
Armor Class:	2
Hit Points:	20
Alignment:	Neutral
Move:	2 spaces

Armor golems are suits of plate armor that have been brought to life by wizards. They are often used to guard important places or treasure. An armor golem cannot be affected by *charm*, *sleep*, or *hold* spells. They are not affected by any form of poison or gas, either.

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Dragon Quest™

Black Dragon

Fighting:	13
Attacks:	2 claws/1 bite
Damage:	1d4/1d4/2d10
Armor Class:	2
Hit Points:	35
Alignment:	Evil
Move:	3 spaces (8 flying)

Black dragons usually live in swamps and marshes. They can spit out a stream of acid at anyone 6 spaces away or closer. Anyone hit by this acid must successfully roll an Ability Check on his Dexterity score or take 7d8 points of damage. Black dragons cannot spit acid twice in a row, so they will usually spit acid first, then claw and bite, and then spit acid again. Black dragons can talk and have two Cleric or Wizard spells.

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Dragon Quest™

Blue Dragon

Fighting:	11
Attacks:	2 claws/1 bite
Damage:	1d6/1d6/3d10
Armor Class:	0
Hit Points:	45
Alignment:	Evil
Move:	3 spaces (8 flying)

Blue dragons live in deserts and plains. They can spit out a lightning bolt at any hero 10 spaces away or closer. Anyone who is attacked with this terrible weapon must roll a successful Ability Check on his Dexterity score or take 9d8 points of damage. Dragons cannot use their breath weapons twice in a row, so they will usually spit lightning, then claw and bite, then spit lightning again. Blue dragons can talk and have four Wizard or Cleric spells.

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Dragon Quest™

Bugbear

Fighting:	17
Attacks:	1 weapon
Damage:	1d8
Armor Class:	5
Hit Points:	18
Alignment:	Evil
Move:	3 spaces

Bugbears are big, hairy goblins. Even though they are very large, they can still move very quietly. They are brutal and savage, and they like to set up ambushes for heroes. Bugbears are smart enough to be the leaders of other monsters, like **goblins**, **kobolds**, and **orcs**. Bugbears like to use swords or large axes when they fight.

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Dragon Quest™

Chimera

Fighting:	11
Attacks:	2 claws/3 heads + breath
Damage:	1d3/1d3/2d4/1d10/3d4 + 3d6
Armor Class:	4
Hit Points:	45
Alignment:	Evil
Move:	4 spaces (6 flying)

A chimera is a horrid monster with three heads—one of a goat, one of a lion, and one of a dragon! The goat head butts, the lion head bites, and the dragon head either bites or breathes fire at any hero who is 5 spaces away or closer. Anyone attacked by the fire breath must roll a successful Ability Check score on his Dexterity to escape damage. The chimera cannot use its breath weapon twice in a row, and it can only breathe fire three times in a fight.

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Dragon Quest™

Cyclops

Fighting:	7
Attacks:	1 club
Damage:	3d10
Armor Class:	5
Hit Points:	65
Alignment:	Evil
Move:	3 spaces

A cyclops is a 20-foot-tall giant with a single eye in the middle of its forehead. The monster usually fights with a big wooden club, but it can also throw rocks at heroes 20 spaces away, causing 3d6 points of damage if they hit. A cyclops spends most of its time raising sheep and growing grapes. Cyclops are known for their stupidity. A clever group of heroes can often escape from one through trickery.

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Dragon Quest™

Death Hound

Fighting:	13
Attacks:	1 bite or 1 breath
Damage:	1d6 or 7d6
Armor Class:	4
Hit Points:	35
Alignment:	Evil
Move:	4 spaces

Death hounds are as big as small ponies. They are very cunning and intelligent. They can even see heroes who have turned invisible. Non-magical fire has no effect on them. They can often be found living with **fire giants**. During every third turn, a death hound will breathe fire at a hero who is no more than 1 space away. If that hero rolls a successful Ability Check on his Dexterity score, he will take only half of the damage caused by the fire breath.

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Dragon Quest™

Dire Wolf

Fighting:	16
Attacks:	1 bite
Damage:	2d4
Armor Class:	6
Hit Points:	24
Alignment:	Neutral
Move:	5 spaces

Dire wolves are meat eaters that travel in packs. They are much more vicious than normal wolves, and they are pretty smart for animals. Dire wolves like the woods best, but they live in caves and in the mountains, too. Sometimes, a captured dire wolf cub can be raised and trained by a hero, but they are always savage creatures. Dire wolves are often used by **goblins** as if they were horses.

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Dragon Quest™

Fire Giant

Fighting:	9
Attacks:	1 sword
Damage:	4d6
Armor Class:	4
Hit Points:	77
Alignment:	Evil
Move:	4 spaces

Fire giants are 16 feet tall, with red skin and black hair and beards. They wear copper, brass, or bronze armor. They use huge swords when they fight, but they can also throw boulders at a hero 20 spaces away or closer, causing 3d6 points of damage if they hit. Fire-based magic has no effect on them. Fire giants know that heroes are brave and strong. They often will try to make a deal with heroes instead of fighting, unless they know they'll win.

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Dragon Quest™

Frost Giant

Fighting:	10
Attacks:	1 axe
Damage:	4d6
Armor Class:	4
Hit Points:	60
Alignment:	Evil
Move:	4 spaces

Frost giants have pale skin and light yellow or light blue hair. They are 18 feet tall, have long beards, and they wear fur skins and iron armor. They usually fight with huge double-headed axes. They also can throw boulders at a hero 20 spaces away or closer, causing 3d6 points of damage if they hit. Cold-based magic has no effect on them. Even though they are very big, frost giants are still careful of brave heroes. They may try to make a deal with heroes instead of fighting, but they don't ever play fair.

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Dragon Quest™

Gargoyle

Fighting:	16
Attacks:	2 claws/1 bite/1 horn
Damage:	1d3/1d3/1d6/1d4
Armor Class:	5
Hit Points:	20
Alignment:	Evil
Move:	3 spaces (5 flying)

Gargoyles look like ugly statues with batlike wings and sharp claws. Gargoyles are magical monsters that can be harmed only by spells or magical weapons. Anyone who hits a gargoyle with a non-magical weapon won't harm it at all. The weapon will just bounce off its stony, hard skin. They are not affected by *charm* or *sleep* spells, either. Gargoyles often serve evil wizards or clerics by guarding important places and treasure.

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Dragon Quest™

Ghoul

Fighting:	18
Attacks:	2 claws/1 bite
Damage:	1d4/1d4/1d4 + poison
Armor Class:	6
Hit Points:	10
Alignment:	Evil
Move:	3 spaces

Ghouls are dead bodies that rise and walk around, looking for people to eat. A ghoul's sharp teeth drip with poison. Heroes bitten by a ghoul must roll successful Ability Checks on their Constitution scores or be unable to move for the rest of the fight. Elves are not affected by ghoul poison. A hero who has been paralyzed can be freed by a *cure* or *antidote* spell. Ghouls are not affected by *sleep*, *charm*, and *hold* spells.

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Dragon Quest™

Giant Bat

Fighting:	18
Attacks:	1 bite
Damage:	1d4
Armor Class:	6
Hit Points:	10
Alignment:	Neutral
Move:	1 space (6 flying)

Giant bats are meat eaters, so they will attack a party of heroes if they are hungry. They usually live in caves, but sometimes they live in abandoned buildings, too. Bats have very weak eyes. They avoid flying into things by squeaking very rapidly and then listening for their voices to bounce off of objects in front of them.

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Dragon Quest™

Giant Fire Beetle

Fighting:	19
Attacks:	1 bite
Damage:	2d4
Armor Class:	2
Hit Points:	7
Alignment:	Neutral
Move:	4 spaces

Fire beetles are 2½-foot-long insect monsters that usually are found below ground. A fire beetle gets its name from two glowing spots behind its eyes and one on its back. The glowing spots give off heat and light, just like a campfire. If the fire beetle is killed, the spots can be cut off with a knife. They will keep glowing for 1d6 days. Heroes can use these glowing spots like small lamps because they will light up the area 1 space in every direction.

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Dragon Quest™

Giant Lizard

Fighting:	18
Attacks:	1 bite
Damage:	1d8
Armor Class:	5
Hit Points:	10
Alignment:	Neutral
Move:	2 spaces (3 in water)

Giant lizards are usually found swimming in warm waters. They can grow as big as 12 feet long. They are pretty slow on land, but faster in water. Giant lizards are sometimes found swimming in dungeons, in underground rivers, or in the moat around a castle. If they smell blood or hear something splashing around in the water, they will become very fierce. They like to surprise their victims by sneaking up on them, under the water.

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Dragon Quest™



Giant Rat

Dragon Quest™



Giant Scorpion

Dragon Quest™



Giant Spider

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Giant Viper

Dragon Quest™



Gnoll

Dragon Quest™



Goblin

Dragon Quest™



Gold Dragon

Dragon Quest™



Green Dragon

Dragon Quest™



Griffon

Dragon Quest™



Harpy

Dragon Quest™



Hill Giant

Dragon Quest™



Hobgoblin

Dragon Quest™



Ice Golem

Dragon Quest™



Kobold

Dragon Quest™



Lizard Man

Dragon Quest™ Giant Rat

Fighting:	20
Attacks:	1 bite
Damage:	1d4
Armor Class:	7
Hit Points:	3
Alignment:	Neutral
Move:	Neutral

These filthy creatures are the size of large dogs! They attack with a fierce bite that can be very deadly. A hero who is bitten by a giant rat must roll a successful Ability Check on his Constitution score or become infected with a horrible disease. Diseased heroes will lose 1 hit point every turn until they die or until a cure spell is cast upon them. Giant rats are sometimes found with undead monsters like **zombies** and **ghouls**. They also may be found with **wererats**.

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Dragon Quest™ Giant Scorpion

Fighting:	16
Attacks:	2 claws/1 sting
Damage:	1d10/1d10/1d4 + poison
Armor Class:	2
Hit Points:	20
Alignment:	Neutral
Move:	5 spaces

Giant scorpions are the size of small horses. They will usually attack heroes on sight. They fight by trying to grab a hero with both claws and then sting him. If a scorpion successfully hits a hero with both claws, then it has grabbed him and it can automatically sting the hero. Heroes who are stung by the scorpion must roll successful Ability Checks on their Constitution or die. If an *antidote* spell is cast on them before the fight is over, then they won't die.

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Dragon Quest™ Giant Spider

Fighting:	17
Attacks:	1 bite
Damage:	2d6 + poison
Armor Class:	6
Hit Points:	15
Alignment:	Neutral
Move:	2 spaces (4 in their web)

Giant spiders are as big as a full-grown man! Any hero bitten by a giant spider must roll a successful Ability Check on his Constitution score or be killed. If an *antidote* spell is cast on him before three turns go by, he won't die. Giant spiders spin webs. If heroes want to move through a web, they must each roll a successful Ability Check on their Strength scores or become stuck. Spider webs burn easily, freeing heroes who are caught. On the other hand, they will take 1d4 points of fire damage from being in the burning webs.

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Dragon Quest™ Giant Viper

Fighting:	16
Attacks:	1 bite
Damage:	2d6 + poison
Armor Class:	5
Hit Points:	20
Alignment:	Neutral
Move:	4 spaces

Normal snakes can be very dangerous, but these giant vipers are truly terrible monsters. They are 20 feet long and have sharp fangs that will pump poison into anyone they bite. Any hero bitten by a giant viper must roll a successful Ability Check on his Constitution score or die. However, if an *antidote* spell is cast upon him, then he won't die.

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Dragon Quest™ Gnoll

Fighting:	18
Attacks:	1 sword
Damage:	1d8
Armor Class:	5
Hit Points:	10
Alignment:	Evil
Move:	3 spaces

Gnolls are not very smart. They are ugly monsters that look like they are part man and part hyena. Gnolls are very strong, but they hate working. They would rather steal things or bully weaker creatures, like **goblins** or **orcs**, into doing their work for them. Gnolls use wicked, curved swords when they fight.

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Dragon Quest™ Goblin

Fighting:	19
Attacks:	1 sword
Damage:	1d8
Armor Class:	6
Hit Points:	4
Alignment:	Evil
Move:	3 spaces

Goblins are small humanoids that have leathery skin and big round, black eyes. Their mouths are filled with broken, jagged teeth. Goblins are very cruel, but very cowardly, too. They often work for more powerful monsters, like **bugbears**, **hobgoblins**, or **gnolls**. Goblins usually use short, wide swords when they fight.

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Dragon Quest™ Gold Dragon

Fighting:	9
Attacks:	2 claws/1 bite
Damage:	2d4/2d4/6d6
Armor Class:	-2
Hit Points:	55
Alignment:	Good
Move:	3 spaces (8 flying)

Gold dragons can breathe fire at anyone 9 spaces away, or they can breathe poison gas at anyone 5 spaces away. Anyone attacked by their fire breath must roll an Ability Check on his Dexterity score and anyone attacked by the poison breath must roll on his Constitution score. Failure either way means that the hero takes 11d8 points of damage! Dragons cannot use their breath weapons twice in a row, so they will breathe, then claw and bite, and then breathe again. Gold dragons have six Wizard or Cleric spells.

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Dragon Quest™ Green Dragon

Fighting:	12
Attacks:	2 claws/1 bite
Damage:	1d6/1d6/3d8
Armor Class:	1
Hit Points:	40
Alignment:	Evil
Move:	3 spaces (8 flying)

Green dragons live in the thickest jungles and forests. They can breathe out a cloud of poison gas at any hero 5 spaces away or closer. Any hero attacked with this weapon must roll a successful Ability Check on his Constitution score or suffer from 8d8 points of damage. Dragons cannot use their breath weapon twice in a row, so they will breathe out poison, then claw and bite, and then breathe again. Green dragons can talk and have three Wizard or Cleric spells.

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Dragon Quest™ Griffon

Fighting:	13
Attacks:	3
Damage:	1d4/1d4/2d8
Armor Class:	3
Hit Points:	35
Alignment:	Neutral
Move:	4 spaces (10 flying)

Griffons have the heads, wings, and front legs of eagles, but they have the bodies and tails of lions. They love the taste of horse meat more than anything else, and they can smell horses from miles and miles away. If they see heroes with horses, they will attack, clawing with their eagle talons and then biting. If caught at a very early age and trained, a griffon can be ridden by a hero. Griffons usually live in rocky regions near open plains, where there are plenty of horses to hunt for.

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Dragon Quest™ Harpy

Fighting:	17
Attacks:	2 claws/1 axe
Damage:	1d4/1d4/1d6
Armor Class:	7
Hit Points:	15
Alignment:	Evil
Move:	2 spaces (5 flying)

The harpy tries to hypnotize victims by singing a beautiful song that heroes can barely resist. Anyone who hears this song must roll a successful Ability Check on his Wisdom score or become *charmed* by the harpy. A charmed hero will stand by and watch while the harpy fights with other heroes who have resisted the charm. A hero who hears more than one harpy singing at the same time only needs to make one successful Ability Check in order to resist them all.

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Dragon Quest™ Hill Giant

Fighting:	12
Attacks:	1 club
Damage:	2d8
Armor Class:	4
Hit Points:	40
Alignment:	Evil
Move:	4 spaces

Hill giants are 12 feet tall, very hairy, and very stupid. They know that heroes are brave and fierce, so they will often try to make a deal with them instead of fighting. They wear animal skins and carry huge wooden clubs. They can also throw a boulder at a hero 10 spaces away or closer, causing 3d6 points of damage if they hit. Hill giants live in hills or at the base of mountains. They like to raid nearby human villages for food and treasure.

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Dragon Quest™ Hobgoblin

Fighting:	19
Attacks:	1 spear
Damage:	1d6
Armor Class:	6
Hit Points:	6
Alignment:	Evil
Move:	3 spaces

Hobgoblins are large cousins of **goblins**. They are just as cruel and evil, but they are not as cowardly as goblins are. Hobgoblins usually live underground, but they come to the surface to hunt for food.

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Dragon Quest™ Ice Golem

Fighting:	17
Attacks:	1 fist
Damage:	1d8
Armor Class:	3
Hit Points:	15
Alignment:	Neutral
Move:	2 spaces

Ice golems are large creatures that have been carved from blocks of ice and brought to life by a cleric. They are used to guard important places and treasure. Any hero hit by an ice golem must roll a successful Ability Check on his Constitution or lose 1 point from his Dexterity score. The only way for a hero to regain lost Dexterity points is to have a *resist cold* spell cast on him. An ice golem is not affected by *charm*, *sleep*, or *hold* spells. No poison or gas will affect an ice golem, either.

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Dragon Quest™ Kobold

Fighting:	20
Attacks:	1 dagger
Damage:	1d4
Armor Class:	7
Hit Points:	3
Alignment:	Evil
Move:	3 spaces

A kobold is a vicious little creature that looks like it is part dog and part man. Even though they are fairly small monsters, kobolds still can be very nasty and dangerous. They often set traps for heroes and then attack while the trap is keeping the heroes busy. Kobolds are very cowardly, so they will never travel alone if they can help it.

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Dragon Quest™ Lizard Man

Fighting:	18
Attacks:	1 spear
Damage:	1d8
Armor Class:	5
Hit Points:	12
Alignment:	Neutral
Move:	2 spaces (4 swimming)

Lizard men are very strong reptile monsters, but they are not actually evil. They do not trust strangers and will usually attack heroes rather than talk to them. Lizard men hunt and fight with three-pointed spears called tridents. They live in swamps and other wet places. Lizard man villages often have trained **giant lizards** as guards. Lizard men are very protective of their own land, so they will angrily attack heroes who come too near to their villages.

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Dragon Quest™



Minotaur

Dragon Quest™



Mummy

Dragon Quest™



Ogre

Dragon Quest™



Orc

Dragon Quest™



Owl Bear

Dragon Quest™



Red Dragon

Dragon Quest™



Shadow

Dragon Quest™



Skeleton

Dragon Quest™



Smilodon

Dragon Quest™



Stone Giant

Dragon Quest™



Troll

Dragon Quest™



Werebear

Dragon Quest™



Wererat

Dragon Quest™



Werewolf

Dragon Quest™



White Dragon

Dragon Quest™

Minotaur

Fighting:	14
Attacks:	1 gore/1 bite or 1 axe
Damage:	1d6/1d6 or 1d8
Armor Class:	6
Hit Points:	30
Alignment:	Evil
Move:	4 spaces

A minotaur is a very large man with the head of a bull. It is a meat eater that loves the taste of heroes. Heroes will find minotaurs living in tunnels or mazes. They will usually attack by trying to gore heroes with their horns and then biting. If a minotaur attacks with a weapon, then it can't gore or bite.

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Dragon Quest™

Mummy

Fighting:	15
Attacks:	1 touch
Damage:	1d12 + disease
Armor Class:	3
Hit Points:	30
Alignment:	Evil
Move:	2 spaces

As soon as a group of heroes sees a mummy, they each must roll a successful Ability Check on their Wisdom or run away in fear. If a mummy touches a hero, he will not only take damage, but also will catch a disgusting rotting disease that prevents him from regaining any hit points. Only a cure spell will make the disease fade away. Mummies can be affected only by spells, fire, and magical weapons, and they only take half damage from all of them. They are also not affected by sleep, charm, and hold spells.

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Dragon Quest™

Ogre

Fighting:	16
Attacks:	1 club
Damage:	2d4
Armor Class:	5
Hit Points:	24
Alignment:	Evil
Move:	3 spaces

Ogres are huge beasts that look like giant goblins or hobgoblins. They are almost 10 feet tall and they dress in animal hides. Ogres use huge clubs when they fight. They like the taste of most humans and demihumans very much.

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Dragon Quest™

Orc

Fighting:	19
Attacks:	1 sword
Damage:	1d8
Armor Class:	6
Hit Points:	5
Alignment:	Evil
Move:	3 spaces

Orcs are nasty monsters that look like men with pig faces. They are dirty, mean, and violent. When there are no heroes to fight, they often will fight amongst themselves. Orcs love war and battle, so they will follow a strong leader who promises to take them into combat and kill good people.

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Dragon Quest™

Owl Bear

Fighting:	15
Attacks:	2 claws/1 bite
Damage:	1d8/1d8/1d8
Armor Class:	5
Hit Points:	25
Alignment:	Neutral
Move:	4 spaces

Owl bears are very strange monsters that were created by an ancient wizard long ago. They look just like what their name says: a mixture of owl and bear. Even though they are not evil creatures, owl bears are very bold and they hunt all day long to satisfy their great hunger. If an owl bear hits a hero with both of its claws in one attack, it will then pull the hero into a mighty bear hug that causes 2d8 more points of damage.

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Dragon Quest™

Red Dragon

Fighting:	10
Attacks:	2 claws/1 bite
Damage:	1d8/1d8/4d8
Armor Class:	-1
Hit Points:	50
Alignment:	Evil
Move:	3 spaces (8 flying)

Red dragons are the largest and most awful of evil dragons. They can breathe a stream of fire at anyone 9 spaces away or closer. Any hero attacked with this weapon must roll a successful Ability Check on his Constitution score or suffer from 9d8 points of damage. Dragons cannot use their breath weapons twice in a row, so they will often breathe, then claw and bite, and then breathe again. Red dragons can talk and have five Wizard or Cleric spells.

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Dragon Quest™

Shadow

Fighting:	18
Attacks:	1 touch
Damage:	1d4 + Strength drain
Armor Class:	7
Hit Points:	14
Alignment:	Evil
Move:	3 spaces

Shadows are ghostly creatures that hide in dungeons and look for heroes and explorers to feed on. They attack heroes with a deadly touch that causes 1d4 points of damage and drains 1 point from a hero's Strength score. Lost Strength points can't be regained! Shadows can be hit only by spells and magical weapons. They are not affected by sleep, charm, or hold spells, though. Shadows are not undead, so the turn undead spell won't work against them, either.

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Dragon Quest™

Skeleton

Fighting:	19
Attacks:	1 sword
Damage:	1d8
Armor Class:	7
Hit Points:	5
Alignment:	Neutral
Move:	2 spaces

Skeletons are often brought to life in order to work for and guard more powerful undead monsters like wraiths. They are created and used by powerful and evil wizards and clerics, too. Skeletons have no minds of their own. They do only what they are told to do and the order must be very simple to follow. Skeletons are not affected by sleep, charm, or hold spells. They very easily are affected by the turn undead spell, though.

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Dragon Quest™

Smilodon

Fighting:	12
Attacks:	2 claws/1 bite
Damage:	1d8/1d8/2d8
Armor Class:	6
Hit Points:	40
Alignment:	Neutral
Move:	5 spaces

Smilodons are sometimes called "saber-tooth tigers," but they are not the same thing—they just look a lot alike. Smilodons have very long fangs and are the most vicious of all the big cats. Smilodons will often hide in trees and wait for a party of heroes to pass by. Then the smilodon jumps on the heroes, surprising them.

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Dragon Quest™

Stone Giant

Fighting:	11
Attacks:	1 club
Damage:	3d6
Armor Class:	4
Hit Points:	45
Alignment:	Neutral
Move:	4 spaces

Stone giants are 14 feet tall and have gray, rocklike skin. They use huge stone clubs to fight. They can also throw boulders at a hero 30 spaces away or closer, causing 3d6 points of damage if they hit. Stone giants know how powerful heroes are. They will often try to make a deal instead of fighting them, unless they're sure that they can win.

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Dragon Quest™

Troll

Fighting:	13
Attacks:	2 claws/1 bite
Damage:	1d6/1d6/1d10
Armor Class:	4
Hit Points:	48
Alignment:	Evil
Move:	4 spaces

Trolls are eight-foot-tall, rubbery monsters with disgusting green skin. They fight by scratching with their claws and biting with their sharp teeth. They smell awful! Trolls have the ability to regenerate. In other words, whenever it is the troll's turn to take an action, it will first regain 3 hit points of damage (if it has already taken three or more hit points of damage, that is). Damage from fire or acid will not regenerate, though, so heroes should use those weapons when they meet a troll.

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Dragon Quest™

Werebear

Fighting:	14
Attacks:	2 claws/1 bite or 1 weapon
Damage:	2d4/2d4/2d8 or 1d8
Armor Class:	2 (bear) or 8 (human)
Hit Points:	30
Alignment:	Neutral
Move:	4 spaces

A werebear is a kind of lycanthrope, a human that can turn into a bear. A werebear in bear form can be hit only by spells, magical weapons, and silver weapons. While in bear form, if a werebear hits a hero with both paws in the same attack, then it hugs the hero for 2d8 more points of damage. A hero who loses half or more of his hit points while fighting a werebear will become a werebear, too, unless a cure lycanthropy spell is cast on him.

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Dragon Quest™

Wererat

Fighting:	17
Attacks:	1 bite or 1 sword
Damage:	1d4 (bite) or 1d8 (sword)
Armor Class:	7 (rat) or 9 (human)
Hit Points:	15
Alignment:	Evil
Move:	4 spaces

Wererats are a kind of lycanthrope. They can take the form of a man or a beast when they want. Wererats are rats that can turn into humans who still look a bit like rats. They can talk in either form. They can be hit only by spells, magical weapons, and silver weapons while in rat form. Heroes who lose at least half of their hit points from being bitten by a wererat will become wererats, too, unless a cure lycanthropy spell is cast upon them.

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Dragon Quest™

Werewolf

Fighting:	16
Attacks:	1 bite or 1 weapon
Damage:	2d4 (wolf) or 1d8 (human)
Armor Class:	5 (wolf) or 9 (human)
Hit Points:	20
Alignment:	Evil
Move:	6 spaces

A werewolf is a kind of lycanthrope, a monster that can turn from a man into a beast. In wolf form, they can be hit only by spells, magical weapons, and silver weapons. Any human who loses half or more of his hit points from being attacked by a werewolf will turn into a werewolf, too, unless a cure lycanthropy spell is cast upon him within a day. Heroes hate the smell of werewolves. They will become frightened if a werewolf comes near, even in human form.

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Dragon Quest™

White Dragon

Fighting:	14
Attacks:	2 claws/1 bite
Damage:	1d4/1d4/2d8
Armor Class:	3
Hit Points:	30
Alignment:	Neutral
Move:	3 spaces (8 flying)

White dragons can attack a hero with two claws and a bite or they can breathe a gust of frozen air at anyone 8 spaces away or closer. A hero attacked with this breath must roll a successful Ability Check on his Dexterity or take 6d8 points of damage. A dragon cannot use its breath weapon twice in a row, so it will breathe in the first attack, then claw and bite in the next attack, and then breathe again. White dragons can talk and have one Wizard or Cleric spell.

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Dragon Quest™



Wight

Dragon Quest™



Wood Golem

Dragon Quest™



Wraith

Dragon Quest™



Wyvern

Dragon Quest™



Zombie

Dragon Quest™

Wight

Fighting:	17
Attacks:	1 touch
Damage:	Energy drain
Armor Class:	5
Hit Points:	15
Alignment:	Evil
Move:	3 spaces

Wights are evil spirits that live in the bodies of dead humans or demihumans. They can be hit only by spells, magical weapons, and silver weapons. When a wight hits a hero, it drains an experience level from the hero. A 1st-level hero can be killed by a single touch! Any hero who is killed by a wight will become one, too, under the control of the wight that killed him. Wights are affected by the *turn undead* spell.

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Dragon Quest™

Wood Golem

Fighting:	18
Attacks:	1 fist
Damage:	1d8
Armor Class:	7
Hit Points:	14
Alignment:	Neutral
Move:	4 spaces

Wood golems are crude, manlike figures that are carved from wood. They look a little like big scarecrows. They are often used by wizards to guard an important place or a treasure. Wood golems are not harmed by any kind of bow or crossbow attack.

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Dragon Quest™

Wraith

Fighting:	16
Attacks:	1 touch
Damage:	1d6 + energy drain
Armor Class:	3
Hit Points:	20
Alignment:	Evil
Move:	4 spaces (8 flying)

A wraith looks very much like a ghost. Wraiths live in deserted places. A wraith can be hurt only by spells, magical weapons, and silver weapons, but silver weapons cause only half their normal damage. When a wraith attacks and hits a hero, it causes 1d6 points of damage and drains an experience level. A 1st-level hero who is touched by a wraith will be killed immediately! Wraiths are affected by the *turn undead* spell.

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Wyvern

Fighting:	13
Attacks:	1 bite/1 sting
Damage:	2d8/1d6 + poison
Armor Class:	3
Hit Points:	35
Alignment:	Evil
Move:	3 spaces (8 flying)

A wyvern looks like a small, two-legged dragon with a long tail. Wyverns like to live in the walls of cliffs or in forests, but they can be found in caves or almost anywhere. When fighting heroes, a wyvern first bites, then arches its tail over its head and tries to hit them with the stinger on its tail. If a hero is hit by the stinger, he must roll a successful Ability Check on his Constitution or die. If an *antidote* spell is cast on him before three turns go by, then he won't die.

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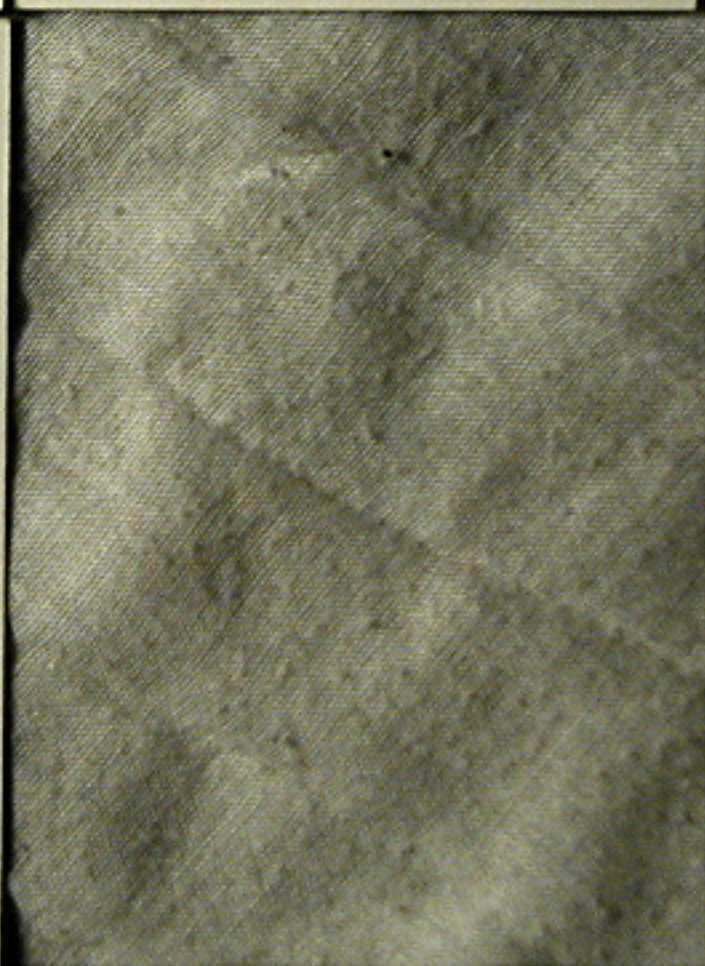
Dragon Quest™

Zombie

Fighting:	18
Attacks:	1 claw or 1 weapon
Damage:	1d8
Armor Class:	8
Hit Points:	10
Alignment:	Evil
Move:	3 spaces

Zombies are mindless, undead humans or demihumans that have been brought to life by an evil wizard or cleric. They will run away if a cleric casts a *turn undead* spell. Zombies are not affected by *sleep* or *charm* spells. These monsters are often used to guard treasure because they make no noise. Zombies are very slow, so they always attack last in a fight.

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Dragon Quest™



Bag of Gold

Dragon Quest™



Caduceus

Dragon Quest™



Crossbow of Klee

Dragon Quest™



Dragon's Blood

Dragon Quest™



Dragon Fang

Dragon Quest™



Dragonscale

Dragon Quest™



Dwarven Helmet

Dragon Quest™



Dwarven Plate Armor

Dragon Quest™



Eagle Bow

Dragon Quest™



Elven Chain Mail

Dragon Quest™



Elven Cloak

Dragon Quest™



Finniginn's Sling

Dragon Quest™



Flynn's Ring of Fire

Dragon Quest™



Golden Statue

Dragon Quest™



Hawk Bow

Dragon Quest™

Bag of Gold

The heroes have found a canvas sack filled with gold coins. At the end of the adventure, this card may be traded in for any equipment card.

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Dragon Quest™

Caduceus

This magical staff is carved from oak wood. It has two feathered wings on top and two snakes coil around the staff. Three times per **adventure**, the holder of the *Caduceus* may command it to *cure* someone. The effects of this magic are the same as the spell of the same name (in other words, 1d8 points of damage are healed). Only clerics can use this item.

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Crossbow of Klee

Size	Medium
Damage	1d6+1
Range	15'

This fine crossbow was made from the bones of many magical creatures. When used in combat, it grants its holder a +1 bonus to his attack and damage rolls. Any bolt fired from the crossbow leaves a trail of sparks behind it, as if it were a shooting star! This is a **medium** weapon. Bows can be used only in ranged combat.

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Dragon's Blood

This magical potion is thick and sour tasting. Whether or not it actually has any dragon's blood in it is unknown. When a hero takes a drink of *Dragon's Blood*, his Strength score increases to 18 for one full battle. *Dragon's Blood* comes in a bone flask that holds enough liquid for three drinks before it is empty. Any type of hero may use this potion.

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Dragon Fang

Size	Small
Damage	1d4+1
Range	1 or 3

This slender knife was fashioned by a wizard in ages long past. The blade was carved from the tooth of a red dragon! When used in combat, it adds a +1 bonus to the hero's attack and damage rolls. This is a **small** weapon.

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Dragonscale

This shield was forged from a scale that was cut from a dragon by an ancient hero. When it is used, it reduces a hero's Armor Class by 2 places instead of just 1. Thus, if a hero in plate armor (Armor Class 3) used this shield, his Armor Class would be reduced to 1.

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Dwarven Helmet

This heavy helmet is circular and set with two metal horns on it. When worn, it provides its wearer with a magical aura of protection. This magic improves (lowers) the wearer's Armor Class by 1. In other words, a hero in chain mail armor (Armor Class 5) with this helmet has an actual Armor Class of 4. Other things, like the use of a shield, can reduce the Armor Class even further. Only fighters, dwarves, and halflings can use the *dwarven helmet*.

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Dwarven Plate Armor

When it comes to making things that are sturdy and solid, no one does a better job than a dwarf. For that reason, dwarven plate armor is highly valued by heroes. Any hero who wears a suit of dwarven plate armor has an Armor Class of 2 before any adjustments for shields, Dexterity, or magical items.

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Eagle Bow

Size	Large
Damage	1d6+1
Range	18'

This weapon is crafted from fine wood and decorated with eagle feathers that give it magical power. Any archer who uses this bow adds a +1 bonus to his attack and damage rolls. This is a long bow, so it is a **large** weapon. It can only be used by fighters. Bows can be used only in ranged combat.

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Elven Chain Mail

Few races can work metal in as delicate or elegant a fashion as the elves. A suit of elven chain mail is, therefore, a masterpiece of craftsmanship. Elven chain mail provides its wearer with an Armor Class of 5 before any adjustments for shields, Dexterity, or magic.

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Elven Cloak

The *elven cloak* is a simple garment made from a plain fabric. When worn, however, it can make a hero seem almost invisible. Any hero who wears the cloak will remain unseen by monsters so long as he doesn't move. Any monster who sees a hero move with the cloak on will not be affected by it for the rest of the encounter. In other words, a hero cannot fight for a while, then stop moving and fade out of sight. Once the monster sees him, it knows where he is. Any hero can use this item.

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Finniginn's Sling

Size	Small
Damage	1d4+1
Range	9'

Long ago, a halfling named Finniginn hired a leather worker to help him make a special sling. It was enchanted with the help of a wandering wizard, and it became a special magical weapon highly prized by all halflings. *Finniginn's Sling* gives its owner a +1 bonus to all attack and damage rolls. This is a **small** weapon. Slings can be used only in ranged combat.

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Dragon Quest™

Flynn's Ring of Fire

This magical ring is fashioned from a spiraling band of copper and is set with a small fire opal. It is rumored that this ring was created by a lost race that served fire giants in the distant past.

Once per turn, it can be commanded to fire a small bolt of fire up to 6 spaces. Anyone hit by the fire takes 2d4 points of damage. Only wizards and elves may use this ring.

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Dragon Quest™

Golden Statue

The heroes have found a small figurine cast from solid gold! At the end of the adventure, this card may be traded in for any equipment card.

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Dragon Quest™

Hawk Bow

Size	Small
Damage	1d6+1
Range	12'

This was made by a noble tribe of hunters long before the records of man begin. It is made from fine wood and decorated with the feathers of a hawk, giving it magical power. Anyone who uses this weapon adds a +1 bonus to his attack and damage rolls. This is a **small** weapon. Bows can be used only in ranged combat.

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Dragon Quest™



Hummingbird Nectar

Dragon Quest™



Jewelry

Dragon Quest™



Kumakawa

Dragon Quest™



Kur's Drink

Dragon Quest™



Large Gem

Dragon Quest™



Large Treasure Chest

Dragon Quest™



Lightning Rod

Dragon Quest™



Motopua

Dragon Quest™



Ogre Gauntlets

Dragon Quest™



Shield Ring

Dragon Quest™



The Saurian Ring

Dragon Quest™



Skain's Satchel

Dragon Quest™



Small Diamond

Dragon Quest™



Small Treasure Chest

Dragon Quest™



Storm Hammer

Dragon Quest™



The Elven Sword

Dragon Quest™

Hummingbird Nectar

This unusual drink tastes very much like honey, but it is no thicker than water. Any one who drinks this amber liquid will be able to move twice as fast as usual for one encounter. In other words, the hero may take two actions each turn while everyone else only gets one. *Hummingbird nectar* is found in crystal globes. Each globe holds one dose of the liquid. The globes are always found in groups of three. Any type of hero may use this potion.

If a hero already has had the *haste* spell cast on him, then the *hummingbird nectar* won't work.

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Jewelry

The heroes have found a small ivory case with an assortment of valuable jewelry in it. At the end of the adventure, this card may be traded in for one equipment card.

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Dragon Quest™

Kumakawa

This is a suit of leather armor fashioned from the hide of an owl bear. It has been enchanted with wax from mystical candles. Unlike normal leather armor, which gives its wearer an Armor Class of 7, the *Kumakawa* provides an Armor Class of 6. Of course, a shield, a high Dexterity score, or magic can improve this even more.

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Dragon Quest™

Kur's Drink

This mysterious potion was created by a strange order of holy men who live their lives locked away in a forgotten monastery. The potion comes in a silver flask that holds enough liquid for three drinks. Each drink will restore 2d4 hit points to a wounded hero. Any type of hero may use *Kur's Drink*.

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Dragon Quest™

Large Gem

The heroes have found a small cloth bag. Inside it, there is a large, gleaming sapphire. This is very valuable. At the end of the adventure, it can be traded in for any equipment card.

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Dragon Quest™

Large Treasure Chest

The heroes have found a large wooden crate filled with copper and electrum coins. At the end of the adventure, this card may be traded in for any equipment card.

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Dragon Quest™

Lightning Rod

This is a plain-looking shaft of black wrought iron. It is warm to the touch and it tingles when a hero holds it. Three times per **adventure**, it can be used to cast a *lightning bolt* spell. Like the spell, this rod causes 2d6 points of damage per bolt. Only wizards and elves can use this item.

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Dragon Quest™

Motopua

Size	Large
Damage	1d8 + 1
Range	1

This black battle axe was forged from metal mined from the heart of an ancient volcano. Its name means "Fire Steel" in a forgotten tongue. Anyone who uses *Motopua* in combat can add a +1 bonus to his attack and damage rolls. This is a **large** weapon and may only be used by fighters.

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Ogre Gauntlets

These great gloves are fashioned of metal and leather. Anyone who wears them gains the might of an ogre (a Strength score of 18). Only heroes who cannot use spells may wear the *ogre gauntlets*.

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Shield Ring

This magical ring is crafted of fine silver and bears the crest of an ancient and forgotten order of knights. The Armor Class of any hero who wears the ring will improve (lower) by 1. In other words, a hero in leather armor (Armor Class 7) wearing a *shield ring* has an Armor Class of 6. Any type of hero, even a wizard, may wear this ring.

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The Saurian Ring

This plain and featureless golden ring was created by lizard men long ago. The ancient and secret magic that they used to create it has been long forgotten as their race fell into savagery. Anyone who puts on this ring will turn invisible! Monsters will not see him and will not attack him unless he does something to give away his position.

If the wearer of the ring attacks someone or uses a spell while invisible, the magic fails and he becomes visible again. The wearer may turn invisible again in the next turn. Anyone who attacks an invisible hero suffers a -4 penalty to his attack roll. Any type of hero may wear this ring.

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Skain's Satchel

This handy object looks like any other leather satchel. Anyone who owns it, however, will know better. While a normal satchel allows its owner to carry two extra item cards, this *Skain's satchel* is magical and has the space of a backpack inside it. Therefore, it allows a hero to carry four item cards. Any type of hero may use the satchel.

The items already listed on a hero's card are not included in what a hero can put in this satchel—the hero can carry all of that *plus* four item cards.

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Dragon Quest™

Small Diamond

The heroes have found a small, beautiful diamond that is very valuable. At the end of the adventure, it may be traded in for one equipment card.

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Small Treasure Chest

The heroes have found a small wooden box filled with silver coins. At the end of the adventure, this card may be traded in for any equipment card.

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Dragon Quest™

Storm Hammer

Size	Medium
Damage	1d6 + 1
Range	1

This is an ancient and magical weapon crafted by dwarves in forgotten caverns. When used in combat, the hammer booms like thunder as it strikes an enemy. The holder of this weapon adds a +1 bonus to his attack and damage rolls when he uses it. This is a **medium** weapon.

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Dragon Quest™

The Elven Sword

Size	Medium
Damage	1d8 + 1
Range	1

This magical blade looks like any other sword until it is used in combat. Then, the blade gleams with a magical blue light, and the sword becomes as light and easy to use as a dagger. Anyone who uses this sword in combat adds a +1 bonus to his attack and damage rolls. This is a **medium** weapon.

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Dragon Quest™



Backpack

Dragon Quest™



Battle Axe

Dragon Quest™



Broad Axe

Dragon Quest™



Chain Mail Armor

Dragon Quest™



Club

Dragon Quest™



Coil of Rope

Dragon Quest™



Crossbow

Dragon Quest™



Dagger

Dragon Quest™



Darts

Dragon Quest™



Grappling Hook

Dragon Quest™



Greek Fire Vial

Dragon Quest™



Hammer and Spikes

Dragon Quest™



Hand Axe

Dragon Quest™



Leather Armor

Dragon Quest™



Long Bow

Dragon Quest™

Backpack

A backpack is a large leather, canvas, or cloth pouch that is strapped onto a hero's back. A backpack allows a hero to carry four extra item cards. That does not include the items listed on the hero cards.

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Dragon Quest™

Battle Axe

Size	Large
Damage	1d8
Range	1

A battle axe is a very large and dangerous weapon, often with two blades. The battle axe takes two hands to use, so a hero with this weapon cannot use a shield.

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Dragon Quest™

Broad Axe

Size	Medium
Damage	1d6
Range	1

A broad axe is a heavy weapon with a single large blade. It is a favorite weapon of dwarves.

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Dragon Quest™

Chain Mail Armor

Armor Class	5
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A suit of chain mail armor is made from a series of metal links. It is heavier than leather armor, and it provides much better protection. Rogues and wizards cannot wear chain mail armor.

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Dragon Quest™

Club

Size	Medium
Damage	1d4
Range	1

A club is simply a big, heavy piece of wood, rock, or metal. Many monsters carry clubs because they are easy to make. Heroes can use clubs if they want, but most prefer better-made weapons.

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Dragon Quest™

Coil of Rope

This 50-foot-long rope is useful for many things. Rope can be used to rescue heroes from pits, to make climbing safer, or to tie up monsters. A group of heroes should always have at least one coil of rope with them.

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Dragon Quest™

Crossbow

Size	Medium
Damage	1d6
Range	15'

Crossbows are a favorite weapon among dwarves. They have a longer range than short bows, but they cannot fire as far as a long bow. **Unlike other medium weapons, a crossbow requires two hands to fire it.** Therefore, a shield cannot be used with a crossbow. Bows can be used only in ranged combat.

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Dragon Quest™

Dagger

Size	Small
Damage	1d4
Range	1 or 3

A dagger is a large knife. Daggers can be used in close combat or they can be thrown at monsters up to 3 spaces away. Wizards especially like to use daggers because they can be used to fight a monster without getting close enough to be hurt.

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Dragon Quest™

Darts

Size	Small
Damage	1 hit point
Range	3'

Darts are small throwing weapons that have nasty barbed tips. Wizards use them a lot, and so do rogues. Monsters sometimes use darts that have been dipped in poison, but heroes never do. Darts can be used only in ranged combat.

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Grappling Hook

This is a large iron hook with three prongs. The end of the hook is tied to 25 feet of rope. This is a very useful device for heroes who fall into pits or who want to climb over a wall. By throwing the grappling hook over the top of the wall, its hooks grab on to any heavy object, or even a rough spot, and the hero can then climb up the rope.

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Greek Fire Vial

This is a small glass bottle that has been filled with a special liquid and sealed tightly. When it is thrown, the bottle breaks and the liquid bursts into flames. Any monster hit with a vial of greek fire suffers from 1d6 points of damage. The hero uses it like a range weapon with a range of 6.

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Hammer and Spikes

These are very handy for heroes who want to make sure that a door stays shut. If a hero closes a door and then hammers a spike into the ground next to it, then it becomes almost impossible to open that door from the other side. Some very strong monsters, like **giants, ogres, and dragons**, can still bash the door down, but monsters like **goblins and kobolds** can't.

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Hand Axe

Size	Small
Damage	1d4
Range	1 or 3

A hand axe is made to be held in one hand. It may look like a tomahawk or a woodsman's axe. It can be used to chop at monsters in close combat or it can be thrown at any monster up to 3 spaces away.

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Dragon Quest™

Leather Armor

Armor Class	7
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A suit of leather armor is made from sheets of boiled and waxed leather that is almost as hard as metal. It is fairly stiff and provides good protection from attacks. Wizards cannot wear leather armor, but anyone else can.

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Long Bow

Size	Large
Damage	1d6
Range	18'

This is the most common bow among fighters. It is heavier than the short bow, so it has a longer range. Because this is a large weapon, it can be used only by fighters. This weapon requires two hands to fire it, so it cannot be used with a shield. Bows can be used only in ranged combat.

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Dragon Quest™



Mace

Dragon Quest™



Plate Mail Armor

Dragon Quest™



Pole Arm

Dragon Quest™



Pouch Belt

Dragon Quest™



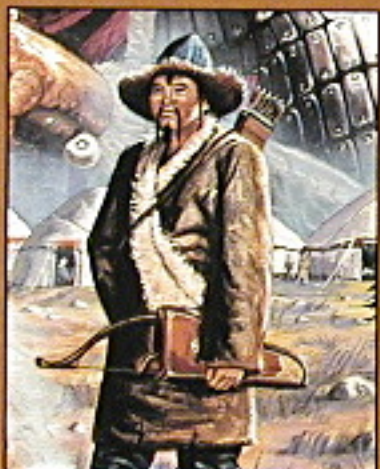
Satchel

Dragon Quest™



Shield

Dragon Quest™



Short Bow

Dragon Quest™



Short Sword

Dragon Quest™



Sling

Dragon Quest™



Spear

Dragon Quest™



Sword

Dragon Quest™



Two-handed Sword

Dragon Quest™



Vial of Blessed Water

Dragon Quest™



Vial of Blessed Water

Dragon Quest™



War Hammer

Dragon Quest™

Mace

Size Medium
Damage 1d6
Range 1

A mace is the most often-used weapon among clerics. It is made of a heavy weight on the end of a short shaft. Sometimes the weight has bumps or spikes on it to make it more dangerous.

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Plate Mail Armor

Armor Class 3

Plate mail is the heaviest and best type of armor in the DRAGON QUEST™ adventure game. This is the sort of armor that knights like to wear. It is popular among fighters because of the excellent protection it offers against attacks. Rogues and wizards cannot wear plate mail armor.

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Pole Arm

Size Large
Damage 1d10
Range 1

A pole arm is a very long weapon that looks like a cross between a spear and an axe. Because they are so large, only fighters can use pole arms. It takes both hands to use a pole arm, so a fighter cannot use a shield if he is using this weapon.

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Pouch Belt

A pouch belt is a wide leather belt that has several large pockets sewn onto it. Any hero with a pouch belt can carry three extra item cards. That does not include the items listed on the hero cards.

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Satchel

A satchel is a leather, canvas, or cloth pouch with a long strap that is worn over the shoulder. A hero with a satchel can carry two extra item cards. That does not include the items listed on the hero cards.

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Shield

Armor Class Special

A shield is a piece of metal or wood that is carried by a hero and used to block attacks. Shields can be round, triangular, square, or almost any other shape. Shields improve (lower) a hero's Armor Class by 1. For example, a hero in leather armor (Armor Class 7) has an Armor Class of 6 if he also uses a shield. A hero cannot use a shield with a two-handed weapon. Wizards must keep their hands free, so they may not use a shield.

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Short Bow

Size Medium
Damage 1d6
Range 12*

Short bows are common among elves and other non-fighters. They have a good range and they allow heroes to attack monsters that are still far away from them. **Unlike the other medium weapons, a short bow requires two hands to fire it.** Therefore, a shield cannot be used with it. Bows can be used only in ranged combat.

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Short Sword

Size Small
Damage 1d6
Range 1

Short swords are larger than daggers, but not as big as a normal sword. Halfling heroes like to use short swords because they are just the right size for them.

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Sling

Size Small
Damage 1d4
Range 9*

A sling is a short strap of leather with a pocket set in the middle. A small stone is placed in the pocket and the sling is folded around it. When the sling is whirled about the head and then one end of it is let go, the rock flies out at high speed. Slings are very popular with halflings. Slings can be used only in ranged combat.

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Spear

Size Medium
Damage 1d6
Range 1 or 6

A spear is a long, slender pole with a sharp point set on it. It can be used in close combat or it can be thrown at any monster up to 6 spaces away. Many primitive races, like lizard men, favor spears.

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Sword

Size Medium
Damage 1d8
Range 1

The sword is the most common weapon in the DRAGON QUEST™ adventure game. It is carried by most fighters and many other character types, including some monsters.

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Two-handed Sword

Size Large
Damage 1d10
Range 1

The two-handed sword is the largest sword in the game. As its name implies, it takes both hands to fight with a two-handed sword, so anyone using such a weapon cannot use a shield. Fighters are the only heroes who can use two-handed swords.

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Vial of Blessed Water

This is a small glass bottle filled with water that has been specially prepared for use against undead monsters. If it is splashed on any undead creatures (like **ghouls, mummies, skeletons, vampires, wights, wraiths, or zombies**) it causes 1d6 points of damage to them.

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Dragon Quest™

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Dragon Quest™

War Hammer

Size Medium
Damage 1d8
Range 1

A war hammer is a heavy weapon that is very popular with dwarves and clerics. It is made of a thick shaft with a stone or metal head. Often, the head has a spike on it to make the weapon more dangerous.

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Dragon Quest™



Ancient Shrine

Dragon Quest™



Crystal Ball

Dragon Quest™



Dead Zone

Dragon Quest™



Fountain

Dragon Quest™



Large Gong

Dragon Quest™



Pile of Debris

Dragon Quest™



Strange Statue

Dragon Quest™



Strange Writing

Dragon Quest™



Swirling Lights

Dragon Quest™



Treasure Chest

Dragon Quest™

Ancient Shrine

There is an ancient stone altar in this room. It is cracked and broken. A small golden statue stands on top of the altar. If one of the heroes takes the statue, roll 1d6 to see what happens:

1. The statue is fake and booby trapped! Draw a trap card.
2. The statue turns into a monster! Draw a monster card.
3. The statue is fake. Nothing happens.
4. The statue is fake. Nothing happens.
5. The statue is real, but booby trapped. Draw both a treasure and a trap card.
6. The statue is real. Draw a treasure card.

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Dragon Quest™

Crystal Ball

A clear crystal ball is mounted into a pedestal in the center of this room. Any attempt to force it from its stand will make it shatter, causing 1d6 points of damage to everyone in the room. The first time each hero looks into it, roll 1d6:

1. The hero's Intelligence score permanently lowers by 1.
2. The hero's Wisdom score permanently lowers by 1.
3. The hero's Constitution score permanently lowers by 1.
4. The hero's Constitution score permanently rises by 1. (18 max.)
5. The hero's Wisdom score permanently rises by 1. (18 max.)
6. The hero's Intelligence score permanently rises by 1. (18 max.)

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Dead Zone

This room has been hit by a powerful curse. No magical spells will work in here. If any hero tries to use a spell, it has no effect and the card is lost.

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Fountain

This room contains a large stone fountain that sprays water into the air. If a hero drinks some of the water, roll 1d6 to see what happens. If the same hero drinks out of the fountain a second time, it just tastes like water and nothing else happens.

1. Tastes awful—hero loses 1d6 hit points.
2. Tastes bad—hero loses 1d4 hit points.
3. Just tastes like salt water.
4. Just tastes like fresh water.
5. Tastes good—hero heals 1d4 hit points.
6. Tastes great—hero heals 1d6 hit points.

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Large Gong

A large gong hangs from the ceiling in this room. If one of the heroes bangs the gong, roll 1d6 to see what happens.

1. A monster shows up to investigate the noise! Draw a monster card.
2. The gong is trapped! Draw a trap card.
3. The gong makes an awful sound.
4. The gong makes a nice sound.
5. The gong falls to the floor and cracks open a hidden compartment in the floor! Draw a treasure card.
6. The magic sound of the gong heals 1d4 points of damage for all of the heroes.

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Pile of Debris

The center of this room has a large pile of trash in it. If the heroes search the pile, roll 1d6 to see what happens.

1. A trap is set off! Draw a trap card.
2. The heroes find a hiding monster! Draw a monster card.
3. The heroes just get dirty.
4. The heroes just get dirty.
5. The heroes find something useful! Draw an equipment card.
6. The heroes find something valuable! Draw a treasure card.

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Strange Statue

A large stone statue stands in the center of the room. It does nothing at all unless one of the heroes uses a spell while in the room. If that happens, roll 1d6:

1. The spell fails to work, but the hero must still give up the spell card.
2. The spell fails and the statue turns into a monster. Draw a monster card.
3. The spell fails, but the hero gets to keep the spell card and use it again.
4. The spell works normally, but the statue turns into a monster. Draw a monster card.
5. The spell works normally.
6. The spell works normally and the hero gets to keep the card and use it again.

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Strange Writing

The walls of this room are covered with the strange letters of an ancient language. If one of the heroes tries to read the writing, a magical spell goes off. To see what spell it is, draw a card from the **Wizard Spells Deck**.

If the spell's range is **touch**, then only the reader is affected. If the range is **numbered**, then treat the reader as the center of the spell; the effect goes in all directions, and everybody within the spell's range is affected. If the range is **room**, then everyone in the room, even monsters, is affected.

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Swirling Lights

In the center of this room is a cloud of flickering lights. If a hero steps into or even touches the lights, they burst into a twinkling shower of sparks. Roll 1d6 to see what happens:

1. Explosion! Everyone in the room suffers from 1d6 points of damage.
2. Electrical shock! Hero in the light suffers from 1d6 points of damage.
3. Nothing happens.
4. Nothing happens.
5. Hero in light is cured of all damage.
6. All heroes in the room are cured of all damage.

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Treasure Chest

There is a heavy, locked chest in the corner of this room. A **rogue** or **halfling** hero may make an Ability Check on his Dexterity to pick the lock. Otherwise, any hero may make roll an Ability Check on his Strength to break the lock. When the chest is opened, roll 1d6:

1. A monster jumps out! Draw a monster card.
2. The chest is booby trapped! Draw a trap card.
3. The chest is empty.
4. The chest releases a healing gas. All heroes are cured of 1d6 points of damage.
5. The heroes find something useful! Draw one equipment card.
6. The heroes find something valuable! Draw one treasure card.

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Dragon Quest™



Alarm

Dragon Quest™



Blinding Flash

Dragon Quest™



Dart

Dragon Quest™



Deadfall

Dragon Quest™



Explosion

Dragon Quest™



Greek Fire

Dragon Quest™



Pit

Dragon Quest™



Poison Gas

Dragon Quest™



Spring Blade

Dragon Quest™



Stream of Acid

Dragon Quest™

Alarm

Ability Check	None
Damage	None

The heroes have set off some type of noise-maker. It might be a bell, a gong, a whistle, or a drum—the DM can decide on the best choice when the trap goes off. Whatever it is, it calls a wandering monster to come and investigate. Pick a card from the monster deck. The heroes must fight the monster.

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Blinding Flash

Ability Check	Wisdom
Damage	Blinded for 1d6 turns

This trap pours acid on an explosive powder, releasing a brilliant flash of light. Everyone in the room must make an Ability Check on their Wisdom. Those who fail their check are blinded for 1d6 turns. Blinded heroes make all attack or Ability Checks with a -4 penalty.

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Dart

Ability Check	Constitution
Damage	1 point + poison

A tiny spring-fired dart shoots out, striking the hero that set off the trap! That hero takes 1 point of damage from the dart. He now must make an Ability Check on his Constitution or be poisoned. This poison makes the hero so sick that he can do nothing for 3 turns. An antidote spell will cancel out this poison right away.

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Deadfall

Ability Check	Dexterity
Damage	1d6

A large block of stone drops down from the ceiling over the heroes. Whoever set off the trap must make an Ability Check on his Dexterity. If he succeeds, he has dived out of the way of the falling stone. If he fails, he is caught beneath the stone and takes 1d6 points of damage.

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Explosion

Ability Check	Dexterity
Damage	2d4 or 1d4

This trap causes two chemicals to mix together and explode. Everyone in the room must make an Ability Check on his Constitution. Those who fail the check take 2d4 points of damage. Those who make the check must still take 1d4 points of damage.

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Greek Fire

Ability Check	Dexterity
Damage	1d4 (x3)

This dangerous trap sprays out a liquid that bursts into flame on contact with the air. The hero that set off the trap must make a successful Ability Check on his Dexterity or be hit by the spray. Anyone hit by the fire will take 1d4 points of damage each turn for the next three turns. A resist fire spell will stop the flames from burning a hero.

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Pit

Ability Check	Strength
Damage	1d6 points

A panel in the floor opens up beneath the hero, dropping him into a 10-foot-deep pit. If the hero rolls a successful Ability Check on his Strength, then he catches the rim of the pit and pulls himself back out with no damage. If he fails his check, then he falls to the bottom of the pit and takes 1d6 points of damage.

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Poison Gas

Ability Check	Constitution
Damage	1d4 (x3)

A cloud of poison gas pours into the room. All of the heroes must make an Ability Check on their Constitution. Heroes who succeed on their checks may cover their noses and run from the room. Those who fail their checks fall to the ground, choking, and take 1d4 points of damage. At the start of the second and third turns, everyone in the room makes the same Ability Check for the same results. After the third turn, the gas will fade away. An antidote spell will cancel the effects of the poison, but it will not restore lost hit points.

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Spring Blade

Ability Check	Dexterity
Damage	1d4

A spring-loaded blade in the wall sweeps out at the heroes! The hero that set it off must make an Ability Check on his Dexterity to dodge out of the way. If he fails his roll, he is hit by the blade, taking 1d4 points of damage.

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Stream of Acid

Ability Check	Dexterity
Damage	1d4

A stream of acid sprays at the hero who set off the trap! The hero immediately takes 1d4 points of damage and must make an Ability Check on his Dexterity. If the check is failed, the hero is badly scarred by the acid and loses 1 point of Charisma. A cure spell will restore the lost hit points, but not the lost Charisma point.

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Dragon Quest™



Antidote

Dragon Quest™



Charm

Dragon Quest™



Command

Dragon Quest™



Cure

Dragon Quest™



Cure

Dragon Quest™



Cure Lycanthropy

Dragon Quest™



Hold

Dragon Quest™



Invisibility

Dragon Quest™



Protection

Dragon Quest™



Remove Traps

Dragon Quest™



Turn Undead

Dragon Quest™



Resist Acid

Dragon Quest™



Resist Fire or Cold

Dragon Quest™



Resist Lightning

Dragon Quest™



Resist Poison

Dragon Quest™



Revive

Dragon Quest™

Antidote

Type: Cleric
Range: Touch

This spell will stop poison before it kills a hero, or it will allow a hero to move again after being paralyzed by a creature like a **ghoul**. If the antidote spell is cast upon a hero who has been poisoned, he immediately wakes up with 1 hit point—a cure spell will be needed to give the hero more hit points. If the spell is cast on a paralyzed hero, he is simply and immediately freed.

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Charm

Type: Cleric
Range: 4 spaces

This spell makes a monster think that the cleric is his best friend. He will instantly begin to fight on the spellcaster's side until the battle is over, or until the caster falls unconscious or is killed. After the fight is over, the charmed monster will wander away and not come back. If any hero attacks a charmed monster, the spell breaks and the monster may attack the heroes again.

Undead creatures, like **zombies** and **wights**, are not affected by charm spells.

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Command

Type: Cleric
Range: Room

With this spell, the cleric can point at a monster, say a single-word command, and the monster will do his best to obey it. For instance, the cleric might say, "Sleep!", and the monster would fall asleep on the spot. A command to "die" would not kill the monster, but it would fall over and not breathe for one turn, and then it would wake back up.

The monster must be able to understand the spellcaster in order for this spell to work. Also, if the command is a confusing one, the spell won't work. The DM will decide if the command works or not.

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Cure

Type: Cleric
Range: Touch

This important spell repairs the damage that heroes have taken while in combat. The cleric casts the spell and then touches an injured hero. The player of the injured hero then rolls 1d8 and adds the result to his hit point total. A hero cannot get back more hit points than he started with. If the d8 gives him 7 hit points when he only has 6 to start with, then he will just go back to having full hit points.

If the spellcaster wishes to cast a cure spell on a hero who is in close combat, then the cleric must roll an "attack roll" because the fighting hero isn't standing still. The cleric can have two chances to "hit" his target before the spell wears off and is wasted.

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Type: Cleric
Range: Touch

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Cure Lycanthropy

Type: Cleric
Range: Touch

This spell is very handy to have when the heroes have battled with a werebeast, like a **werewolf** or a **wererat**. If any hero has lost half or more of his hit points in a fight with a werebeast, this spell will keep him from turning into a werebeast, himself.

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Hold

Type: Cleric
Range: Special

This spell causes the four monsters nearest to the spellcaster to go completely rigid and be unable to move. Held monsters can automatically be killed without rolling an attack roll or rolling for damage. Since the monster can't move, the hero can just walk up to it and stab it.

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Invisibility

Type: Cleric
Range: Touch

With this spell, the cleric becomes completely invisible to most monsters. Fellow heroes won't be able to see him, either. Monsters who are in a space next to the cleric and who have seen him before he turned invisible can still attack him, but the DM will have to roll the d20 with a -4 penalty to the monsters' attack rolls.

The spellcaster will stay invisible until he attacks anyone in any way, magically or with weapons. Even if the attack fails, the cleric will still become visible.

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Protection

Type: Cleric
Range: Room

When this spell is cast, all the heroes' Armor Classes improve (go down) by 2 for as long as the fight lasts.

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Remove Traps

Type: Cleric
Range: Room

When the cleric casts this spell, all traps in the room will not go off as long as the cleric remains in the room. If the spellcaster leaves the room, then all the traps will reset and can be tripped again, even by that cleric.

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Turn Undead

Type: Cleric
Range: Room

When a cleric casts this spell, all undead creatures in the room will turn and flee as if they were terrified of the spellcaster. This includes **mummies**, **skeletons**, **wights**, **wraiths**, and **zombies**.

If an undead creature is cornered or otherwise unable to escape, it will cower in a corner, but it will viciously attack any hero who gets close enough.

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Resist Acid

Type: Cleric
Range: Touch

When a cleric casts this spell, any one hero he touches will be unharmed by acid of any kind. If someone throws acid on him, it will run off of the hero like water.

This spell is good to have when the heroes expect to fight with a black dragon. That monster's acid breath weapon will have no effect against a protected hero.

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Resist Fire or Cold

Type: Cleric
Range: Touch

When the cleric casts this spell, any one hero he touches will be unaffected by either fire- or cold-based attacks. **The spellcaster must choose which kind of protection the spell will give when he casts it: either fire or cold.**

This spell is especially handy to have when you are going to face a red or white dragon. The red dragon's fire breath or the white dragon's frost breath will be harmless to a hero protected by this spell. No form of fire or cold, magical or not, will harm a protected hero, either.

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Dragon Quest™

Resist Lightning

Type: Cleric
Range: Touch

When a cleric casts this spell, any one hero he touches cannot be harmed by electrical attacks of any sort. Lightning bolts will pass right through him without causing any damage.

This spell is especially useful for heroes who expect to meet a blue dragon. That monster's lightning breath weapon will not hurt a protected hero.

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Dragon Quest™

Resist Poison

Type: Cleric
Range: Touch

When a cleric casts this spell, any one hero he touches will be unharmed by any kind of poison. For example, if a protected hero is bitten by a **giant viper**, he will only take the damage caused by the bite. There will be no need to make an Ability Check to see if he dies or not.

This spell is very handy for heroes who expect to battle with a green dragon. That monster's poison-gas breath weapon will be as harmless as fresh air to a hero protected by this spell.

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Dragon Quest™

Revive

Type: Cleric
Range: Touch

This is a very powerful spell. If a hero is killed, he can still be revived if this spell is cast upon him. The revive spell will heal all of the damage in the hero's body and call the dead hero's spirit back while it is still nearby. The hero will wake up immediately with all of his hit points restored.

This spell can be used in the same way as a cure spell, except it will automatically give a hero all of his hit points back!

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Dragon Quest™



Detect Magic

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Fear

Dragon Quest™



Fireball

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Fireball

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Haste

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Hold

Dragon Quest™



Invisibility

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Lightning Bolt

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Lightning Bolt

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Magic Missile

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Wall of Fog

Dragon Quest™



Magic Missile

Dragon Quest™



Resist Fire or Cold

Dragon Quest™



Shocking Grasp

Dragon Quest™



Sleep

Dragon Quest™



Sleep

Dragon Quest™

Detect Magic

Type: Wizard/Elf
Range: Room

This spell allows the caster to see a glow from all magical objects in a room. He will also be able to tell what kind of magic each object possesses. For example, if he looks at a magical sword, it will glow in a way that tells him that it is a sword +1 or +2. (In other words, the DM will tell the caster exactly what kind of magic that the object has.)

Dragon Quest™

Fear

Type: Wizard/Elf
Range: Room

When the wizard casts this spell, up to six monsters closest to the wizard will drop their weapons and run in terror. If they cannot escape the room where the wizard is for any reason, they will cower helplessly in the corner.

When a wizard or elf casts this spell, the DM rolls 1d6. The result is the number of creatures that are affected by the spell.

Dragon Quest™

Fireball

Type: Wizard/Elf
Range: 6 spaces

When the wizard casts this spell, a small ball of flame flies from his hand to any point the wizard wants, as far as 6 spaces away, and explodes. Anyone in the space where the fireball explodes, or in any space next to it, will take 2d6 points of damage.

Heroes who are too close to the fireball can take damage, too, so the wizard should be careful where he sets it off!

Dragon Quest™

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Heroes who are caught in the fireball can take damage, too, so the wizard should be careful where he sets it off!

Dragon Quest™

Haste

Type: Wizard/Elf
Range: Room

This spell causes all of the heroes to move very quickly. When a wizard casts *haste*, all of the heroes get to take **two** actions in a single turn for as long as the fight lasts. For example, a hero can attack a monster twice. If he kills the monster with his first attack, then he can move to another monster and attack. The heroes also can move twice as many spaces as the **Move** number printed on their hero card.

Dragon Quest™

Hold

Type: Wizard/Elf
Range: Special

This spell causes the four monsters nearest to the spellcaster to go completely rigid and be unable to move. Held monsters can automatically be killed without rolling an attack roll or rolling for damage. Since the monster can't move, the hero can just walk up to it and stab it.

Dragon Quest™

Invisibility

Type: Wizard/Elf
Range: Touch

With this spell, the wizard becomes completely invisible to most monsters. Fellow heroes won't be able to see him, either. Monsters who are in a space next to the wizard and who have seen him before he turned invisible can still attack him, but the DM will have to roll the d20 with a -4 penalty to the monsters' attack rolls.

The spellcaster will stay invisible until he attacks anyone in any way, magically or with weapons. Even if the attack fails, the wizard will still become visible.

Dragon Quest™

Lightning Bolt

Type: Wizard/Elf
Range: 6 spaces

When a wizard casts this spell, a lightning bolt springs from his finger and travels in a straight line for 6 spaces. Anyone in the path of the bolt takes 2d6 points of electrical damage.

Lightning bolts will bounce off of stone walls, so it is possible to hit the same monster twice with the same lightning bolt, if the monster is right next to the wall.

Dragon Quest™

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Dragon Quest™

Magic Missile

Type: Wizard/Elf
Range: 6 spaces

When a wizard casts this spell, little streaks of light shoot out of his pointing finger and hit any target within 6 spaces. Magic missiles never miss, so the wizard can fire them from the back of the group and not hit any of his friends. The missiles will curve right around anyone and anything in the way and strike the target, as long as the wizard knows exactly where the target is.

For each level of experience that the wizard has, he is able to fire two magic missiles with a single spell. Each missile can be pointed at a different target, if the spellcasters wishes, and each missile causes 1d4 points of damage.

Dragon Quest™

Wall of Fog

Type: Wizard/Elf
Range: Room

When a wizard casts this spell, a thick curtain of fog fills the room, making it impossible to see anything more than 2 spaces away. A strong gust of wind will blow the wall of fog away. Otherwise, it will last for 10 turns.

This spell is handy when heroes need to escape from monsters. Once the fog has filled the room, the heroes can sneak out without fighting the monsters.

Dragon Quest™

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Range: 6 spaces

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Dragon Quest™

Resist Fire or Cold

Type: Wizard/Elf
Range: Touch

When the wizard casts this spell, any one hero he touches will be unaffected by either fire- or cold-based attacks. **The spellcaster must choose which kind of protection the spell will give when he casts it: either fire or cold.**

This spell is especially handy to have when you are going to face a red or white dragon. The red dragon's fire breath or the white dragon's frost breath will be harmless to a hero protected by this spell. No fire or cold, magical or not, will harm a protected hero, either.

Dragon Quest™

Shocking Grasp

Type: Wizard/Elf
Range: Touch

This spell is for the wizard who finds himself caught in close combat. Once he casts the spell, it will last until he uses it or until the fight is over, whichever comes first. When the wizard touches a monster, he will send an electrical shock into it that causes 1d8 points of damage. The wizard also can attack the monster with a metal weapon, such as a dagger, and the monster will take damage from the weapon and the spell.

The wizard must successfully attack a monster in order for the shock to cause damage. He cannot shock a monster just by pointing at or being next to it.

Dragon Quest™

Sleep

Type: Wizard/Elf
Range: 6 spaces

When a wizard casts this spell, the monster that he points to, and everyone in every space next to that monster, will fall asleep for 5 turns. Sleeping monsters can be killed automatically, without making an attack or damage roll.

The wizard should be very careful when he casts this spell. If any hero is in a space next to the target monster, that hero will fall asleep, too!

Dragon Quest™

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Range: 6 spaces

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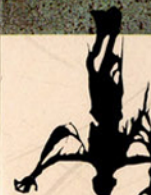
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Lizard Man

Lizard Man

Lizard Man

Lizard Man

Lizard Man

Lizard Man

Lizard Man

Minotaur

Mummy

Ogre

Orc

Orc

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Orc

Owl Bear

Red Dragon

Shadow

Skeleton

Skeleton

Skeleton

Smilodon

Stone Giant

Troll

Werebear

Wererat

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- 1: Make a Wandering Monster Check—roll 1D6.
- 2: Allow the heroes to explore.
- 3: Place monster stand-up figures on the game board.
- 4: Check for surprise—DM and one player roll 1D6.
- 5: Check monster reactions.
- 6: Check hero reactions.
- 7: Roll for initiative—all players, including the DM, roll 1D20.
- 8: Combat begins.
- 9: Allow the heroes to regroup.
- 10: Continue the Adventure.

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- 10: Continue the Adventure.

- 1: Make a *Wandering Monster* Check—roll 1D6.
- 2: Allow the heroes to explore.
- 3: *Evil master stand-up* fight on the game board.
- 4: Check for surprise—DM and one player roll 1D6.
- 5: Check monster reactions.
- 6: Check hero reactions.
- 7: Roll for initiative—all players, including the DM, roll 1D20.
- 8: Combat begins.
- 9: Allow the heroes to regroup.
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- 10: Continue the *Adventure*.

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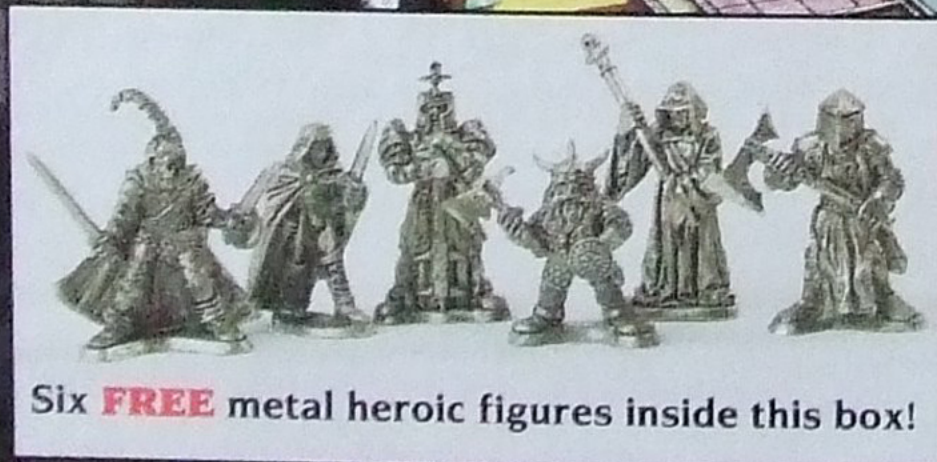
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