

D100 DUNGEON

THE DRAGON ARMOUR

Adventure Book One

BY MARTIN KNIGHT

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D100 DUNGEON THE DRAGON ARMOUR V1.0

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MK Games	https://www.mk-games.co.uk
Facebook English	https://www.facebook.com/groups/672373642932827/
Facebook French	https://www.facebook.com/groups/242689246478317/
Board Game Geek	https://boardgamegeek.com/boardgame/237031/d100-dungeon

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The Adventure Song

An Adventure we will go
An Adventure we will go
Strap on a Sword and don't get bored
An Adventure we will go

Tips to surviving the dungeons

D100 Dungeon does not suffer fools lightly, and knowing when to quit is an important part of surviving the dungeon. Invest your gold, and don't be too quick to sell your items. If you don't need the gold to buy supplies for your next Quest then don't sell them. Gaining experience can be slow, so train regularly, and don't underestimate the use of armour, shields and the Defence characteristic. Only equip essential items as they may get damaged. Use Fate points to manipulate dice rolls, and use them for greed as well as for getting out of tricky situations. Your Adventurer will always need a weapon, so carry a spare, or even a couple in case one gets lost or destroyed. Whilst the Adventurer can equip many kinds of weapons, the dice are your weapons, however, not all dice are manufactured very well, so if they are not being kind to you, check their balance. After all, your Adventurer would always check a weapon's balance before using it.

Good luck the Dungeon awaits!

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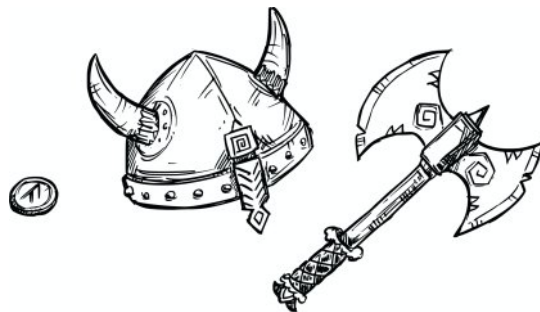
THE DRAGON ARMOUR ADVENTURE BOOK

The Dragon Armour Adventure Book introduces a different way of playing D100 Dungeon, and will give you choices much like a “choose your own adventure” game book. It uses all of the D100 Dungeon rules from the main rulebook with a few modifications. Also included in the Adventure Book are some additional rules for D100 Dungeon that can be implemented into any of your D100 Dungeon games, whether you are playing a Quest, Campaign or an Adventure.

USING THE MAPPING GAME

If you own the D100 Dungeon Mapping Game, you can play along with this adventure using its components. However, a few changes must be observed, as follows.

1. Do not set up the Mapping Game as explained in the Mapping Game rule book. Instead follow the instructions below:
 1. Create the monster pool in the usual way (Enc Mod:-20).
 2. Find the following 20 Map Cards, and return the rest to the Mapping Game box as they are not needed. The cards are - 9,16,25,38,41,45,48,59,60,64,65,68,71,76,78,79,87,90,93,100.
 3. Find Overlay Counters G18 and G41 and place them beside the Map Cards. The rest can be returned to the Mapping Game Box as they will not be needed.
 4. Find Door Counter T5 and place it beside the Map Cards and then create the door pool in the usual way.
 5. Cut out the Area Markers found at the end of this book, or alternatively you can download them from the MK Games website (www.mk-games.co.uk), and print and cut them out.
 6. Place all other components to one side. They may or may not be required during the course of the adventure.
2. Whilst playing the Adventure game, each time you place a Mapping Card, you must also place the Area Marker that matches its paragraph number onto the card.
3. At times during the adventure you will be asked to mark an area on the dungeon sheet. When this occurs use one of the blank Area Markers, write the information on the marker, and add it to the map card.
4. Sometimes you will encounter a monster that's characteristics are either identical, or almost identical to a monster card found in the Mapping Game. When this happens the monster will be shown with a card number. You may find that monster's card and use it during the encounter. Anything that is different, or has been added to the monster card by the adventure book, is shown in **bold** and should be observed, see the example below. The monster cards are double sided, and the adventure book will inform you which side is relevant to the monster you are encountering. If the letter before a card number is an E, you will use the side that does not show the Adventures Companion Card Icon, however, if it shows the letters EA before a card number, you will use the side that does show the Adventures Companion Card Icon.



Example: The details on Monster Table 1 (below) shows the information as it is found on the monster card from the Mapping Game, whilst the details on Monster Table 2 shows the information as it is found in the adventure book. You can see the monster has gained the ability “**Bound**” and its [K] reward has been changed. They are marked in **bold** and must be observed and included during the encounter.

Monster Table 1	Card	AV	Def	Dmg	HP	[K]	Monster Ability
ZOMBIES 🧟	E15	35	0	+0	4/4/4/5	Nothing	Disease, Pack

Monster Table 2	Card	AV	Def	Dmg	HP	[K]	Monster Ability
ZOMBIES 🧟	E15	35	0	+0	4/4/4/5	Turn To R42	Disease, Pack, Bound

THE D100 DUNGEON MAPPING GAME



You can find out more information about the mapping game at - WWW.MK-GAMES.CO.UK

THE ADVENTURE BOOK RULES

For this adventure, you will need an adventurer that has completed the first five training missions as detailed in the D100 Dungeon main rule book. You may of course use a more experienced adventurer if you wish, but you may find the challenge of the adventure is compromised. When you have chosen your adventurer you begin the game by reading a short story. This is a background story and sets the goal for the adventure. When it has been read you turn to paragraph 1, and on a new dungeon sheet, you copy and draw the map diagram shown in the box marked with the entrance. Then you read the paragraph and follow any of its instructions. You are now in the hands of the adventure book and will be using a mix of rules from both this book and the D100 Dungeon rulebook. The adventure will generally follow all the traditional rules for playing a game of D100 Dungeon but with the following differences.

TURNS

Whilst playing the adventure you are still required to follow a normal turn sequence found in the main rulebook but with a few slight differences, as follows.

1. TIME TRACK

At the start of each new turn, you will usually be at a paragraph that shows a map diagram of a dungeon area marked with a number of exits (see Mapping the Dungeon). In this step nothing has changed from the original rules, and you are still required to shade 1 ⌚ on the time track and deal with any triggered effects before moving onto step 2. Sometimes by shading a ⌚ on the time track, it will trigger additional effects other than spending Oil, Food, or rolling to see if a Wandering Monster is encountered. In these circumstances the adventure book will provide details of how they are implemented into the game. If an area has such an effect, it is important to adhere to its rules when a clock face ⌚ is shaded, even if you have navigated away from that area's paragraph but the character is still at its location (see example below).

Example: Sir James has just entered area 10 and so the player reads paragraph 10. It stipulates that whilst in the area, every time 1 ⌚ is shaded on the time track the adventurer suffers -2HP. Sir James searches the area, and the map diagram tells the player to turn to paragraph 56. When reading paragraph 56, it instructs the player to shade 2 ⌚ on the time track. Even though the player is not reading paragraph 10 anymore, Sir James is still located at area 10 and is still affected by the rules explained in paragraph 10. The player shades 2 ⌚ on the time track and Sir James suffers -4HP.

2. EXITS

If this is the very first turn of the adventure. Copy and draw the map diagram shown for paragraph 1 onto the adventure dungeon sheet, and then read and follow all the paragraph's instructions, otherwise you must choose an exit shown on the map diagram and turn to the paragraph number you have chosen (see Using Exits). However, if a door is blocking the exit, you must first deal with the door in the usual way, and are only permitted to proceed through the exit if the door code is, or is changed to (O) for open.

3. AREA

When you turn to a new paragraph that has a map diagram, you have moved to another area in the dungeon, and if it hasn't already been added, you must now copy and draw it to the adventure dungeon sheet. Mark the adventurers position on the dungeon sheet, showing that they are in the new area. Then read and follow the paragraph's instructions (See Mapping the Dungeon).

4. SEARCH

Once you have followed the paragraph's instructions, you may search the area by checking the diagram information box on the map diagram of the current paragraph you are reading. If the search information shows (???), you roll randomly on Table F – Find, just as you would in a traditional game of D100 Dungeon. However, if the search detail shows a number, you instead turn to the paragraph number shown and follow its instructions. Once an area has been searched, mark it on the dungeon sheet with an (S) in the bottom left corner as a reminder it has been searched, and cannot be searched again.

Whether you search an area or not, once you have followed all of the instructions detailed in the various paragraphs, you will be instructed to return to an area that shows a map diagram. This will signify and conclude the end of the current turn and you begin a new one.

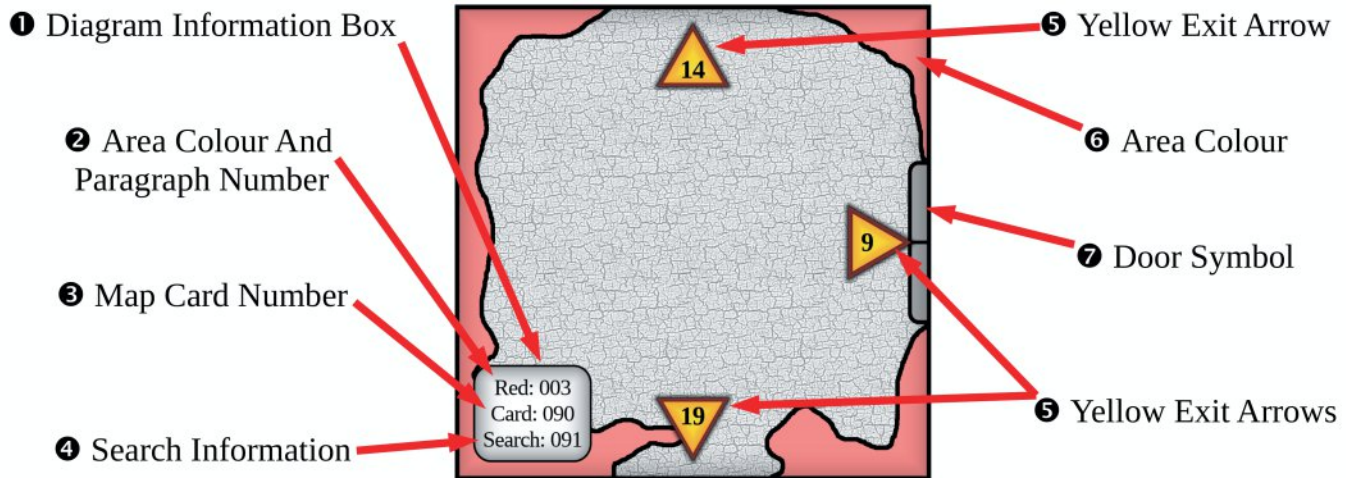
MAPPING THE DUNGEON

When playing an Adventure game, the dungeon map is not generated randomly as is usual for a traditional D100 Dungeon game, but is instead created by the adventure book as you explore and turn to various paragraphs. You will need to map the dungeon on a new type of dungeon sheet, which can be found at the end of this book. You may wish to photocopy or download it from the MK Games website (www.mk-games.co.uk) and print it out before you begin. It is very similar to the traditional dungeon sheets found in the main rule book but has space for only 20 areas to be added. This will provide enough spaces for the dungeon to be mapped without spilling over onto additional sheets.

When playing a new Adventure, you are required to read a short story and will then be instructed to turn to paragraph 1. At paragraph 1 you are confronted with a map diagram and a paragraph explaining the area you have discovered. As you play through the adventure you will come across many paragraphs that have a map diagram, and each time you encounter one, you are required to copy and draw it onto the dungeon sheet (unless of course it was already added during a previous turn). It is important to record all the information shown on the map diagram to the dungeon sheet, such as exits, doors and the diagram information box for reference later on in the game. If you are using the Mapping Game, it is impossible to mark the map card with all of the information, therefore simply add the Area Marker that matches the current paragraph number, and when required you can flip back to it's paragraph to reference it's details. Below shows a typical map diagram and the different information it displays.



MAP DIAGRAM



1 Diagram Information Box contains the information about the area that is needed during play whilst the adventurer is at a location.

2 Area Colour And Paragraph Number details the colour of the area and the paragraph number found in the Adventure book.

3 Card Number is the number of the map card that is used when you are playing with the D100 Dungeon Mapping Game.

4 Search Information provides the paragraph number that is turned to when the adventurer searches an area. If it has “???” the player instead rolls on table F – Find.

5 Yellow Exit Arrows are yellow arrows that provide a paragraph number to turn to in the adventure book when the adventurer leaves the current area.

6 Area Colour details the colour of the area and should be added to the Adventure Dungeon Sheet.

7 Door Symbols detail exits that are blocked by a door, which must be opened, by changing its door code to “O” before the exit can be used.

DIAGRAM ORIENTATION

You will find when drawing the dungeon you will not need to rotate the dungeon sheet like you would in a traditional game of D100 Dungeon, and that areas are drawn as they appear in the Adventure Book straight onto the dungeon sheet.

The exit arrows all have a number that direct the player to a paragraph they will need to turn to when the adventurer leaves the area. You must always draw areas on the dungeon sheet so that all of its exit arrows are pointing towards the correct areas. For instance, an arrow marked with a paragraph number of 6 would be drawn so that its arrow is pointing to area 6 on the dungeon sheet. (see Diagram A).

Diagram A: The yellow exit arrow marked in blue has a paragraph number of 19, and is drawn so that exit 19 is pointing towards area 19. The yellow exit arrow marked in Red has a paragraph number of 5 and is drawn pointing towards area 5.

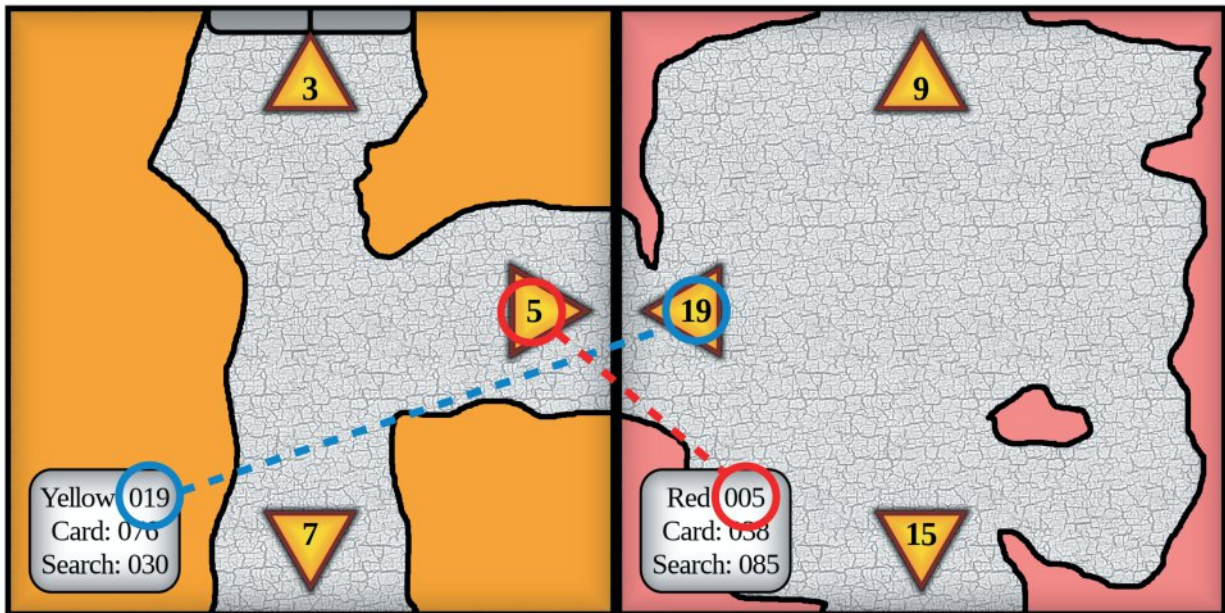
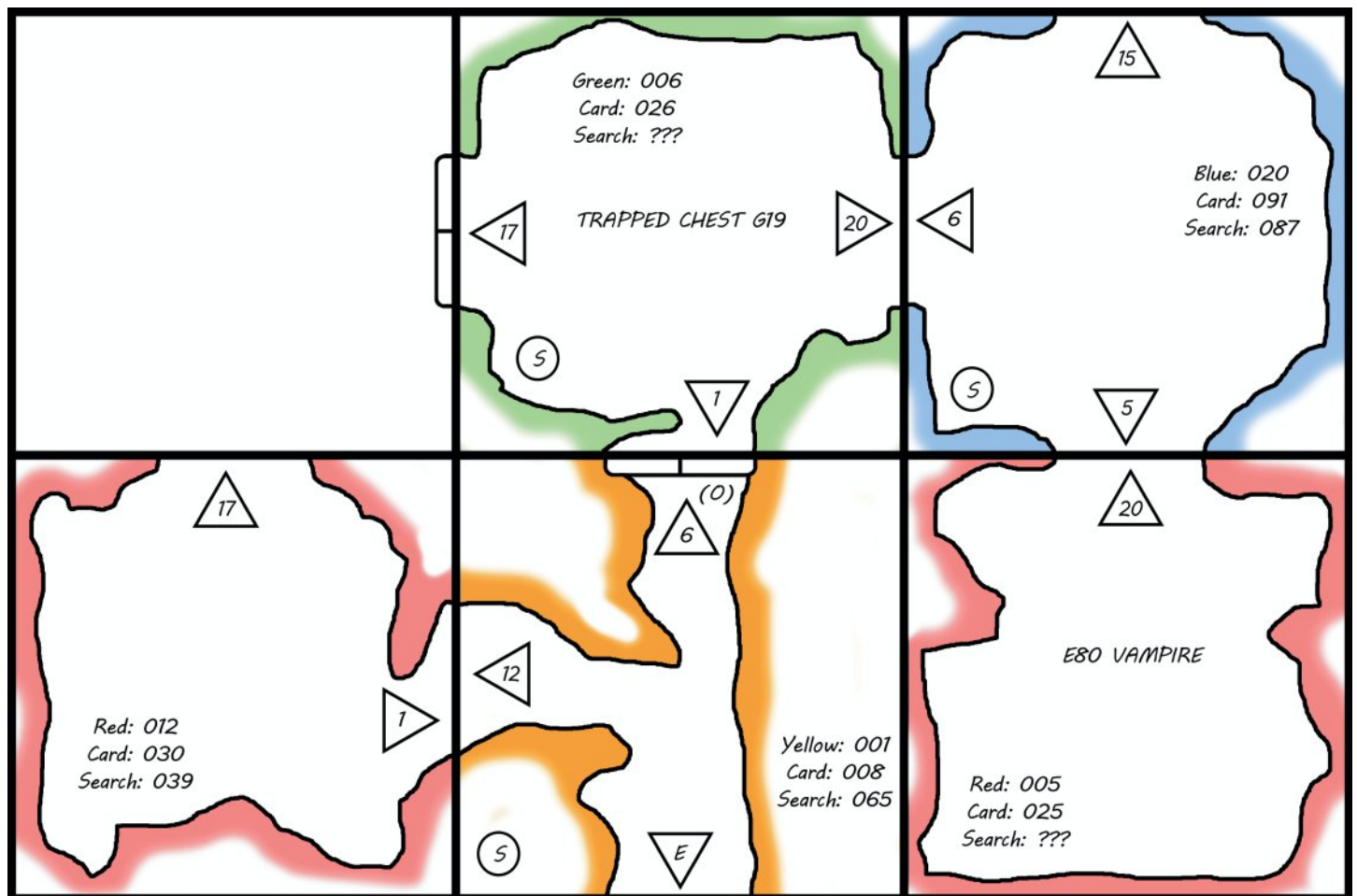


DIAGRAM OF A MAPPED DUNGEON



USING EXITS

When an area has been explored and it is time to move on from your current area, you can choose from any of the available exits. Each exit is marked with a yellow exit arrow that contains a paragraph number to turn to. Simply choose an exit and turn to the paragraph number. However if the exit is blocked by a door showing a door symbol, you must first open the door and are required to roll on Table D – Doors. If the door code is (O) or is changed to (O) you are permitted to turn to the paragraph number shown in the exit arrow.

Sometimes you may proceed through an exit, and the new area shows a door blocking your way. In this case, add the door symbol to the dungeon sheet, but do not add the rest of the areas details. You may only add those details and turn to its paragraph if you manage to successfully open the door or find another way through.

If you decide to try an exit that already has a door code marked on the Adventure Dungeon Sheet, look up its code on Table D – Doors, just as you would in a traditional game of D100 Dungeon.

PARAGRAPHS

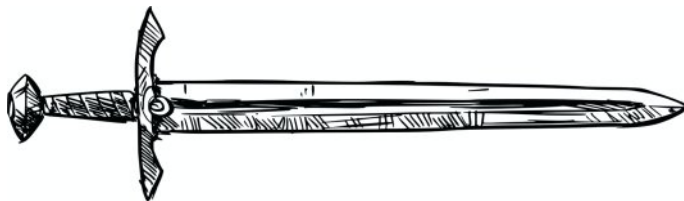
When you turn to a paragraph that has a map diagram, read through the narrative and follow any instructions given for the area, then proceed with the turn as explained above, one step at a time. However, when you revisit the area later on during your adventure, you may skip all of the narrative and instructions and simply follow on with the turn sequence in the normal way, usually by encountering any escaped monsters and performing a search (unless you've done so already). However, in some cases a paragraph may include a set of instructions titled “**PERSISTENT**”, these instructions must always be read and followed each time the adventurer visits the area.

RED AND GREEN MAP DIAGRAMS

When a red or green area is discovered, the paragraph will instruct you to either roll on the appropriate table (Encounter or Geographic), or a result will have been generated for you. The paragraph will always advise if you need to roll or not. You will only encounter a monster the first time you discover an area, unless the **PERSISTENT** section stipulates otherwise.

REMEMBERED PARAGRAPHS

At times during an Adventure, the instructions will ask you to read another paragraph, but remember your current one. When this happens it will look something like this “**Turn To R55**”; in this instance, you are being asked to turn to paragraph 55 and remember your current paragraph. The letter **R** informs you to remember the paragraph number. It is important to keep a note of the most current paragraph the adventure book has asked you to remember, because at some point during the game you will be asked to **Turn To R**, and you will be required to return to that last remembered paragraph.



*Example: Wendy is currently reading paragraph 34 and been told to “**Turn To R76**”. She makes a record of the current paragraph on her adventure sheet (34) and turns to paragraph 76. Later she is asked to **Turn To R** and so Wendy checks her adventure sheet and sees the last recorded paragraph number is 34. She turns to paragraph 34 and follows its instructions.*

SECRET PASSAGES

Because the Adventure Book generates the maps for you as you explore the dungeon, there is no need for the use of a secret passage when the dungeon has sealed you in, because the adventure books makes sure this will never happen. Therefore, the creation of a secret passage is not permitted when playing the Adventure Book, and if at any time a secret passage is required, the relevant paragraph will provide its full details. If you happen to randomly generate a secret passage from a table, the result is ignored and you must roll again.

ESCAPING MONSTERS

When the adventurer escapes a monster, it is added to the dungeon sheet in the usual way, and the next time the adventurer re-enters the area it must be encountered, just as it would in a traditional game of D100 Dungeon. However some of the monsters encountered in the Adventure Book are unique or have been slightly modified from the original rulebook, so when you record these monsters to the dungeon sheet, you will need to record the paragraph number where it has been encountered, and its name on the dungeon sheet. If you are using the D100 Dungeon Mapping Game, you can record this information using the blank Area Markers before adding them to the map card.

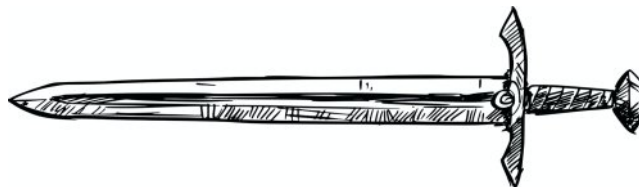
FAILING THE ADVENTURE

Sometimes you might be in a position where you need to fail the adventure and start again. Unlike in D100 Dungeon quests or campaigns, there is no penalty for failing. However, in order to end the current adventure, the adventurer must leave the dungeon using a yellow exit arrow marked with an “E” (for exit). When the adventurer uses the exit, the adventure is over, and any items with a number in parentheses after its name, that were added to the adventure sheet during the attempt, must be removed. The next time you play, you must start from the beginning, and all encounters and features are reset.

NEW MONSTER ABILITY

Some monsters just don’t want to quit and will pursue the fight at whatever the cost. Below is a new monster ability that you may encounter during your adventures.

BOUND – The monster is more determined in combat and will attempt to escape less frequently. When the monsters reaction is rolled at the start of a combat round, the monster will only attempt to escape on a roll of 10, and all results of 8 and 9 that would cause a monster to escape, must be re-rolled.



NEW RULES FOR ALL D100 DUNGEON GAMES

Below you will find new rules and additions that can be implemented into your games at your discretion, none of these are compulsory, and you are free to pick and choose which, if any, you will include in your D100 Dungeon games.

BLAST THOSE DOORS

Sometimes doors may block your progress through a dungeon, but now you can attempt to break them, burn them, and smash them into pieces. There are two methods that can be used to bring down a door; you may either attack it with a suitable weapon, or attack it with a spell. The types of weapons that can be used are shown below. If you have a suitable weapon you may mark it on your adventure sheet with a (D) after its name as a reminder that it may be used against doors. When using a spell against a door, providing the spell deals damage, it may be used and you may also mark the spell with a (D) after its name as a reminder.



Axe, Bardiche, Battle Axe, Claymore, Club, Half Maul, Hammer, Lance, Mace, Maul, Mighty Claymore, Morning Star, Pernach, Spiked Club, Throwing Axe, War Hammer, War Pick

ATTACK/SPELL TESTS

When you attack a door, you need to make an attack or spell/scroll test against it; you gain a +10 bonus to the test because the door is stationary and not fighting back. If you fail the test when casting a spell, the door is still dealt the spell damage, but you will then need to roll on Table C – Curses. When you fail a test striking a door with a weapon, the door is also dealt the damage. However the weapon has been damaged and you must shade in one pip on its damage track. When dealing damage from a weapon you roll 1d6 and add or subtract the Adventures damage modifier before deducting it from the doors damage value. Note, if the adventurer has unlocked the mighty blow ability, it does not have any effect on the damage roll.

MAKING NOISE

You must keep a running total of the number of times you attack a door during a turn. If the adventurer keeps making a lot of noise, there is an increasing chance a monster will turn up to investigate. After each attack is made on a door, the player rolls 1d10, and if the result is equal to or less than the number of times a door has

been attacked so far this turn, a wandering monster has turned up to investigate. The player rolls on the Encounter table and must fight the monster. At the start of a new turn, or after combat with a wandering monster that has been triggered by attacking a door, the number of times a door has been attacked is reset back to 0.

Example: Sir James strikes a door with his claymore and fails his attack roll and so he shades one pip on its damage track. Now he rolls 1d6 for the doors damage and scores a 6. Although he has unlocked his mighty blow ability, it doesn't count on doors and so he just adds his damage modifier of +2 to the 6 he rolled. He scores a total of 8 damage to the door. Now he must check for a wandering monster. As this is his first attack on a door this turn, a monster will turn up on a roll of 1. He rolls 1d10 and scores a 4, so no monster this time. With the door still not destroyed, he takes another swing, and this time he passes his attack roll. He rolls 1d6 for the damage to the door and adds his damage modifier for a total of 3 damage. Again he checks for a wandering monster, and as this is his second attack on a door, a monster will turn up on a roll of 2 or less. He rolls the die and gets another 4, again no monster this time.

Deciding this door is too tough, Sir James wanders over to try another door. This door is locked and so he tries his keys. With 4 pips shaded on his key track, he must roll 4 or less to have found the right key. He rolls a 5, so no key this time. This door looks a lot flimsier than the one he tried earlier, and so he takes a swing and passes the attack roll. He rolls for damage and must now check for a wandering monster. As this is his third attack on a door, a monster will turn up on a roll of 3 or less. He rolls the die and gets a 3. Cursing to himself for being too noisy, he rolls on Table E and is encountered by a group of giant apes. After the combat Sir James gets back to bashing through the door, but because he encountered those apes, the number of times he has attacked a door is reset back to 0.

DOORS DAMAGE VALUES

The table below shows the damage value of each type of door found in the game. To find the damage value of a door, cross reference its type with its number value. You can record a doors current damage value on the dungeon sheet next to its door code like this “(LV2/22)”.

When a doors damage value has been reduced to 0 or less it stops blocking an exit and the player changes its door code to (O) on the dungeon sheet.

DAMAGE VALUES FOR DOORS						
Door Type and Code		Numeric Value of Door Code				
		1	2	3	4	5
LOCKED	L	14	20	26	32	38
TRAP LOCKED	TL	13	18	23	28	33
JAMMED	J	11	14	17	20	23
LEVER	LV	15	22	29	36	43
TRAPPED	T	12	16	20	24	28
MAGIC	M	40				

MULTI-SLOT ARMOUR

During the adventure you may come across some types of armour that need to be equipped to more than one slot. This type of armour is called multi-slot armour, and when equipped is recorded to all the equipment slots for all the locations it offers protection to. The player writes the name of the item, its gold value, fix cost and its Armour (A) value on each location slot it is assigned to. However any bonuses it provides to Str, Dex, Int, HP, Dmg and Def are only recorded to one of the slots that the armour is protecting.

Example: If the adventurer found the armour shown below, then they would equip it to the adventure sheet as shown on the diagram.

ARMOUR OF THE SPIDER (750/150gp) (Back, Torso, Waist) (A:1) (+5 Dex)

Roll D10	DMG Mod	Location	ITEMS	STR	DEX	INT	HP	DMG	DEF	GP	FIX	A/S	Item Found, roll 1d6 1-2= 3-4= 5-6=
1	+3	Head										A:	□□□□□☒
2	+2	Back	Armour Of The Spider		+5					750	150	A: 1	□□□□□☒
3	+1	Torso	Armour Of The Spider		-					750	150	A: 1	□□□□□☒
4	-	Arms										A:	□□□□□☒
5	-	Hands										A:	□□□□□☒
6	-	Main H	☞										□□□□□☒
7	-	Off H	☞									S:	□□□□□☒
8	BC	Waist	Armour Of The Spider		-					750	150	A: 1	□□□□□☒
9	-1	Legs										A:	□□□□□☒
10	-1	Feet										A:	□□□□□☒

MULTI-SLOT ARMOUR DAMAGE TRACKS

When equipped, multi-slot armour uses all of the damage tracks where it has been recorded and will only be destroyed once all of its damage tracks have been fully shaded (i.e. all of its ☒ pips have all been shaded).

Until the multi-slot armour has been destroyed, whenever the last pip on one of its damage tracks has been shaded, it will cease to offer protection to that area until it is repaired, it loses the benefit of its Armour (A) value, and damage can no longer be deflected to its damage track. If an effect requires a pip or pips to be shaded to a damage track that is full, or it becomes full when fulfilling the effect, the damage and any surplus damage is then assigned to another slot that the armour is protecting at the players discretion.

Example: Jess has discovered some armour that is equipped to her Torso and Waist, so she writes down the name of the armour and its armour value on the Torso and Waist slot of the Adventure Sheet. Later during a battle, an Orc strikes her torso and she deflects 2 points of damage to the armour. The damage track on her torso slot is now full and normally this would have destroyed the armour, but because it is a multi slot item and

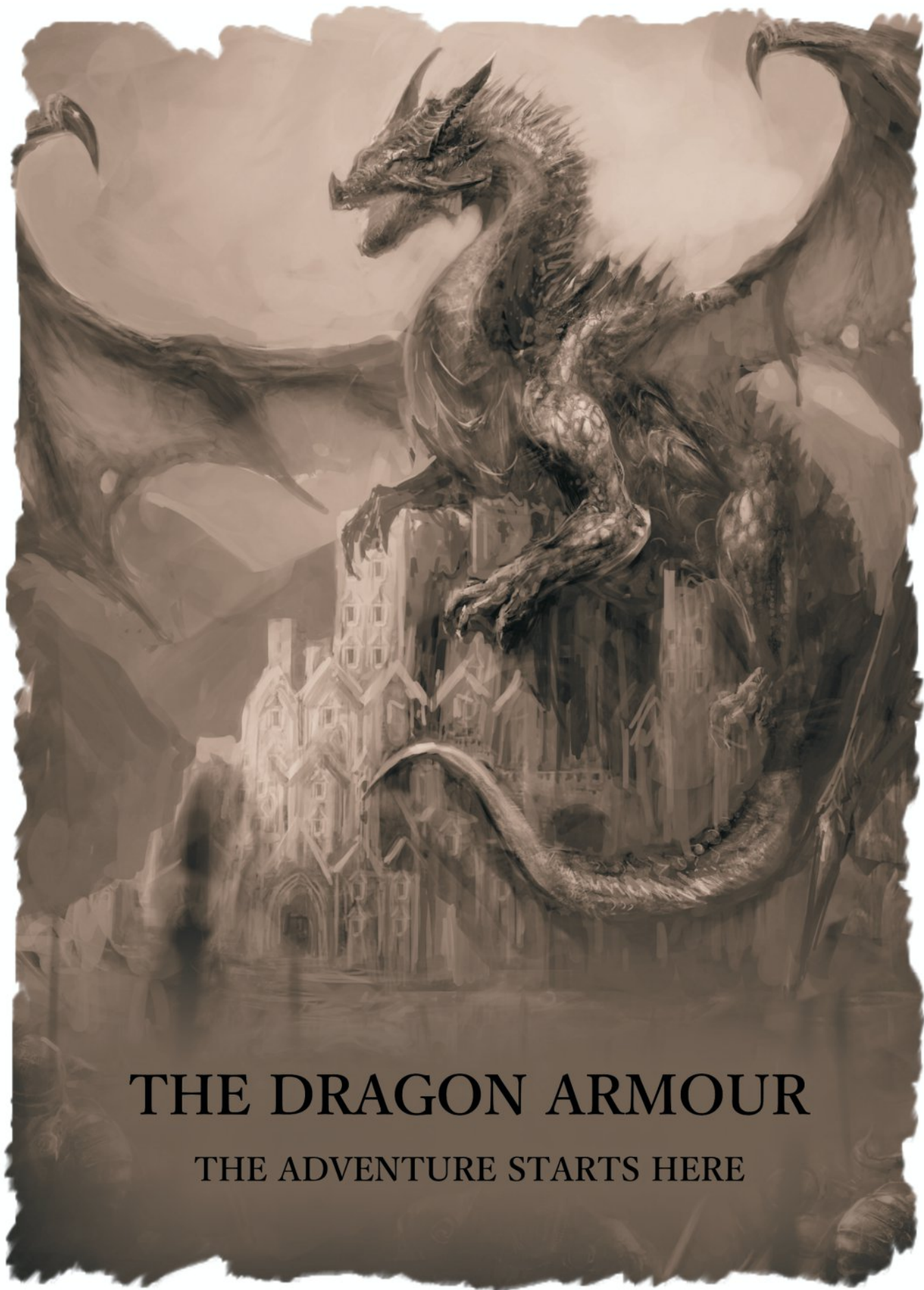
is also assigned to her waist slot, it is not yet destroyed. Later in the game the armour suffers some damage to her Torso, but because this damage track is full, it is instead assigned to the Waist slot damage track.

When the multi-slot armour is unequipped to the backpack, each location it protects will need to be assigned to a slot in the backpack so its damage track for each location can be properly recorded.

SELLING MULTI-SLOT ARMOUR

When you sell a multi-slot item, you will receive its gold piece value for each of the slots that it protects. For instance, if a piece of armour is equipped to 2 slots and is worth 70gp, the adventurer will receive 140gp (70gp for each slot it protects). However if one or more of the slots are damaged its value is reduced for that slot, just as if it was a single slot item. The player should tally up the value of each slot based on its damage track and combine their values for a total selling price when selling the multi-slot item.





THE DRAGON ARMOUR ADVENTURE

“The Dragon Armour is a set of Golden Armour made up of five separate pieces encrusted with thousands of tiny Aztopaz crystals, and is part of a group of artifacts known as the “Antiquities of Power”. It was forged at the Arcane Tower hundreds of years ago and is believed to be the first and only set of Dragon Armour to have ever been created.

It was during the long and brutal Dragon War against the Dark Elves, that the High Elves sought out and asked a great sorcerer named Venith to imbue a suit of armour with a spell of protection against fire. Venith, being a newly appointed Wizard to the Council of Seven and Sorcerer to the Scripture of Elements, jumped at the chance to prove his standing with the other mages at the Arcane Tower, and began work on the spell immediately the armour arrived at the tower.

The High Elves, who were loosing grip of the battle, were desperate to turn the tide of war against the Dragon Riders. With one thousand Dragons and Dark Elf Riders, the Dragon Army proved a formidably enemy, and despite their best efforts, the High Elves were losing the war and could do nothing to stop the havoc being spread across their lands and Northreach.

The High Elves hurriedly began work on one thousand suits of armour, one suit for each of the Dragons Riders, whilst Venith set about perfecting and imbuing each of the five pieces with the fire protection spell, and he decided to add a little something extra for good measure. When the armour was complete, he travelled to Highborn, and in an extravagant and monumental ceremony presented it to the High Elf Queen Annolin.

Before her people, the Queen was dressed in the armour, and an astonished crowd, who had gathered in their thousands, gasped and applauded as each piece moulded and shaped itself magically to her body. When all five pieces were fitted the armour emitted a spectrum of light as the different coloured Aztopaz crystals lit up and pulsed. Venith had used all of the arcane elements and bestowed them to each piece. They spread and merged, locking together into a single entity, so that there were no visible joints or seams, and it appeared the Dragon Armour was golden dragon scale clinging perfectly to the Queen.

In a spectacular and frenzied assault he began attacking the armour with powerful fire spells, and as the flames hit over and over, the golden scale was left unmarked. The crowd at first were concerned for their Queen, but now they cheered and roared. The armour was fully immune to the effect of dragon fire, and the little something extra Venith had added, made her stronger, wiser and agile. She moved with a swiftness of speed, and all the while felt healthier and full of life.

With the Dragon Armour came hope. Until now the Dragon Riders had been winning the battle because they had dragon fire on their side, but an Elven Army that could withstand the dragons fire, had the potential to turn the tide of war in their favour.

With the armour proving a huge success, Venith headed back to the Arcane Tower with the first batch of golden armour to be imbued with the fire protection spell. However, on his way, he was ambushed by a wave of Dragon Riders, and was never seen again."

“The sorcerers at the Arcane Tower tried, but failed to recreate the Dragon Armour to Venith’s standards. None were able to match his work. They could only imbue a weaker form of fire protection, and the extra little something Venith had added, was forgotten and not added at all. However, they did their best, and one thousand suits of golden armour were imbued. This new type of armour did offer a good deal of protection against the effects of fire, but it did not merge or become a single suit of dragon scale, and it did not offer any other enhancements to its wearer. It became known as the “Fire Armour”.

The Fire Armour did help in the war, and the elves managed to eventually defeat the Dark Elf Dragon Riders and send them back to Westpoint. However, the original Dragon Armour is one of a kind, just like the Wizard Venith” The old man sat back down at the table. He had got over excited recounting the story, and realised he had almost been shouting. Many of the Inns patrons were now staring at him. When his red cheeks had turned back to their usual pale white colour, and the Inn had settled back to normal, the old man’s three companions each patted him on his back, as they supped the last of their drinks. From the shadows you strain to hear their conversation over the noise, and you are intrigued by his story. This could be the new adventure you have been waiting for.



“So my round again, Ya all ‘aving the same?” Standing abruptly, the dwarf rises from his chair and burps loudly, pushing it away with his legs. It drags across the saw-dusted floor, making a loud scraping noise. For a brief moment the crowd turn and stare and a deafening silence fills the inn. You can’t help wondering if the group are deliberately trying to be noticed. His companions all nod and so he heads off to the bar. A large two-handed warhammer hanging from his belt begins to swing left and right, and you watch helplessly as the event you predicted a moment earlier unfolds. The warhammer crashes into a chair, and its occupant, who is just taking a sip of ale, ends up swallowing a mouthful and spills half of it down his chest. He turns and glares annoyingly at the dwarf, who apologises drunkenly.

With the dwarf gone the other three make small talk, and you spend the time observing them. The older gentleman is human and obviously skilled in the arcane arts. He has a long staff leaning against his chair and is dressed in long flowing robes. You notice a large tome strapped to his back, which probably contains his spells. Sitting next to him on one side, is a halfling. He is dressed in tight fitting dark leather and wears a belt loaded with small knives. He is quiet and doesn't say much, but when he does the others give him their full attention. Next to the assassin sits a Wood Elf. She is very beautiful, and you have never seen her equal. She is attracting a lot of looks from the patrons, but she is either used to the attention or doesn't notice. Resting between her legs is a long bow, and hung over her chair is a quiver filled with long arrows. Every so often she takes a long look at the door, and each time you notice she places a hand over an arrow which has been resting on her lap.

The dwarf returns and crashes four tankards of house ale on the table. It splashes and spills out onto the wooden surface, and his three companions look at each other and cringe.

“Blooming Innkeeper was arguing with me. Said I was drunk and said he couldn’t serve me until I sobered up. I told Him! I’ve never been drunk in a hundred and fifty years, and to say that I am is as much an insult as calling his wife a whore. He said that his wife is a whore and for 3 silver coins I could sober up in her bed. I said, I’ve seen his wife and I will need a lot more ale to cross his palm with my silver. He nodded with agreement and said well lets get you some more ale then.” The dwarf bursts out laughing, until he stops suddenly and hunches over, coughing and wheezing. His face screws up tight and goes bright red, his outburst was plainly too much to cope with for his old age. The Wizard slaps his companion on the back, but it does little good, the dwarf is wearing full plate mail.

You observe the dwarf whilst he recovers. He looks like a sword for hire, or in his case a warhammer for hire. He has various mismatched pieces of armour botched together and strapped all over his body. A long greying beard is plaited in two tails and hangs soaked with ale from his chin downwards. The braids at both ends are bound with ornate metal toggles, made to look like gold, but the yellow paint is chipped and peeling. You get the feeling that anything other than the warhammer this dwarf has ever owned has been sold for a flagon of ale, and the warhammer has only survived his addiction, because it is probably an heirloom and to sell it would make him an Degaraid: In dwarven culture this would be a person who has brought about dishonour to his family or people. They would most certainly be cast out and not allowed to return home until they have fully redeemed themselves.

“Okay lets settle down, thanks for the drink Tinnka.” The elfling chuckles at the mention of the dwarfs name, and the assassin throws her a smirk. The dwarf blind drunk and still amused over his conversation with the Innkeeper doesn't notice the exchange, and sits staring at the wizard grinning gleefully and waiting for him to continue.

“It is believed by many that the Dragon Armour was worn by Queen Annolin in the Last Battle of the Dragons at the gates to the Ruined City of Ender. She was defeated that day, but managed to mortally wound the Dark Elf Kantha, the Dragon Lord, and Master of Dragons. When he finally died, he was on his back and looking up into the sky. He was in agony from his wounds, but the real agony he felt was watching his army retreating, and flying home to Westpoint. When his eyes rested still and they stared blankly into the sky, his steed Melvinto, the largest of the fire dragons, knew his master was dead.

A tear fell from the dragons eye and washed over his masters face. He was so saddened by his loss, he knew he had to give up the last of his hearts, his dark heart, and so he spoke the words of resurrection.” The wizard paused a moment and smiled at the faces of his three companions. None had blinked for quite a while, and their mouths were wide open. They were totally engrossed by his story.

“You see, all dragons are born with two hearts. One is a dark heart, and controls its evil nature. The other is a light heart, that controls its good nature. As the hearts grow they are in a constant battle against each other, and when the dragon reaches adulthood, the hearts cease to compete and how they have matured will often reflect in the dragons temperament. A larger dark heart and the dragon will be cruel and immoral, whilst a larger light heart and it will be gracious and kind. They can also survive perfectly well with just one heart, and in ancient times it was not uncommon for a kind dragon to offer it to resurrect an ally or follower.” The dwarf looks over at the elfling and smiles. He stares grinning from under his beard trying to get their eyes to meet, but she is having none of it and looks down at the table.

“Well who'd have know a dragon has two hearts. I have just one and I still haven't shared it with anyone yet.” Still smiling and staring through a drunken haze, the dwarf attempts to take hold of her hand, but she quickly grabs up her tankard and gulps down some ale. Sobering up from the rejection he sits up in his chair and places both hands on his lap, and looks at the wizard. The elfling sighs and looks away.

“When Melvinto had finished speaking the arcane words, his chest opened up and he removed his black heart, and placed it on the chest of Kantha. With failing life he watched it meld into the Dragon Leaders chest, and when the dark energy expelled from his body, Melvinto fell lifelessly to the ground. In the same instant his master's chest convulsed and he tried to fill it with air, but he was unable to breathe. Sitting up he saw his dragon fall and he yelled out “NO”. He was in so much pain and he tried to shed a tear for the sacrifice Melvinto had made, but he could not cry. Standing was a struggle, but he battled through the discomfort and rose to his feet. He felt different, very different, he felt powerful, and as the pain drifted away, the void was filled with anger and vengeance. Reaching down he grabbed the cloak of the High Elf Queen and noticed his hand. It was grey and had long black claws.”

“The High Elves who had briefly celebrated the Dragon Army's defeat, now looked for their Queen and hundreds of eyes fell back to Kantha. None had realised she had died, until now. Hundred of agonizing cries called out at the sight of their dead Queen, and a High Elf archer notched an arrow and pointed her bow towards the Dragon Lord. An instinct that he had never felt before, sent Kantha's hand upwards with its palm outstretched and aimed at the archer. A bolt of black lightning struck her chest before she could release the arrow and she was blasted to the ground. Soldiers and archers looked across the battlefield at each other and after a short panicked pause, a shout went out “Kill the Lich Lord!” and then they charged.

Kantha moved backwards towards the gates of the ruined city, dragging the Queen in one hand, and defending himself with the other. Bolts of black lightning smoked and crackled across the enemy lines and it was just enough to get him through the gates to safety. Closing and barring them, he slumped back against their solid steel surface. He could barely hear the turmoil outside. He dropped the Queens cloak, and touched the Dragon Armour. It had stopped glowing, because her life force was gone. He grinned and laughed at her death. The laughter boomed through the hall and echoed back at him. What was left of his mind pondered what had happened since watching his army retreat to their homelands. He will have them executed one by one for their cowardice. He quickly came to terms with his situation, he had died and been resurrected by Melvinto. The dragon's black heart had brought him back as a Lich Lord, and now he was strong and powerful, and knew hundred of dark magic spells. He smiled cruelly and laughed again. It was an evil and wicked laugh that repeated itself over and over as it echoed away into the darkness, and this made him laugh all the more. Eventually he composed himself and looked down at the queen, and knew what had to be done.

Holding his hand to the queens head he spoke a word of dark magic, and slowly her still form began to twitch and animate awkwardly. She opened her eyes, and her mouth tried to speak, but instead she just groaned. The creature rose to its feet, hunched and deformed, and couldn't straighten properly. Its eyes had glossed over and become grey and lifeless, yet it had a type of life, it was an undead life. It lumbered over to the gates and began scratching and gnawing with long claws. It was hungry and could smell the high elves flesh on the other side. It needed to eat fresh meat and its hunger was driving it mad. The Lich Lord marvelled a while at the creatures persistence and then spoke more words of dark magic. This time he cast a spell of undying on himself and the Zombie Queen. It would make anything they killed raise up as zombies. Knocking the Queen aside, Kantha unbolted the gates and flung them open. He stepped out to meet hundreds of waiting elves and the army advanced, but when the Queen appeared from the shadows and stood beside him they paused, horrified at the sight. Her jaw dropped open and she roared terrifyingly at the people she once ruled.

A few lunged forward and attacked, whilst others stood rooted with fear, and could not move. The Zombie Queen embraced the advance and began tearing into their flesh, whilst Kantha the Lich Lord tore into them with dark magic.“



“With each elfling that was killed, its corpse rose up into a zombie. Their death was creating an army, a undead army, that was being commanded by Kantha the Lich Lord. The high elf attackers, realising the vile magic that was at work, left their fallen comrades and fled the battle. The Lich Lord stood amongst a plague of zombies watching them flee and roared at their cowardice. They had started the battle the stronger side, but now retreated, vastly outnumbered by the undead army. He allowed them their escape and knew they would tell others of his power.



After they had fled, he searched the battlefield and found Melvinto. He knelt beside its huge head and spoke softly and then stood back and watched it fill with undead life. Slowly it rose shaking out its wings, and its bright red scales began to drop away. It looked down at its master, it was confused and tried to speak, but all that came from its mouth was a plague of Necrotizing insects and they stripped away its flesh. The small bugs annoyed the dragon and it snapped at them, swinging its head from left to right. In just seconds everything had been eaten, stripped to the bone, and so the swarm flew off in search of more food. The dragon lowered its skull, snuggling into its master and they walked together into the Ruins. Queen Annolin and the zombies lumbered after. The Lich Lord had found a new home.

The Dragon Armour has never been recovered and it must still be worn by the Zombie Queen. It is commonly believed that she walks the halls of Ender, commanding the Zombies that turned after her death.” The assassin and the elfling both choke on their drinks and stare up at the wizard in astonishment. After a brief exchange, the halfling leans forward and speaks through gritted teeth.

“So this is what the meeting is all about. You’re planning on going after the Dragon Armour? I have heard this tale before and only a fool would venture into the lair of a Lich Lord, let alone one with a Skeleton Dragon and an army of zombies.” The assassin stands and pauses at the table, whilst the elfling rises from her seat and notches the arrow she had been fondling loosely into her longbow. she moves around the table and bends to speak in the wizards ear.

“You must be mad if you think you can take on a Lich Lord. I’ve wasted enough time, count me out. But hey, good luck and I’ll see you on the other side” Patting the old wizard on the back she grabs the quiver from her chair and slings it over her shoulder before striding towards the door.

“Come on my old friend, this is not worth the risk, let this one go. The Dragon War ended many years ago, and who knows if the dead Queen still wears it, but I know all about a Lich Lord.” The assassin turns his head to one side and reveals a long scar on his cheek, it looks fresh and less than a day old. He moves a finger down its length.

“This is what a Lich Lord gave me twenty years ago after it destroyed our entire party. There were 20 of us who entered The Well of Despair and I was the only one who returned. Not because I killed the creature, but because it spared me to pass on a message to my people, and so I survived because I ran away. Twenty years on and the blasted thing has still not healed. I wake every morning and can feel the same burning pain I felt when it first sliced open my cheek with its claw. If you pursue this folly, then good luck but I too am out.” The wizard and the dwarf both watch after him as he leaves the Inn. The dwarf, who seems to have sobered up a little, places his flagon down on the table and burps loudly.

“Well, well, what a predicament you have yourself in Wizard. I must say, I ain’t afraid of a Lich Lord, or a Skeleton Dragon or the Zombies. I can eat Zombies for breakfast. But I was only here for the lass, I can tell she has a thing for me, every time my name is mentioned she giggles, and gets embarrassed and has to look away. I can see the spark. I maybe old but I’m not blind” With a nod and a long wink to the wizard, it is obvious he really does believe the elf is in love with him. The wizard sighs and the dwarf springs up out of his chair and hurries to the door. In the panic he knocks over his chair and it tumbles backwards into the same guy he bashed earlier.

“Ah sorry pal, here have a drink on me” Now running he tosses some coins on the guys table and then crashes through the door. From outside you hear his distant yelling “Wait for me elfling, hey! now stop your running and wait up for ya little Tinnka.” Everyone in the inn except the wizard chuckles. Supping up the last of the ale, he walks over to the bar with the empty flagons and hands them to the Innkeeper.

“None of them any good, Bendrell?” says the Innkeeper.

“Nope, not this time my friend.” Deflated the wizard opens the door, and stops halfway through when the Innkeeper shouts after him.

“Same time next week then?”

“I guess so, its getting harder and harder to find.”

“What’s that then, what are you looking for?” The Innkeeper gives each of the flagons a wipe with a dirty cloth and places them on the shelf ready for the next customer.

“Courage, that's all, just a bit of courage.” The wizard carefully shuts the door behind him and the Innkeeper shakes his head.

“Silly old fool! Only a war can create courage and most of this lot ain’t ever been to war.”

Leaving the shadowy corner of the inn, where you have been eaves dropping the whole time, you decide to follow after the wizard and ask about the Dragon Armour. You have some questions, and this could be the next adventure you have been looking for. As you pass the Innkeeper you notice his left eye is covered with a patch, and out of curiosity you gesture to the eye and ask which war he fought in.

“Me, no, no, I ain’t been in no war, ha ha, I wear the patch, because of the name of the Inn”. He grins and then performs a little dance that finished with him clicking his heels together. His toothless smile fades quickly when you sigh and leave.

Outside the sun is brighter than usual for this time of year, and for a moment it blinds you. When you can see again you look around for the wizard, but he is nowhere to be seen. Over by the horse post, you find a large white feather. It is as big as your hand. Intrigued to see a bird that could have shed such a feather, you peer up into the sky and search its vastness, and off in the distance you spot the silhouette of a large winged horse and a rider.

You glance back at the Inn and spot a sign hanging lopsided over the entrance. One of its chains is much shorter than the other and it is hanging at an odd angle because of the poor repair job that's been made on a broken link. The sign itself has peeling paint, and its crudely drawn picture makes you chuckle. A jolly pirate with a red handkerchief on his head is dancing on the deck of a ship, and in one hand holds a flagon, and in the other a cutlass. He wears an oversized patch on his left eye, and sitting on his shoulder is a parrot, from its beak is a caption that reads “Finest Ale! Finest Ale! Squawk! Squawk!” At some time a real bird has been using the sign as a perch and done its business all down the arm of the pirate. However unless closely inspected, most customers would assume it was part of the sign and done by the parrot on the pirates shoulder. Written above the picture are the words “THE DANCING PIRATE”.

Stepping back inside the Inn you order a drink, and sit down at the table used earlier by the four adventurers. You contemplate if you have the courage to enter the Ruins of Ender and wonder if you could take on the Lich Lord in search of the Dragon Armour.



ENCOUNTER MODIFIER: -20

If you have the courage **Turn To 1** and begin the adventure, but first please observe the following:

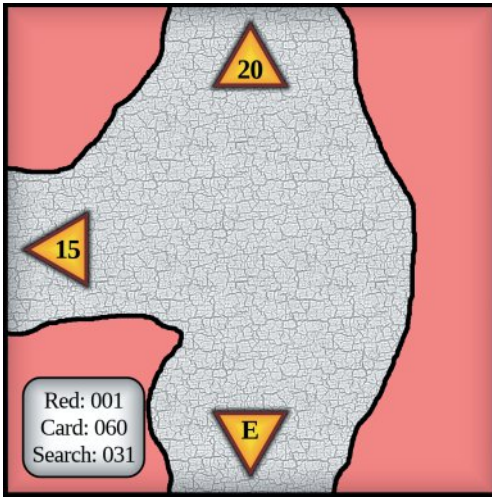
If during the quest you find an **Objective Item**, you will find that it is a **VIAL OF HOLY WATER (15gp)** (Belt slot), and has enough blessed liquid for one use. Holy Water that is stored in your belt slot may be used at the start of any combat round against a Risen monster. The monster must have the word “Risen” in its name. Once it has been used it must be removed from the adventure sheet, however the monster is automatically killed and you win the combat.

You begin the Adventure with 2 Potions of Lesser Cure Disease, 1 Potion of Lesser Remove Poison (see table N-NEEDED) and 2 vials of Holy Water. You may also perform the “Before Your Next Quest phase” and make additional purchases. When you are ready **Turn To 1**.





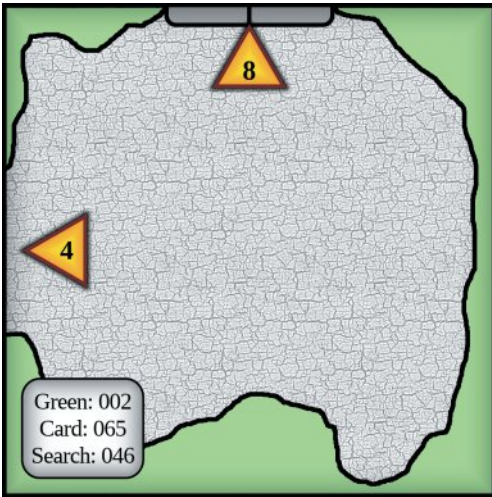
1



Do not roll for an encounter, instead you step through the main gates to the Ruins of Ender and are surprised to find a torch burning brightly. This could only mean one thing. You are not alone. Just as the realisation dawns on you, you spot from the shadows some things lurching towards you. Preparing your weapon, you wait for their approach and are horrified to see four rotten corpses lumbering with outstretched arms, hungry for your flesh. You must fight the Zombies. If you escape combat add “Zombies 1” to the dungeon sheet and you will encounter them the next time you enter this area. If you or the Zombies escape, you must continue with your turn.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
ZOMBIES 🧟	E15	35	0	+0	4/4/4/5	Turn To R42	Disease, Pack, Bound

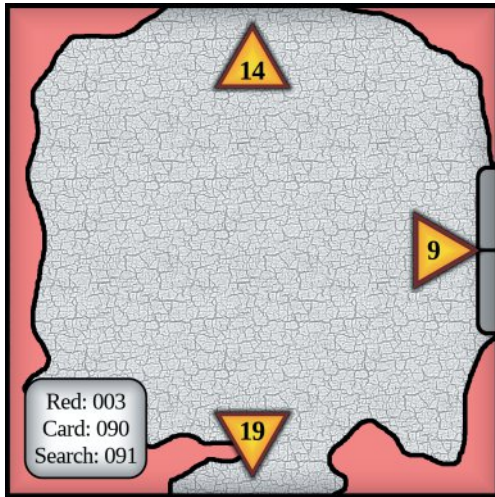
2



Do not roll for a geographic feature. In this part of the ruins you notice an immediate change in architecture. The dilapidated buildings appear grander and more expensive here, even in their current state of disrepair. You spot an old chapel, still intact, and head in to investigate. Several statues of deities, none of which you recognise, have been set up on altars, and offer places to pray. If you would like to pray, shade 1 🕒 on the time track, and roll 1d10 on the table below to see if the gods are listening. You may only pray once. After you have rolled on the table write “Altar ✓” on the dungeon sheet, so you know next time you visit the area you are not permitted to pray again.

1-2	After some considerable time the eyes on the statue glow red and you sense you have angered the god you prayed to. Roll on Table C – Curses.
3-4	As you step in front of the altar you hear the click of a pressure pad under foot. Roll 1d10 on Table G – Geographic for the trap you have just set off.
5-6	Nothing seems to happen and you wonder if the gods are listening. You try another altar and when nothing happens, you shrug and continue on your way.
7-8	You spend almost an hour in prayer, and as you finish up the eyes on the statue glow green. Roll on Table B – Boosts.
9-10	When you finish the prayer, the statue begins to vibrate and then the entire chapel starts to rattle and shake. Roll 1d10+90 and look up the result on Table B – Boosts.

3

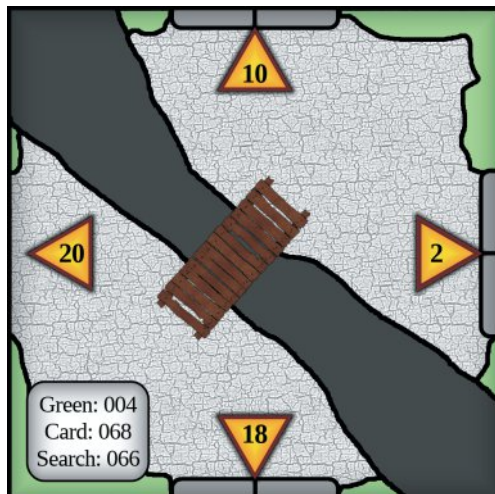


Do not roll for an encounter. Even before you have stepped through into the chamber, you can feel a chill in the air, and with each breathe you expel a cold mist. At first the temperature is just cold, but the further you explore the colder it gets, until you feel snow and ice underfoot. You appear to be in a very large hall. Hundreds of pillars are perfectly placed to support a colossus ceiling that is barley visible in the darkness above. Suddenly, from behind one of the pillars, a hunched and twisted figure emerges dragging a half eaten corpse by its scruff. Fresh blood drips from its mouth, and when it spots you, it drops the corpse and roars. With a new found energy it lurches towards you, flailing its clawed hands and grasping in a frenzy for your flesh. Raising your weapon you stand ready to attack, and as it

gets closer you can see a golden crown on its head. You have found Queen Annolin, the Zombie Queen. All around a wall of ice shoots up from the ground, growing upwards until both you and the queen are completely surrounded, and then you hear laughter, a cruel and evil laugh that echoes around the hall, “Ha ha ha, you fool, did you think finding the Dragon Armour would be so easy. You will soon join the dead and fight for me.” Your heart sinks at the sight of the zombie that stands before you, it is not wearing any armour. And then it attacks. You must fight the Zombie Queen. Neither you nor the queen can escape combat as the ice wall is impenetrable. Any time she rolls an escape reaction result, it must be re-rolled.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
ZOMBIE QUEEN ☠	E24	50	1	+1	16	Turn To 52	Disease

4

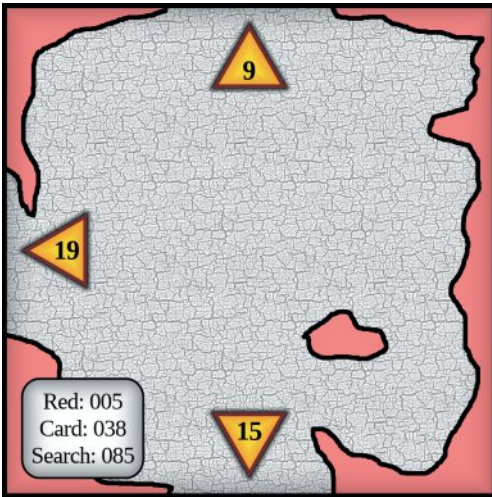


Do not roll for a geographic feature, and if you are using the mapping game add Overlay Counter G18 to the map card. As you walk into the area you are greeted by a strong breeze, and quickly come across a huge area of ground that has collapsed, leaving behind a deep void. What caused the collapse is impossible to say. It may have been an earthquake, but what ever happened here, the area has been split in two. A crude rope bridge has been strung across the ravine. It looks dangerous and very unstable. Peering over the edge you see nothing but darkness, and cannot see the bottom. Its sheer walls makes climbing down to investigate impossible.

PERSISTENT: Keep a note of which side of the ravine you are on, and each time you wish to use an exit that is on the opposite side of the ravine, you must make the Cross Bridge test, below.

CROSS BRIDGE – Test: Dex -5 [S: Use Exits] [F: Fall -10HP, Use Exits] (*Agility, Lucky*)

5



This part of the ruins is very close to the surface, and in a few places scattered around the chamber are streams of sunlight bursting through holes in the rock from the outside. They light up the cavern so much, that you do not need a lantern.

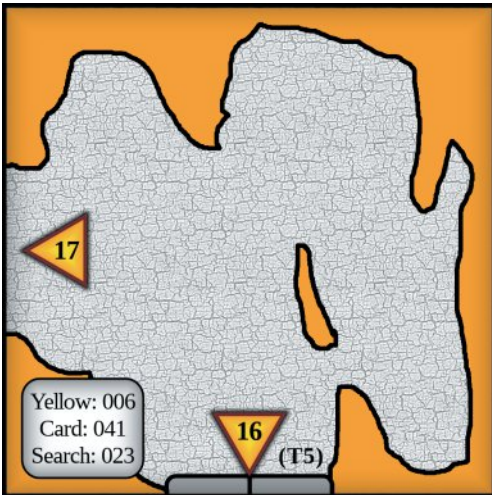
Roll on the Encounter table and look up the result. If it isn't marked with a ☠️ then it gains the skull symbol ☠️, and you must add “Undead” before its name (i.e. if you encounter Ratmen, they will become “Undead Ratmen ☠️”). The undead monster you rolled gains the bonuses to its characteristics as shown on the table below. If you defeat the monster **Turn to 26**. If you escape combat, add the monster to the dungeon sheet, and you will encounter it the next time you enter

this area. If you or the monster escape combat you must continue with your turn.

PERSISTENT: Anytime you are required to spend a flask of oil by the time track whilst in this area, you do not need to spend any oil, and do not suffer the darkness penalty.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
UNDEAD MONSTER ☠️	-	+5	+1	+1	+4	-	+ Bound

6



If you are using the mapping game, add Door Counter T5 next to the door symbol on the map card. In every direction you look, you see a haze of heat shimmering above the ground and distorting your view. Bursting through one wall and spilling to the ground is a constant stream of lava. As it hits the floor, it spreads out and creates several pools where it has melted. Over considerable time the pools have grown in size, but where the lava is flowing away to, is anybody's guess. In the south wall is a large metal door, which appears to be made of Dragon Iron. An engraving of a battle is heavily etched into its surface and depicts a large dragon surrounded by an army of elves. Many of the elves lay dead at the dragons feet, and a lone figure stands on top of a hill outside the gates of a city. It looks down at the elves and the dragon and is laughing with its head thrown back. One of the dragons eyes is set with a yellow crystal that glows softly, and the other one is missing.

and the dragon and is laughing with its head thrown back. One of the dragons eyes is set with a yellow crystal that glows softly, and the other one is missing.

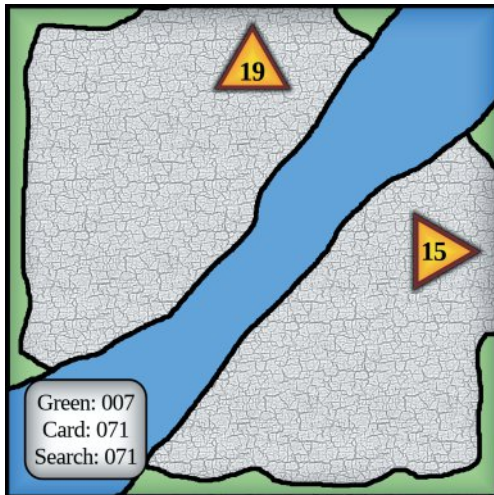
PERSISTENT: If you wish to use the doorway that leads to area 16, do not roll on Table D – Doors, instead it has the door code T5. Look up the code on Table D when you wish to try and open the door and follow its instructions. Alternatively if you think you have an item that could open the door another way, add its item number to 80, and then **Turn To** the paragraph that matches the result. If the paragraph reads correctly then you

have used the correct item, otherwise you have used the wrong item and may either try again using something else, or tackle the door in the normal way. When the door code has been changed to (O) you may use the exit and **Turn To 16** whenever you are ready to leave the area.

Whilst you are in this area, every time a ☹ is shaded on the time track, you suffer -2 HP. Unfortunately unless you have collected some items that may be of help protecting you from the fire and heat, there is no way to avoid this damage. If you think you have collected some items that may be of help **Turn To R77**, otherwise, continue with your turn. When you decide to use any of the exits you must test LAVA PATH.

LAVA PATH – Test: Dex -10 [S:-1HP] [F:-3 HP] (*Agility, Lucky*)

7

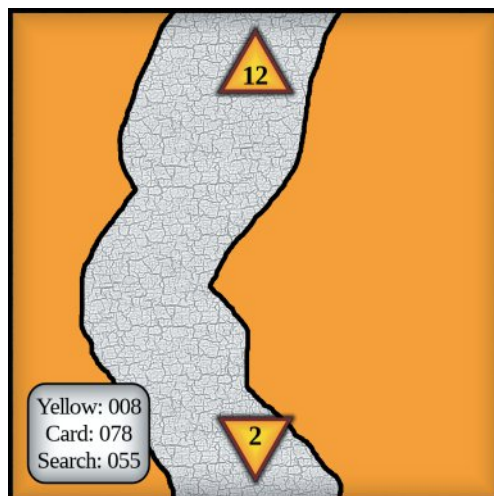


Do not roll for a geographic feature, and if you are using the mapping game, add Overlay Counter G41 to the map card. You find yourself standing on the bank of a fast flowing river. It stretches across your path blocking the only exit which lies on the opposite side of the bank. At one time a large stone bridge crossed its rapids, but now all that remains of the structure are its footings. A long road winds up to the waters edge where the bridge once stood. On the opposite side of the bank the road continues and leads through the exit. The road is so wide, it could easily accommodate coaches, horses and people all at the same time, and was probably a major route through the city during its heyday.

PERSISTENT: Keep a note of which side of the river you are on, and each time you wish to use an exit that is on the opposite side of the river, you must make the SWIM RIVER test, below.

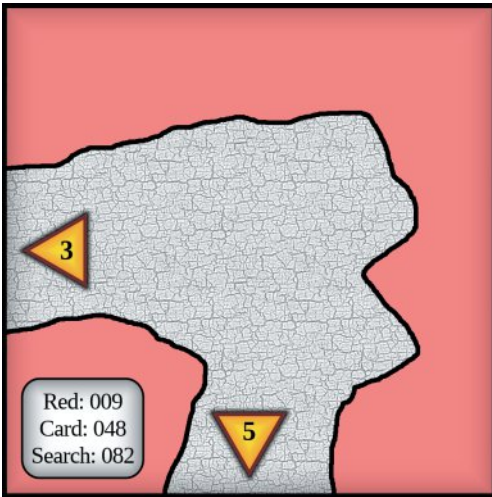
SWIM RIVER – Test Str -5 [S:Use Exit] [F:-2HP, +1☹] (*Strong*)

8



In this part of the ruins, you can feel a hot breeze blowing down from the north, and the air is very dry and humid. The original road is partially still intact, but the edges have been torn up by something very large and powerful. Nearly all the buildings have been destroyed. Ender was once a thriving city, with property being well sought after, but now much of its wealth lays broken and destroyed. What remains of the surviving architecture shows that this area must have been the financial district, and was once the hub of the Dwarven empire. Due to Enders geographic position, the dwarves had many trade routes and agreements arranged with the wood elves and the giants, and the city profited greatly. Its people had gold in abundance, and this is where they would have come to invest. Outsiders would often comment that the city had streets paved with gold, and for a while its wealth knew no bounds.

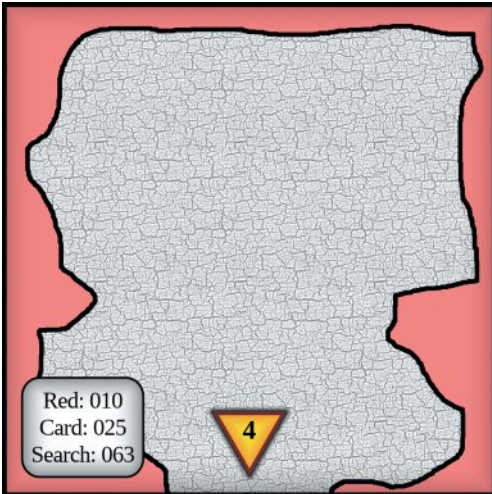
9



Do not roll for an encounter. As you move through the area, you explore and find it surprisingly empty. Each step echoes back and so you begin to tip toe, but the noise still breaks through the deathly silence. The further you explore the more you begin to notice a thick silky web clinging to the walls, floor and ceiling. At first you spot a few strands here and there, but by the time you hear a strange clicking sound coming from above, the area is covered in the strange web. Looking up you see two yellow eyes peering down through the darkness, and then it attacks with lightning precision. You must fight the Skeleton Spider. If you escape combat add “Skeleton Spider 9” to the dungeon sheet and you will encounter it the next time you enter this area. If you or the Skeleton Spider escape, you must continue with your turn.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
SKELETON SPIDER	E21	45	4	+2	15	Turn To R96	<i>Regenerate, Resurrection, Web, Surprise, Bound</i>

10

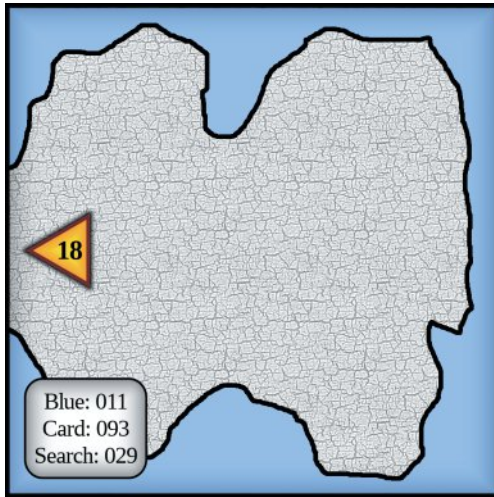


Do not roll for an encounter. Moving through the area you feel a distinct change of temperature. It looks like this place was once used for recreation. A marble staircase on each side leads up to terraces and walkways that have long ago collapsed, and there are several statues aligning a once well maintained pathway. Without warning, a chilling wind blows through the area and extinguishes your lantern (if it was lit) and you are thrown into partial darkness. After a few seconds your eyes begin to adjust and you spot a heap of blankets a few feet away. Suddenly from behind, you hear some scratching and spin around to see another pile of blankets, but this pile just moved. Sensing more movement, you turn around slowly and realise you are surrounded by blankets, and from one you watch in horror as a Zombie is emerging.

Now from all directions you can hear shuffling and scratching and every where you look, you see zombies rising from blankets. They are all moaning and rasping and hungry for fresh meat. Their diseased saliva drips from their frothing mouths, and you can now smell the foul rotting corpses as they draw nearer. You must fight the zombies in the partial darkness and suffer -10 to Str, Dex, and Int for all tests. If you escape combat add “Zombies 10” to the dungeon sheet and you will encounter them the next time you enter this area. If you or the Zombies escape you must continue with your turn. After the combat you may light your lantern, and if you wish take one of the blankets, add “Blanket (20)” to your backpack.

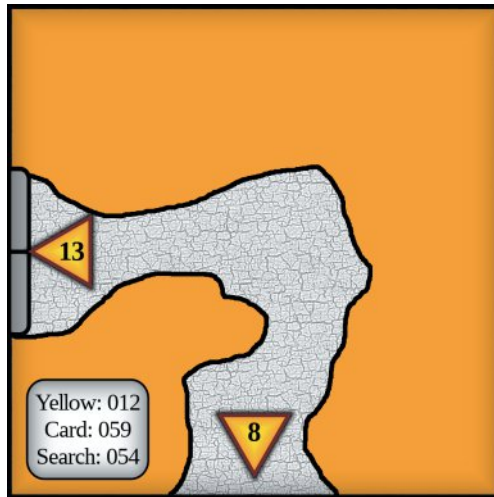
Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
ZOMBIES	E15	35	0	+0	4/4/4/5	Turn To R42	<i>Disease, Pack, Bound</i>

11



Entering the area you are forced to cover your face, as the stench that fills your nostrils makes you wretch. At one time this part of the city was being used as a large storage facility, and there are hundred of different sized containers in various states of decay. Crates, barrels, and large baskets were once covered by makeshift roofs that have now long gone. Some have been tipped over, and their lids have come away spilling their contents out over the floor, and have rotted away. After a quick scan it looks like nothing is of any use, and everywhere is covered by a thick layer of mould. You cautiously explore, being careful not to disturb any of the spores.

12



Long before you see the dwarven canals, a powerful burst of heat hits you as you enter the area. Many years ago several wide canals were carved out of mountain rock and used to harness the lava from Mount Brin. The dwarves ingeniously diverted the lava streams to flow through the city and directly to their foundries and workshops.

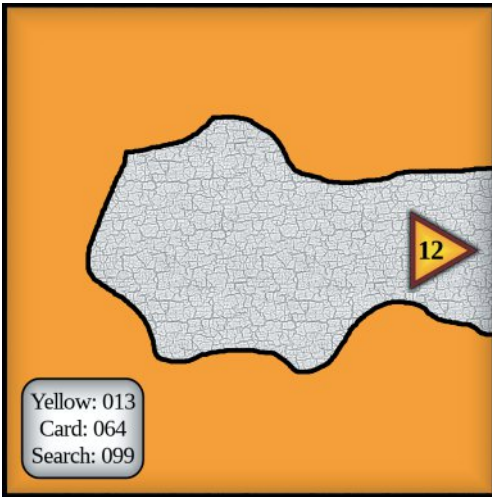
One large canal appears to be the main feed of Mount Brin's lava and disappears beneath two large brick doors to the west. It is constantly feeding around forty smaller canals with hot bubbling liquid as it flows off in all directions, and feeds into factories, most of which have been destroyed.

Scattered all around are hundreds of cobbled roads weaving back and forth to various buildings. They are connected by hundreds of small Iron bridges that grant safe access across the canals, but are hot to touch. Each time you place a boot on one, you hear the sizzle of its leather soles underfoot. The heat is so unbearable, it has dried your throat and you are forever wiping sweat from your stinging eyes.

PERSISTENT: Whilst you are in this area, every time a ⌚ is shaded on the time track, you suffer -1 HP. Unfortunately unless you have collected some items that may be of help protecting you from the fire and heat, there is no way to avoid this damage. If you think you have collected some items that may be of help **Turn To R77**, otherwise, continue with your turn.



13

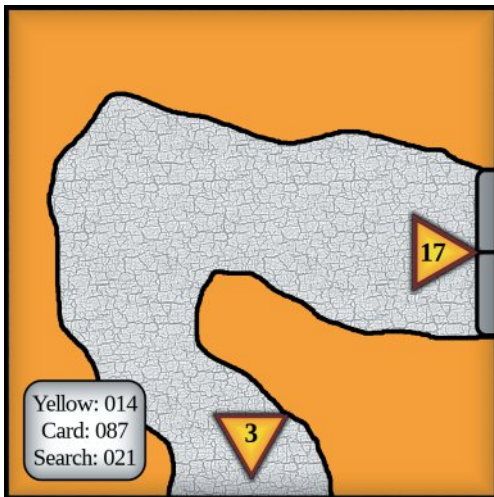


After a few steps, you are forced to stop as your face is roasted by a sudden burst of heat, and every part of your exposed flesh begins to fry. A little way to the west is where the dwarves first channelled the molten lava of Mount Brin through the ground and is the start of the dwarven canal system. Standing on a ledge you peer down at the bubbling liquid. Several small explosions erupt and ignite surface gases, making the air very dry. Sweat is now pouring from you, and as it hits the ground it sizzles and evaporates in the heat.

PERSISTENT: Whilst you are in this area, every time a ☉ is shaded on the time track, you suffer -2 HP. Unfortunately unless you have collected some items that may be of help protecting you from the

fire and heat, there is no way to avoid this damage. If you think you have collected some items that may be of help **Turn To R77**, otherwise, continue with your turn.

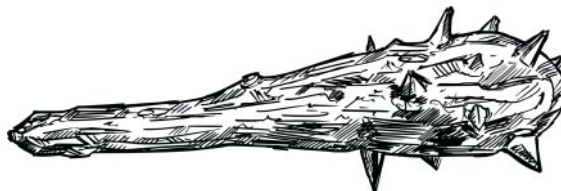
14

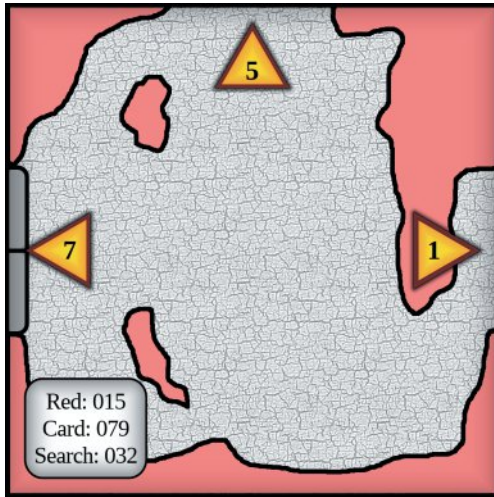


The area appears to have been abandoned, probably at the time when the lava first erupted and bubbled to the surface. In all directions you are surrounded by pools and streams of hot bubbling, and gurgling fiery lava. It looks like Mount Brin has been weeping its molten tears into this area for hundred of years, and the dwarves simply gave up trying to contain it and abandoned the place. Every few seconds you hear small explosions as volcanic rock and gases are heated to such a high temperature they simply explode, sending fragments and shards shooting in all directions. In places you can still see the remains of an old cobbled road, most of which has now been destroyed or covered over with lava.

PERSISTENT: Whilst you are in this area, every time a ☉ is shaded on the time track, you suffer -1 HP. Unfortunately unless you have collected some items that may be of help protecting you from the fire and heat, there is no way to avoid this damage. If you think you have collected some items that may be of help **Turn To R77**, otherwise, continue with your turn. When you decide to use any of the exits you must test LAVA PATH.

LAVA PATH – Test: Dex -10 [S:-1HP] [F:-3 HP] (*Agility, Lucky*)



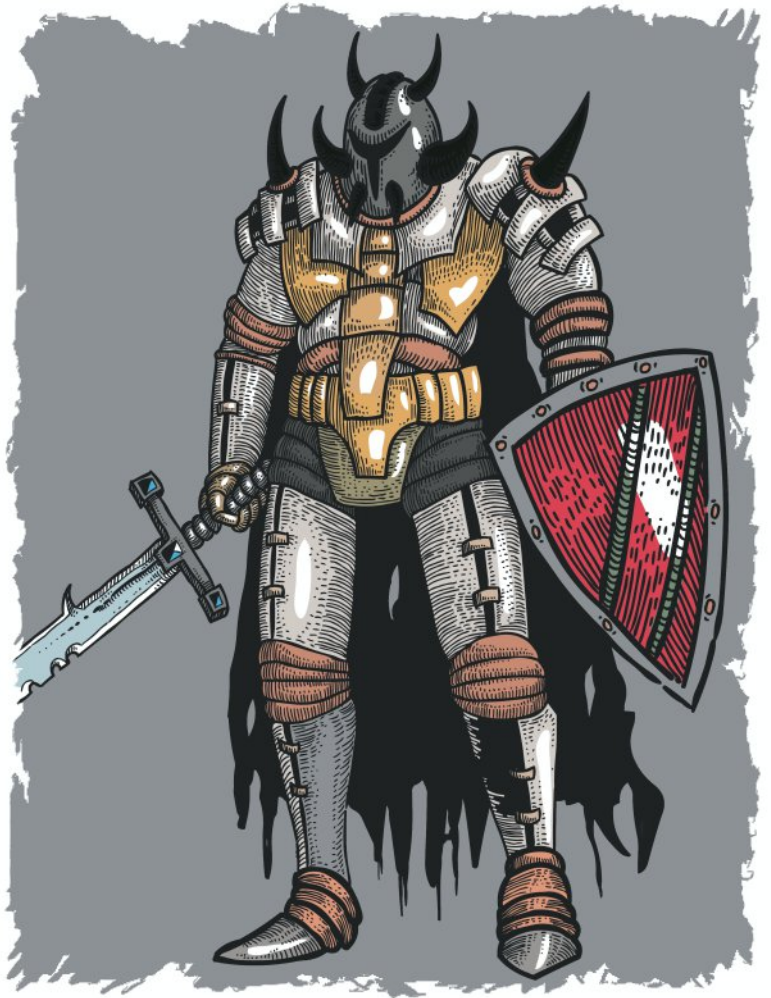


Do not roll for an encounter. Following a road you climb up over some rubble and look down into what looks like a large arena. A semicircle of stone stairs that also act as seats, descend down into a pit filled with sand. You wonder if you have stumbled upon the “Pits of the Brave”.

Many years ago, the fabled City of Ender would hold a yearly event in its gladiator arena known as the “Pits of the Brave”. Anyone could enter the contest by paying an entrance fee, and often the rich would train up champions or sponsor individuals to fight in the contest. The dwarven King or Queen would draw names from the Cup of the Brave (a huge golden chalice), that at the end of the tournament was filled with gold coins and awarded to the winner. Each fight pitted two

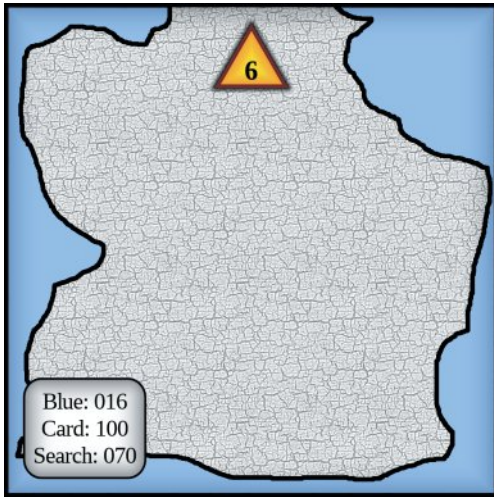
gladiators against each other to fight to the death, and the survivor would then proceed to the next round.

At its bottom, you stand in the centre and gaze up and around at all the seats, and try to imagine what it must have been like for the gladiators, fighting in front of a paying crowd. The arena is vast and during its day could easily have seated tens of thousands of patrons. Suddenly you feel something grab your foot and you jump back in horror as several rotting hands emerge from the sandy floor. You move backward, looking for an escape, but they have you completely surrounded, and now the fully emerged zombies are moving forward, rasping, and clawing. They are starving and already biting the air, and preparing for your flesh. You must fight the zombies. If you escape combat add “Zombies 15” to the dungeon sheet and you will encounter them the next time you enter this area. If you or the Zombies escape you must continue with your turn.



Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
ZOMBIES 🧟	E15	35	0	+0	4/4/4/5	Turn To R42	Disease, Pack, Bound

16

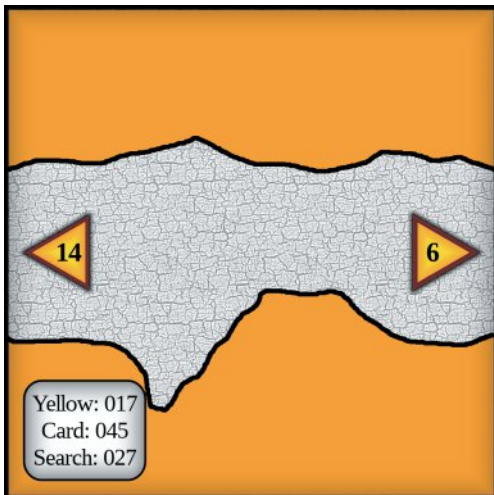


PERSISTENT: You are not permitted to search the area until instructed to do so. Check your adventure sheet. If you have written the note “Lever 10”, **Turn To 45**. If you have written the note “Lever 9”, “Lever 11”, or do not have a Lever note at all, then continue reading.

As the door springs open, you hear the sound of running water. Peering through you see a vast chamber covered from wall to wall by a lake of murky water. High up near the ceiling are hundreds of tiny waterfalls flowing with clear liquid that bubble and create small tides as they cascade down the wall, and hit the lake below. Every so often the water stops and you notice tiny hatches have closed, shutting off the water supply. A few still seep with water through perished seals,

and continue to fill the lake. Peering back, you feel the intense heat on your face, and it persuades you to step through and investigate, **Turn To 81**.

17



Much of the area has been laid waste by years of volcanic activity. The temperature is so hot here, your eyes have completely dried out and your vision has become blurry. Everywhere you look, you can see a heat haze. At one time a cobbled road led through the area, but much of it long ago been obliterated by the hot flowing lava that runs like a stream, zigzagging from one side to the other. In the middle of the road you spot an area that has virtually been untouched by the lava, and a collection of items have been piled up high in an attempt to save them from the molten liquid.

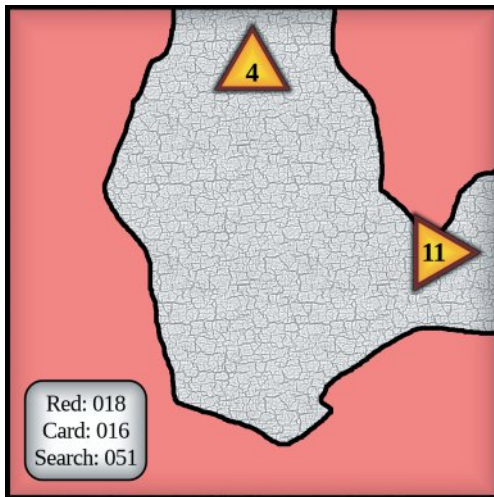
PERSISTENT: Whilst you are in this area, every time a ⌚ is shaded on the time track, you suffer -1 HP. Unfortunately unless you have

collected some items that may be of help protecting you from the fire and heat, there is no way to avoid this damage. If you think you have collected some items that may be of help **Turn To R77**, otherwise, continue with your turn. When you decide to use any of the exits you must test LAVA PATH.

LAVA PATH – Test: Dex -10 [S:-1HP] [F:-3 HP] (*Agility, Lucky*)



18

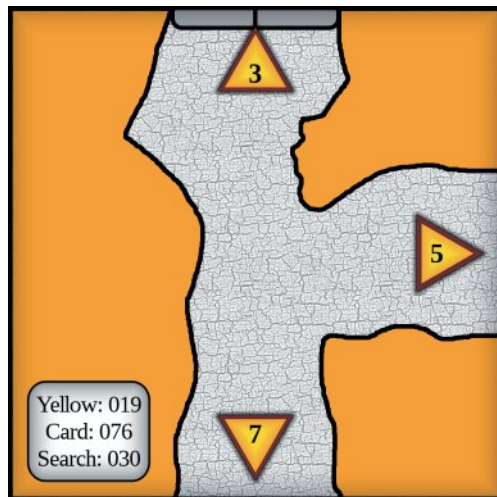


Do not roll for an encounter. You find this area is much larger than you had first thought, and as you explore, it takes up a lot of time. Shade 1 ☹ on the time track. Generally everywhere you look you can see derelict and dilapidated buildings. A wide road still exists amongst the piles of rubble, and as it heads North, the atmosphere changes and the air feels much colder. Your breathe creates a small mist every time you exhale, and you notice an overwhelming silence. Glancing from side to side you proceed cautiously forward. The mounting tension you feel deep within is alerting your senses and they all scream that something feels terrible wrong. You spot a pile of rags in the centre of the road, and hesitantly walk over to investigate. As you get closer, it begins to move and you watch in horror when several bones animate and rise

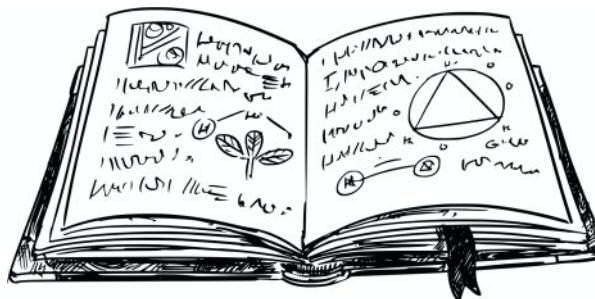
up until you are face to face with a large skeleton. It turns its skull mechanically towards you, and drops open its jaw, letting out a terrifying roar. Glowing red lights appear from darkened eye sockets and then it launches an attack. You must fight the Skeleton. If you escape combat add "Skeleton 18" to the dungeon sheet, and you will encounter it the next time you enter this area. If the you or the Skeleton escape, continue with your turn.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
SKELETON ☠	E25	50	4	+1	13	Turn To R75	<i>Fear, Regenerate, Resurrection, Bound</i>

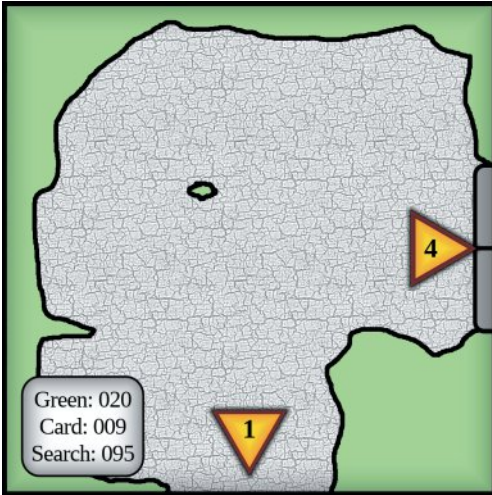
19



The area is clear of rubble and is clean compared to the rest of the ruins you have come across so far. All along a wide road which heads north to south are dilapidated buildings. They line a brick path that runs parallel to the road, which you feel compelled to walk on even though the road is empty. Every so often the eerie silence is broken by something scuffling in the distance, and each time you hear the noise, you stop to listen, trying to sense its direction, but it eludes you. There is also a strange mist floating above the road that leads off to the North, and the air around the junction is damp and wet and soaks through your clothing.



20



Do not roll for a geographic feature. You find yourself surrounded by pools of glowing hot lava that gurggle and bubble, and every few seconds, pieces of rock explode into fragments, sending hot lava in all directions. The heat is so unbearable that you sweat constantly, and in just a few minutes you are soaked through.

PERSISTENT: If you search this area, do not mark the dungeon sheet that it has been searched. You may always search this area each time you visit.

Whilst you are in this area, every time a ☹️ is shaded on the time track, you suffer -1 HP. Unfortunately unless you have collected some items that may be of help protecting you from the fire and heat, there is no way to avoid this damage. If you think you have collected some items that may be of help **Turn To R77**, otherwise, continue with your turn. When you decide to use any of the exits you must test LAVA PATH.

LAVA PATH – Test: Dex -10 [S:-1HP] [F:-3 HP] (*Agility, Lucky*)

21

You cautiously step between the lava pools and try to follow the road as much as possible. A little way ahead you can see a small hole in the cobbles, and as you head over to investigate you suddenly feel the ground beneath you give way. Gradually over time the lava has been rising to the surface and destroying the underneath of the road, and when it eventually flows out it can leave areas of road that are unsupported underneath. In this part, the road is so thin your weight has caused it to break away, and you are in danger of dropping into a deep hole. You must test BREAKING FLOOR below.

BREAKING FLOOR – Test: Dex -10 [S: Safe] [F: -8 HP] (*Agility, Lucky*)

If you succeed, you manage to grab hold of a solid piece of the road and can pull yourself up to safety. If you fail you have fallen into the void and some residue lava that has been left behind, causes you to get badly burnt. If you are still alive **Turn To 14** and continue with your turn.

22

You collect up 3 shards of ice and add them to the bucket. Add the prefix “Ice” in front of the Bucket on your adventure sheet (i.e. Ice Bucket) and change its item number to (15). It should now appear as “Ice Bucket (15)” on the adventure sheet. Now **Turn To 3** and continue with your turn.



23

Searching the area is more difficult and time consuming than you first thought. The heat is so unbearable that you are soaked in sweat. Shade in 1 ☹ on the time track. Eventually you spot a piece of armour laying behind a large rock, and when you investigate, you find it is still being worn by its last owner. They are now very dead, and apart from the armour, they have nothing else of any value. If you wish you may remove the armour and add it to your adventure sheet, but this will take more time and you must shade 1 ☹ on the time track. If you wish to spend the time, you may add Chain Mail Coat (shown below) to your adventure sheet (See Multi-Slot Armour). Whether you remove the armour or not **Turn To 6** and continue with your turn.

CHAIN MAIL COAT (187/38gp) (Back, Torso, Arms, Waist & Legs) (A:2)

24

Your entire body is in pain, and you think you hit your head during the fall (make a belt check). Blood is running down your forehead and into your eyes (deduct -2 HP). After a moment you gather your thoughts and try to stand, but the fall has taken the wind out of you, and for a while you just lay looking around. There are several spikes set in the floor. At one time they would have had wooden posts fixed to them to prop up the ceiling. The posts have long since rotted away, and unfortunately one of the spikes that remains has impaled your shoulder (-4 HP). Gently you ease yourself up off the spike. Blood sprays from the open wound, and you quickly tear some of your clothing and dress it. Holding the rag against the wound, you look up and see part of the ceiling is still intact and only a third has fallen through.

Suddenly you feel something brush against your leg, and then a terrible sting of pain (shade 1 Poison pip). You look down and see the head of a snake appear between your legs, and for a moment its eyes mesmerise you. Both you and the snake are now in a synchronised dance, rotating your heads back and forth in a circular motion. You are trying not to get bitten, but the snake is preparing to attack. Like a bolt of lightning it launches forward with its mouth wide open and its fangs dripping with venom, but you are ready and match its speed. As you grab the snake's head, it manages to sink its fangs into your hand and bites down hard (shade 1 Poison pip). Angrily you throw it deep into the shadows. Standing, you suck at the bite, trying to withdraw as much poison as you can, and spit it out on the rubble. Then you see the floor begin to move and you freeze in panic. Snakes everywhere are emerging through holes between the rubble. They rise up like ropes and look around hissing, angry and agitated that their nest has been disturbed. You must get out quickly by climbing up to what remains of the floor above. Test CLIMBING until you succeed. If you have any rope you may add +5 to your Dex for the test

CLIMBING – Test Dex -10 [S: **Turn To 40**] [F: shade 1 Poison pip] (*Agility, Lucky*)



25

With your hand now fully inserted into the hole, you search around and find something smooth and cold like metal. Carefully you pull it free and discover it is a large fishing hook about the size of your palm. A dead spider has been hooked on as bait, and its hairy legs were probably what you felt earlier. Judging by the size of the hook and the spider, this must have been used to lure a pretty big fish. If you wish to keep the hook add “Hook (8)” to your backpack and then **Turn To 39** to decide what to do next.

26

A cold breeze sweeps through the area, and you look down at the monster you just killed, as it begins to twitch and animate. An evil laugh echoes through the chamber, and you watch in horror as it rises from the ground and attacks. Add “Risen” before the undead monsters name, and you must fight it again (i.e. if the monster was Ratmen, you would add “Risen Undead Ratmen”). If you escape combat add the Risen Undead monster to the dungeon sheet, and you will encounter it the next time you enter this area. If the Risen monster escapes combat or combat ends **Turn To 5** and continue with your turn. Note: If you defeat this monster you do not gain a [K] reward.

27

Shielding yourself from the heat, you cross several smaller streams and reach the pile of items in the middle of the road. Most of it is junk, but you do find a weapon (roll on Table W – Weapons) and several other items that may be of use (roll on Table I – Items and Table N – Needed three times each). When you have finished searching the pile, you may try searching the rest of the road to see if there is anything else of interest by rolling on Table F – Find. When you have finished, **Turn To 17** and continue with your turn.

28

You collect up 3 shards of ice, and add them to your Bucket of Water. Add the prefix “Ice” in front of the Bucket on your adventure sheet (i.e. Ice Bucket of Water) and change it’s item number to (21). It should now appear as “Ice Bucket of Water (21)” on your adventure sheet. Now **Turn To 3** and continue with your turn.

29

As you begin searching around, you can’t help disturbing the mould and it is impossible to avoid inhaling the spores. Roll on table F – FIND and follow its instructions, however, for each ⌚ you shade on the time track you must also shade in 1 disease pip because of the mould. Afterwards, if you would like to open some barrels to see what you may find **Turn To 97**, otherwise, add “Barrels 97” to area 11 on the dungeon sheet. On a later turn whilst you are in the area you may choose to open the barrels and can **Turn To 97**. However, for now **Turn To 11** and continue with your turn.

30

If you have been sent here because you have been told to **Turn To R**, you managed to open the door and leave the building exhausted from the ordeal, **Turn To 19** and continue with your turn. Otherwise, please read on.

You begin the search, and feel something fly past your head. Spinning around you try to catch sight of what it was, but your attention is immediately drawn to the figure of a small child standing in the doorway of one of the dilapidated buildings. It looks straight at you, and waves a hand motioning you to follow, and then disappears inside. You shake your head to gather your senses, and ask yourself what is a child doing here in the ruins? It makes no sense. If you wish to follow the youngster into the building **Turn to R83**, otherwise you may ignore the child and continue searching elsewhere, roll on Table F – Find, and then **Turn to 19** and continue with your turn.

31

Shade 1☹ on the time track. Searching the chamber proves more difficult than expected, and you stumble as you move around the uneven floor. In places your feet sink in the soft ground and you kneel down to investigate. Brushing away some dirt, you jump backwards, reeling in horror, and land in a heap. Winded from the fall you rise gasping for air, and after a moment to recover, you take another look and confirm that the entire floor is made up of a dense layer of rotting bones, partially covered in dirt and dust (Shade in 1 Disease Pip). After the initial shock you carefully search the rest of the chamber (Roll on Table F – Find). When you are done searching **Turn to 1** and continue with your turn.

32

Searching the sand pit is pointless, and you find nothing of interest. You move to the side and walk along the 10 foot high wall. Every so often you come across a small section that is false. Its surface is smooth on the arena side, and only a small gap around its edge shows that it is not part of the original stonework. You guess that the false wall was probably a doorway used by gladiators or vile creatures to enter the arena. From a distance they are barely visible, and would have surprised the audience every time they were used. If you want to try and force open one of the doors, you must pass the HIDDEN DOOR test below. You may attempt the test as many times as you like. If you give up or do not wish to open the door anyway, you find nothing else of interest, **Turn to 15** and continue with your turn.

HIDDEN DOOR – Test: Str -15 [S: **Turn To 67**] [F: -1 HP, +1☹] (*Strong*)

33

Gripping the lever you hold your breathe and push it away from you. When it has clicked into position you turn around and look for any sign of water being emptied, but the cavern remains unaffected. Maybe the lever is broken, or perhaps the water has emptied somewhere else. If you would like to pull the lever and see if that makes a difference **Turn to 57**, otherwise change the Lever note on your Adventure Sheet to “Lever 11” and **Turn to 78**.

34

Finally you manage to pull open the hatch, and as it opens, a metallic tasting cloud of dry red dust wafts in your face. You peer in. It is dark and smells foul, and as you expected the hatch leads down into the sewers. A rusty metal ladder is fixed to one side of a brick built vertical tunnel which disappears into the gloom. Add “Sewers (98)” to area 8 on the dungeon sheet, and from now on any time you visit the area, you may choose to enter the sewers and **Turn To 98**. For now, if you would like to enter the sewers **Turn To 98**, otherwise **Turn To 8** and continue with your turn.

35

You place the blanket in the ice bucket, and after a few minutes, the blanket is a lot cooler. However, draping it over your shoulders seems to do very little to prevent the heat from affecting you **Turn to R**.

36

The last of the Zombies splashes lifelessly into the sewer. Diseased blood oozes from their wounds and turns the murky water much darker. You take a moment to catch your breath, and for a moment everything remains calm, then from nowhere a foul smelling breeze sweeps through the tunnel. You stagger backwards and feel yourself pinned against the grate and watch in horror as the Zombies, one by one, rise up again and move to attack. You must fight the Risen Zombies. However, because they are blocking your way, you are not permitted to escape during combat. If the Risen Zombies escape, you head back to the turning, **Turn To 39** and decide what to do next.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
RISEN ZOMBIES 🧟	E15	35	0	+0	4/4/4/5	Turn To 88	<i>Disease, Pack, Bound</i>

37

You land safely on the small flat rock and take a closer look at the hole. It is clearly man made. An old iron frame nests in the rock face, and at one time a metal door would have been attached, but only its hinges now remain. Peering in you can see a small lever with crude writing above it. Leaning forward, being careful not to over stretch and fall in the lava, you can just make out the faded words. They read “Pu to Empty Water”. The levers current position allows it to be moved either forwards or backwards. From the writing it is unclear whether pushing or pulling it will empty the water, and you wonder from where it will be emptied.

This is a special lever that reacts differently to how they normally work in a D100 Dungeon game. Do not shade a lever pip on your lever track, but instead write “Lever 9” in the notes section on the back of your adventure sheet.

If you wish to pull the lever **Turn To 57**. If you would like to push the lever **Turn To 33**. If you prefer to ignore the lever, **Turn To 78**.

38

You place the blanket in the bucket of water, and after a few minutes, the blanket is sopping wet and very cold. By draping it over your shoulders you are able to protect yourself from the effects of the heat damage suffered in your current area. You may ignore all damage whenever you are instructed to shade a 🕒 on the time track whilst in this area.

When you leave the area the blanket has almost dried out, and half the water in the bucket has boiled away. You may use the blanket in the bucket one more time before all the water is gone, make a note on your adventure sheet.

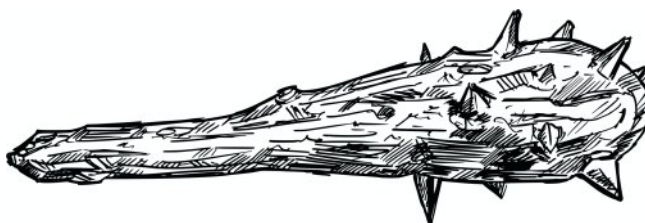
When all the water has boiled away (i.e. you have used the blanket twice to prevent heat damage), you must remove the suffix “of water” from the bucket on your adventure sheet, and deduct 6 from its item number. Now **Turn to R** and continue with your turn.

39

Standing at the turning, you peer around and notice a small hole about the size of your fist. You peer inside, but it is too dark to see where it ends. If you haven't done so already, you may reach inside the hole with your hand **Turn To 56**. Alternatively, if you haven't been west along the tunnel, you may head that way and **Turn To 74**. Otherwise, you must retrace your steps out of the sewers, **Turn To 8** and continue with your turn.

40

You find part of the floor that looks safe and peer over the edge. Hundreds of snakes covered in dust are writhing around in piles of rubble, hissing angrily. Your attention is drawn to one that is much larger than the rest. Its mouth is wide open, with fangs at least two inches long. As it moves, it knocks away any rubble that gets in its path, whilst smaller snakes are having to move between the gaps. At one point it pushes over a small rock and you spot something glistening. Leaning in as far as you dare, you can just make out a small golden ring laying between two rocks. With all those snakes, climbing down into the chamber is far too dangerous, but perhaps you have found some items that could be used to assist you. Many items collected so far may have an item number. You can combine any two of these items together to try and reach the ring. Simply add the numbers together and then **Turn To** the paragraph that matches the result. If the paragraph reads correctly then you have combined the correct items together and can proceed. If it doesn't make any sense, then you haven't combined the correct items, and must either try again or give up. Alternatively, if don't want the ring at this stage, or at all, add “Ring 40” to area 18 on the dungeon sheet and the next time you visit the area you may turn to this paragraph and try to retrieve the ring. Unless you manage to recover the ring, for now you must **Turn To 18** and continue with your turn.



41

You place the blanket in the bucket with the iced water, and after a few minutes, the blanket is sopping wet and very cold. By draping it over your shoulders you are able to protect yourself from the effects of the heat damage suffered in your current dungeon. You may ignore all damage whenever you are instructed to shade a ☹ on the time track whilst in this area. **Turn to R** and continue with your turn.

42

As the last of the Zombies drop lifelessly to the floor, their green rotting flesh, and diseased blood oozes from their wounds. You take a moment to catch your breath, and from the corner of your eye you see a torch light flicker and sense something is not quite right. A foul smelling breeze sweeps through the area, and you spin around, and watch in horror as the undead you had just killed rises up again and move towards you. You must fight the Risen Zombies. If you escape combat add “Risen Zombies 42” to the dungeon sheet and you will encounter them the next time you are in the area. If you or the Risen Zombies escape combat, **Turn To R** and continue with your turn.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
RISEN ZOMBIES ☠	E15	35	0	+0	4/4/4/5	Turn To 88	<i>Disease, Pack, Bound</i>

43

You quickly pull back to the safety of the canal bank and examine the key. It’s much larger than it looked on the rock and is made of solid gold. It has been crafted to resemble one side of a dragons head and has a yellow crystal set into its eye socket. The stem appears as the dragon’s neck, long and scaly, and at its end is a gold chain. In your hand you can already feel its arcane power.

If you wish to take the key, add “**Dragon Eye Key (9) (900gp) (Neck) (+3 HP)**” to your adventure sheet and then **Turn to 13** and continue with your turn.

44

At the top of the boulder you stretch up and peer through the hole. Its dark, but you can just make out a pool of sloshing water at the centre of a small cave. A constant stream of clear running water pours down from the ceiling, and as it overflows, green water trickles down the hole you are looking through. You jump up and grab onto the top edge of the hole, and pull yourself through.

Now inside the cave, the sound of the water is a lot louder than you had expected, and you kneel down to examine the pond. It’s dark and murky, and you suspect something is contaminating the water.

Just then a huge bubble erupts to the surface and explodes, throwing you off balance, and a gust of cold foul smelling air passes through the cave, and through the hole into the chamber below. Water sprays up in all directions and you are completely soaked. The smell is insufferable and makes you retch (shade in 2 Disease pips).

Now realising the cause of the breeze, you decide to leave the cave before another bubble erupts, and soaks you with the diseased water. As you turn to head back, something grabs hold of your ankle and pulls you off balance. You land with a thud (make a belt check) and are dragged back to the pool. Scrabbling and flailing you manage to flip over and are now facing your attacker.

In the centre of the pool is a large abominous creature. Its brown leathery skin is covered in blistering sores that are oozing green pus, and all around it's bulk, are several long tentacles sprouting out of ichor oozing sockets. Water is splashing everywhere as they flail and shoot around in a blind frenzy, searching the bank for more prey. The tentacle holding your ankle tightens its grip and flings you high in the air, and as you fall helplessly towards the creatures gaping mouth you notice hundreds of pointed teeth waiting to devour you. Unwilling to accept this fate, you shift your body around and launch yourself feet first at the monster. Timing everything perfectly, your impact knocks out a couple of its teeth, and with a quick bend at the knees, you spring away and splash into the murky water near the bank. You must fight the Tentacle Monster. If you happen to escape during combat, do not add this monster to dungeon sheet, you will not encounter it again. When combat has ended, **Turn To 10** and continue with your turn.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
TENTACLE MONSTER	-	30	0	+1	8/7/6/5/4/3/2	Nothing	<i>Disease, Pack, Bound, Attacks 4</i>

45

As the door springs open, you peer through and immediately feel a cold breeze blow across your face. The refreshingly cool air entices you away from the heat behind, and so you step through, closing the door.

You find yourself standing on a narrow ledge that connects to part of a stone overhang that juts out over a deep ravine. All around, the walls are soaking wet, and peering over the edge you see at the bottom there are several puddles of water draining into a large grate set in the floor. A huge crocodile is pacing back and forth and looks angry.

The area until recently must have been filled with water. A waterline on the walls clearly shows the level would have been a few inches below the ledge you are standing on. Glancing up you can see hundreds of tiny hatches, positioned just below the ceiling, and most are tightly closed. A few however, have perished seals, and water is seeping through and trickling down the wall to the bottom, adding to the puddles of draining water.

Hanging down from the stone outcrop is a small boat with some oars, and on the far side of the ravine is a metal ladder that runs down to the bottom. Looking on this side of the ledge, it appears at one time a metal ladder was attached to this side as well. If you haven't done so already, and would like to cut the rope that is holding the small boat, in an attempt to drop it on the pacing crocodile **Turn To 59**. Alternatively, you may attempt to climb down the ledge to the bottom by making the CLIMBING test below, if you have some rope you may add +5 to your Dex for the test. Otherwise, you must start a new turn and leave this area **Turn To 6**.

CLIMBING – Test Dex -20 [S: **Turn To 49**] [F: -5 HP, **Turn To 49**] (*Agility, Lucky*)

46

You search the area looking for something of value. Roll on table F – Find. Afterwards, you spot a large wooden cupboard that has been tipped over and is laying face down in a heap on a pile of rubble. Taking a closer look reveals its doors have been partially broken, probably due to the impact when it fell over. An old shop sign laying nearby reads “Tamberly’s Goldsmith and Jewellers”. This area could have been part of the old Merchants Quarter, and who knows what treasure may lay under all the rubble. If you want to try and turn the cupboard over, **Turn To 53**, otherwise push on with the adventure, and **Turn To 2** and continue with your turn.

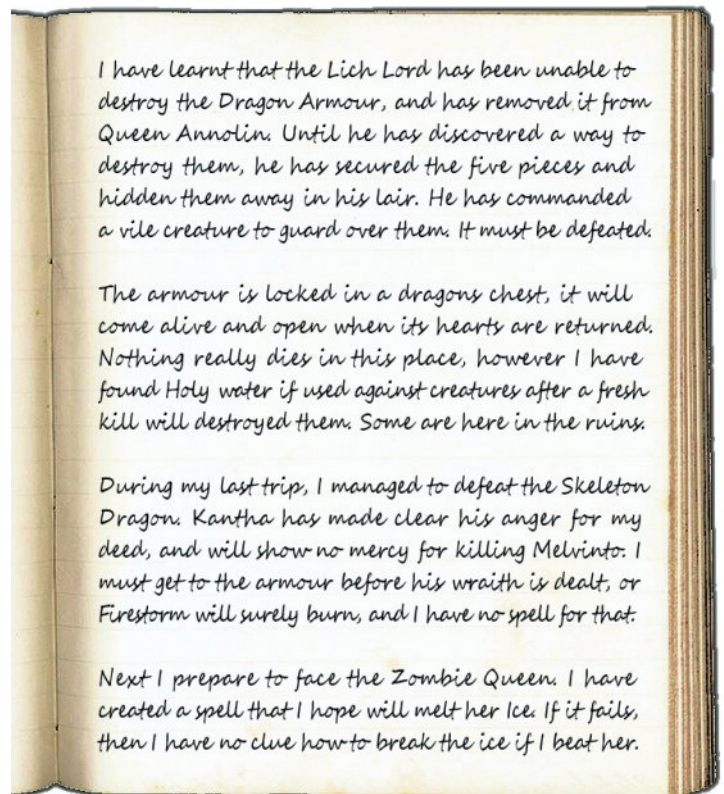
47

This time the Zombie Queen screams out, and as she drops lifelessly to the floor, the ice wall shatters. Fragments of ice fly in all directions, and one strikes you. Roll 2d6 for damage and 1d10 for the location it hits. Any armour worn at the location can be used to block and deflect damage as you would do so in combat, and if you have one equipped, you may also use a shield.

For a second there is silence and then the booming voice returns and echoes around the hall “You will never find the Dragon Armour, you fool. I have hidden it from the world and soon it will be destroyed!” You look down at the corpse of the Zombie Queen. Her rotting flesh has already started decaying at an alarming rate. In seconds the flesh has gone, and just bones remain, and then the golden crown slips from her head. Then one bone at a time they shatter to dust, until all that remains of the great Elven Queen is a fine grey powder, resembling ash. You bend down and pick up the crown. It feels heavy and is made of solid gold. You may take it, if you wish.

QUEEN ANNOLIN’S CROWN (Value 750/ Fix 150gp) (Head) (A:0) (+5 Int)

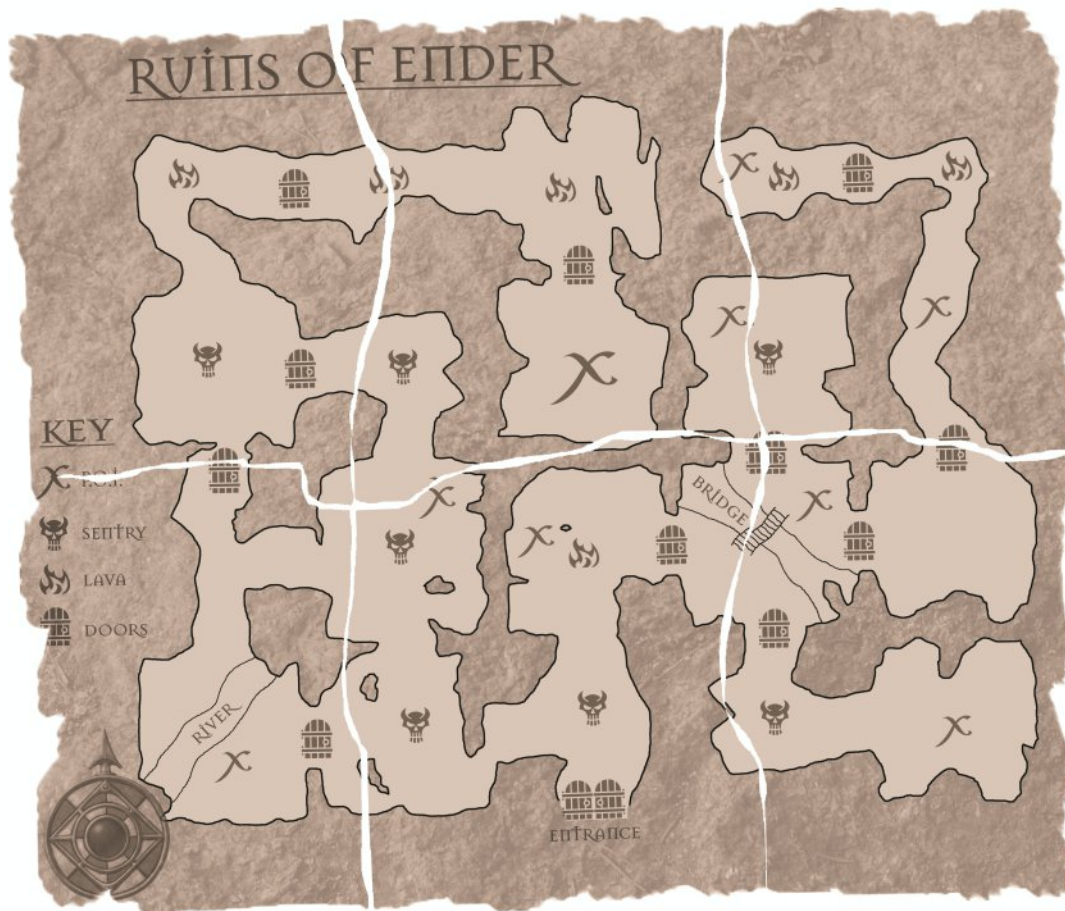
Suddenly a fierce wind whips up from nowhere and you struggle to keep from falling. In just seconds there is no trace of the zombie queen, as the wind has scattered her remains across the hall. Gathering your thoughts, your attention is drawn back to the corpse she was eating. You bend down and search the body, and find a pouch containing a spell book and a journal. Roll on table S – Spells twice and add any that you wish to keep, to your Spell Book. Looking through the journal you scan through the pages and learn that the corpse was a Halfling wizard named Targrail, who was searching for the Dragon Armour like you. The pages contain his research, and the adventures he has had so far trying to recover the armour. The last page you find is of particular interest.



If you wish to take it with you, add “Journal (47)” to your backpack. At any time during the game whilst you have his journal, you may turn to this paragraph and read his last entry, now **Turn To 3** and continue with your turn.


48

By combining the parchments you've collected, you reveal a crude map of this part of the Ruins of Ender. Add “Map (48)” to your backpack, and remove all Parchments you've collected so far from the adventure sheet. For as long as you have the map in your backpack, you may at any time return to this paragraph to take a look. Just remember your current paragraph number before turning, and when you are done looking at the map, **Turn To R** and continue with your turn. Now **Turn To R** and continue with your turn.



49

At the bottom of the ravine you are greeted by the giant crocodile, and it is only now that you are face to face with the creature, that you realise, it is in fact undead. Probably another of the Lich Lords creations. Preparing your weapon you wait for it to approach, and an evil laugh echoes around the chamber confirming your suspicions. If you have “Crocodile 5” written on the adventure sheet the crocodile has -10 HP and gains +10 AV. If you have “Crocodile 10” written on the adventure sheet or you do not have a note about a crocodile, the monster has no adjustment. You must now fight the Undead Crocodile. Neither you or the Undead Crocodile are permitted to escape, and any time it rolls an escape reaction results it must be re-rolled.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
UNDEAD CROCODILE 	-	50	3	+2	18	Turn To 87	<i>Large, Fear</i>

50


You search your pack for the heart shaped pebbles and place them in the slots of the dragon chest. For a moment the etched carving of the dragon illuminates green. The light shines through deeply from within the stone lid, and its head sinks slightly into the surface and spins in a clockwise direction. The head is now facing the opposite way than before, and as it spun around its wings flapped up and down. Whoever created the chest put a lot of work in trying to make the dragon appear to come alive when its hearts were added, and have including movable stone panels to create the illusion. The dragons head is designed so which ever way it is rotated, it appears to be the right way up. After a few seconds the light fades, and you hear a faint click, and hiss of escaping air, then the lid springs open. Remove the pebbles from the adventure sheet and **Turn To 100**.

51

Searching around you find all kinds of bones. Most appear to have belonged to half giants. They are very old, and you are careful not to disturb them. In one section of a building that has been completely flattened you can just make out a hole, which may descend to a cellar. After clearing away some rubble, and part of a roof, you reveal an opening just big enough for you to climb through, and a stone ledge, which you could sit on to take a better look at what lies below. If you would like to descend through the hole **Turn To 86**, otherwise you press on with the adventure, **Turn To 18** and continue with your turn.

52

With great sadness you help the High Elf Queen's corpse to the ground, and for a moment you kneel beside her. She did not deserve this end, and while you feel remorseful you take a little comfort knowing that by your hand any suffering she had is now at an end. Slowly you stand and then recoil in terror as the creature's yellow eyes begin to glow. A rotting hand grasps your throat, and a trickle of blood runs where its razor sharp claws has pierced your skin (shade in 1 disease pip). Then the evil laughter booms out and echo around the hall. You must fight the Risen Zombie Queen. Neither you or the queen can escape as the ice wall is still blocking the way. Any time she rolls an escape reaction, it must be re-rolled.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
RISEN ZOMBIE QUEEN 	E24	50	1	+1	16	Turn To 47	<i>Disease</i>

53

If you have been sent here because you have been told to **Turn To R**, you must **Turn To 2** and continue with your turn, otherwise, please read on.

You bend down and wrestle to find the edge of the cupboard and lift, but it is too heavy and you are forced to drop it. As it lands it sends splinters in all directions, and a loud boom echoes all around. Wincing and hoping the sound hasn't drawn any unwanted attention, you stand and stretch out your aching back, and from the shadows you spot several figures emerging and lurching towards you.

Preparing your weapon you wait for them to step into the light and are horrified to see four rotting corpses marching with outstretched arms, and gnashing hungrily in preparation to taste your flesh. You must fight the zombies. If you escape combat add “Zombies 53” to the dungeon sheet, and you will encounter them the next time you enter this area. If you or the Zombies escape during combat **Turn To 2** and continue with your turn.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
ZOMBIES ☹️	E15	35	0	+0	4/4/4/5	Turn To R42	<i>Disease, Pack, Bound</i>

54

Searching around in the heat is taking its toll, and you start to feel very tired and dehydrated. Unless you have a bucket with some water in your backpack, you suffer -2 HP. If you would like to continue searching, roll on table F – Find to see what you discover. However, each clock face ⌚ you are instructed to shade on the time track is doubled, as everything in the heat is taking twice as long as usual. When you have finished following the results from table F – Find, or if you decide not to risk searching anyway **Turn To 12** and continue with your turn.

55

A quick search of the district reveals nothing of any value. You can search more extensively if you wish by rolling on Table F – Find and following its instructions. Afterwards you decide to search the road, which is strewn with brick and rubble, and after moving a heavy rock you uncover a metal hatch. It looks like a cover to access the old sewer system. Bending down you grab a handle and lift, but it is rusted shut. If you would like to spend some time opening the hatch test HATCH below. You may try as many times as you like. If you don’t want to open the hatch, or you decide to give up, add “Hatch (55)” to the dungeon sheet, and next time you visit the area you may try and open it by turning to this paragraph, now **Turn To 8** and continue with your turn.

HATCH – Test Str -10 [S: **Turn To 34**] [F:+1⌚] (*Strong*)

56

You push your hand through the hole and feel about. It feels wet inside and something hairy tickles your skin. If you would like to continue blindly searching inside the hole **Turn To 25**, otherwise you pull your hand free and **Turn To 39** to decide what to do next.

57

Gripping the lever, you hold your breathe and pull it towards you. When it has clicked into position you turn around and look for any sign of water being emptied, but the cavern remains unaffected. Maybe the lever is broken or perhaps it has emptied water somewhere else. If you would like to push the lever forwards as far as it will go and see if that makes a difference **Turn to 33**, otherwise change the Lever note on your Adventure Sheet to “Lever 10” and **Turn to 78**.

58

You tie the metal hook to the end of the rope and carefully lower it into the snake infested chamber below, trying to hook the ring on its end. Test FISHING FOR TREASURE below. You may attempt the test as many times as you like. If you give up add “Ring 40” to area 18 on the dungeon sheet and **Turn To 18** and continue with your turn. On a later turn when you are in this area, you may **Turn To 40** and follow the instruction combining the hook and rope together again in order to reach this paragraph.

FISHING FOR TREASURE – Test: Dex-5 [S: **Turn To 93**] [F:+1☹] (*Lucky*)

59

Carefully you plan when to cut the rope, and watch as the boat crashes down into the void. Test AIM, and add the note shown on your adventure sheet. If the test is successful the boat crashes down and hits the crocodile, and it roars with anger.

AIM – Test: Dex -10 [S: Hit, add note “Crocodile 5”] [F: Miss, add note “Crocodile 10”] (*Lucky*)

After cutting the rope, your only option is to climb down the ledge to the bottom by making the CLIMBING test below, if you have some rope you may add +5 to your Dex for the test.

CLIMBING – Test Dex -20 [S: **Turn To 49**] [F: -5 HP, **Turn To 49**] (*Agility, Lucky*)

60

You look through the parchments, and notice they are all similar in appearance. They are roughly the same size, and appear to have been torn from a much larger piece. They all have drawings, symbols and writing scrawled across one side. You kneel down and lay them out on the floor, arranging them so the torn edges line up with each other, **Turn To 48** to see what has been revealed.

61

You climb into the boat and untie the rope and begin rowing over to the ladder. About half way across you feel something bump the side, and you look into the water to see if you have hit a rock. Finding nothing you start rowing again, and this time there is a splash of water and something grabs hold of the oar. Struggling and wrestling to free it, the boat begins to tip to one side, and is letting in water, and you are forced to let go. For a moment the water is calm, but the boat rocks violently from side to side until it too rests still. Now stranded in the middle of the lake you wonder what to do. You have no oar and the boat is showing no sign of moving of its own accord. Suddenly you spot a large dark shape just below the surface, moving at speed and heading in your direction. Bracing for impact, the boat shatters into pieces and you are plunged into the cold water. Panicking and looking around nervelessly, you spot your attacker. Two glowing eyes resting just above the surface stare solemnly a few yards away. They are lifeless and without motion, and slowly they move nearer. You are at the mercy of a very large undead crocodile.

You must fight the crocodile or be eaten alive. Because you are fighting in water you suffer -10 to your attack roll. Neither you or the Undead Crocodile are permitted to escape, and any time it rolls an escape reaction result it must be re-rolled.


Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
UNDEAD CROCODILE 	-	50	3	+2	18	Turn To 68	<i>Large, Fear</i>

62

Searching around the canal where the imps first appeared, you can see a small rock protruding from the surface of the hot bubbling lava, and on it is a large key. The head of the key is encrusted with several crystals, and along its shank are several smaller ones. They are a mixture of colours which glow and pulsate with energy that causes the key in its entirety to emit a spectrum of light that is truly amazing. The rock is not large enough to jump across to, but it might be possible to lay down and stretch across without falling in. If you would like to try and get the key, you must make the REACH test below. If you fail, you overstretch and part of your arms fall into the lava, burning them badly. If you pass the test you manage to stretch out safely avoiding any harm. If you do not wish to try and retrieve the key **Turn to 13** and continue with your turn.

REACH – Test: Dex -5 [S: **Turn to 43**] [F:-5 HP, **Turn to 43**] (*Agility*)

63

The chamber is so vast, it takes you a while to get around, and you end up finding many hidden areas, shade 1  on the time track, and roll on Table F – Find and follow its instructions, then read on.

As you continue searching, you smell a strange odour, which at first smells musty, but the further you walk to the back of the chamber the stronger it becomes. Eventually, all you can smell is death and decay. Strangely, every five minutes or so, a cold breeze passes through the chamber. It brings with it a foul smell and an eerie chill that sends a shiver down your spine. After about quarter of an hour the floor becomes wet and muddy, and you reach a stone wall. Its surface is wet from a green liquid that is constantly trickling from a hole high up in the rock face. Moving closer to investigate, you shield yourself when a gust of wind erupts and sprays the green liquid high into the air. This must be the source of the cold wind. Covering your mouth to avoid the spray, you peer up and see the hole is just large enough to crawl through, and a nearby boulder could be used to help you climb up.

If you would like to climb up to investigate, you must pass the CLIMBING test below. You may test as many times as you like, and if you have some rope you may add +5 to your Dex for the test. Alternatively, if you would like to taste some of the green liquid **Turn To 76**, you have heard rumours of arcane springs that flow through the ruins that will imbue anyone who drinks from them with wondrous abilities. Otherwise, you can press on with the adventure and **Turn To 10** and continue with your turn.

CLIMBING – Test Dex -10 [S: **Turn To 44**] [F: -2 HP, +1 Agility, Lucky)

64

The Undead Crocodile rolls over on its side and you shout out triumphally, but before you can catch a breath, the creature's head moves from side to side, and a cold breeze sweeps through the area. You watch helplessly as it rolls back over and swims towards you. Preparing your weapon, you wait bobbing in the water and planning your attack. You surge forward at the last moment and meet it in battle. An evil laugh echoes throughout the cavern reminding you the Lich Lord is watching your every move. You must now fight the Risen Undead Crocodile. Because your arm is still badly damaged and you are fighting in water you suffer -20 to your attack roll. Neither you or the Risen Undead Crocodile are permitted to escape, and any time it rolls an escape reaction result it must be re-rolled.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
RISEN UNDEAD CROCODILE 	-	60	3	+3	20	Turn To 73	<i>Large, Fear</i>

65

Your entire body is in pain, and you think you hit your head during the fall (make a belt check). Blood is running down your forehead and into your eyes (deduct -2 HP). After a moment you gather your thoughts and start to stand, but the fall has taken the wind out of you, and for a while you just lay looking around. There are several spikes set in the floor. At one time there would have been wooden posts fixed to them to help prop up the ceiling. The posts have long rotted away, and it was very lucky you wasn't impaled on a spike. Looking up you can see part of the ceiling is still intact, and only a third has fallen through.

Suddenly you feel something brush against your leg and then a painful sting (shade 1 Poison pip), you look down and see the head of a snake appear between your legs, and for a moment its eyes mesmerise you. Both you and the snake are now in a synchronised dance, rotating your heads back and forth in a circular motion. You are trying not to get bitten, but the snake is preparing to attack. Like a bolt of lightning it thrusts forward with its mouth wide open and its fangs dripping with venom, but you are ready and match its speed. As you grab the snake's head, it manages to sink its fangs into your hand and bites down hard (shade 1 Poison pip), angrily you throw it into the shadows. Standing, you suck at the bite, trying to withdraw as much poison as you can and spit it out. Then you see the floor begin to move and you freeze in panic. Snakes everywhere are emerging through holes between the rubble. They rise up like ropes and look around hissing, angry and agitated that their nest has been disturbed. You must get out quickly by climbing back up to what remains of the floor above. Test CLIMBING until you succeed. If you have any rope you may add +5 to your Dex during the test.

CLIMBING – Test Dex -10 [S: **Turn To 40**] [F: shade 1 Poison pip] (*Agility, Lucky*)



66

You may search the area on each side of the ravine once. If you want to search the opposite side of the ravine, you must perform the CROSS BRIDGE test below. When you have searched a side, mark it with an (S) to show it has been searched, and cannot be searched again. Each time a side of the ravine is searched roll on TABLE F – FIND and follow its instructions. If you do not wish to search any or both sides of the ravine at this time, **Turn to 4** and continue with your turn. If at anytime both sides of the ravine have been searched and are marked with an (S) **Turn to 80**.

CROSS BRIDGE – Test: Dex -5 [S: Search] [F: Fall -10HP, Search] (*Agility, Lucky*)

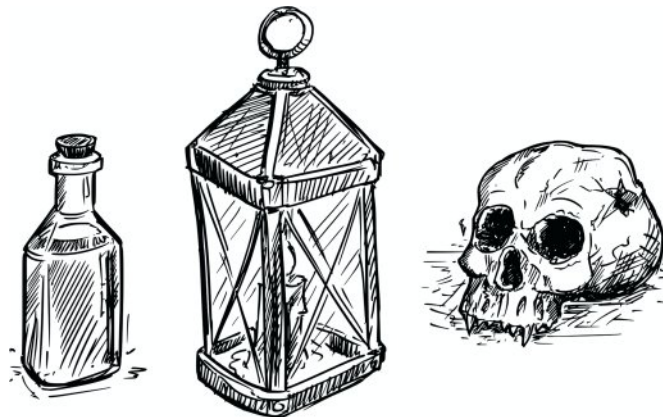
67

Struggling, you finally manage to open the false door enough to push your fingers through, and get a firm grip around the door. Pulling hard it creaks on its ageing hinges, and from the darkness beyond you hear something stirring. Roll on table E - Encounter and fight the monster you have just disturbed. If you escape from the monster, add it to the dungeon sheet in the normal way, and you will encounter it the next time you enter this area, then **Turn to 15** and continue with your turn. If the monster escapes combat or you defeat it **Turn to 92**.

68

The Undead Crocodile rolls over on its side and you shout out triumphally, but before you can catch a breath, the creatures head moves from side to side, and a cold breeze sweeps through the area. You watch helplessly as it rolls back over and swims towards you. Preparing your weapon, you wait bobbing in the water and planning your attack. You surge forward at the last moment and meet it in battle. An evil laugh echoes throughout the cavern reminding you the Lich Lord is watching your every move. You must now fight the Risen Undead Crocodile. Because you are fighting in water you suffer -10 to your attack roll. Neither you or the Risen Undead Crocodile are permitted to escape, and any time it rolls an escape reaction result it must be re-rolled.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
RISEN UNDEAD CROCODILE 🦴	-	60	3	+3	20	Turn To 90	<i>Large, Fear</i>



69

Cautiously, you reach in the hole and blindly search around at the bottom for the pebble. Grabbing hold of its smooth surface is awkward in such a confined space, but after a few tries you grab hold and start to pull it free. As the weight of the pebble is removed from a small pressure pad you hadn't noticed earlier, you hear a click and several small spikes shoot out from inside the hole into your arm. You suffer 1d6+4 damage. If you have any armour equipped to the arms slot, you may deduct its armour value from the damage, and you may deflect up to 2 points of damage to its damage track. Once you have assigned any damage, roll 1d6 and on a result of 1-3 you manage to keep hold of the pebble when you remove your arm, and may add "Heart Shaped Pebble (24)" to your backpack. However, on a result of 4-6 you drop the pebble back on the pressure pad and the trap resets itself. If you want, you may reach in to the hole again and this time keep a tight grip on the pebble, and may add "Heart Shaped Pebble (24)" to your backpack, however you suffer the damage from the trap again, just as before.

Whether you retrieve the pebble or not, **Turn To 5** and continue with your turn.

70

Searching around you find very little of interest, and are about to give up when you spot a hole carved out of the rock on one wall. Peering inside you see two stone chests and a long ladder that leads upwards and probably to the surface. The chests are both identical in size, and have a leather seal under their lids, probably in an effort to prevent any water seeping in and spoiling their contents.

One of the chests has a small clasp, and when you lift it up, you are surprised the lid opens. Inside you find many pouches of gold and silver coins. They are elven in origin and very old. They have a combined value of 1200 gp's, so you may add 1200 gp's to your adventure sheet.

When you try the other chest, it is firmly locked. Looking all over, you see carved into the stone lid is a dragon, and in its chest are two heart shaped sockets. If you think you have two items that could be placed in these sockets, add their item numbers together, and then **Turn To** the paragraph that matches the result. If the paragraph reads correctly then you have used the correct items, otherwise you have used the wrong items and must either try again combining another two other items, or try to smash open the chest, by testing SMASH CHEST below, or pick its lock by testing LOCKED CHEST shown below. Note that a Skeleton Key will not work in the lock and cannot be used.

SMASH CHEST – Test Str -20 [S: **Turn To 100**] [F: -2 HP, +1☹] (*Strong, Lucky*)

LOCKED CHEST – Test Dex -20 [S: **Turn To 100**] [F: -1 Pick, +1☹] (*Locks, Lucky*)

You have no other option than to open the chest or use the long ladder. If you are unable to open the chests, and decide to abandon the adventure you climb the ladder and reach the surface. The Adventure for you is now over and you have failed your mission to recover the Dragon Armour. The next time you play this adventure book you will have to start from the beginning.

71

You initially search around the road and the bridge, roll on table F – Find to see what you discover, and then your attention is drawn to the bank of the fast flowing river.

The water is cool and refreshing and looks very clean. If you have a Bucket or Ice Bucket in your backpack you may collect up some water and take it with you. Add the suffix “of Water” after the bucket item in your backpack (i.e. “Ice Bucket of Water” or “Bucket of Water”) and add 6 to its item number (i.e. if the buckets item number is 12, it will become 18).

Next add “Collect Water 71” to the dungeon sheet, and on another turn when you visit this area you may use a bucket that does not already have the suffix “of Water” after its name, to collect some water by turning to this paragraph and following the instructions above. Note: each time you visit this paragraph you do not get to roll on table F – Find again. Whether you collect any water or not, please **Turn To 7** and continue with your turn.

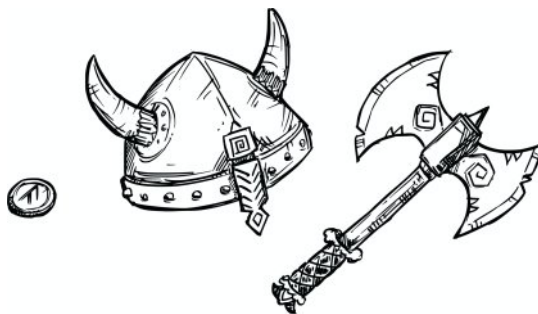
72

Roll on Table F – Find to see what you discover, and after you have finished dealing with the result, you spot a small hole in the ground about the size of your fist and peer in. The hole is square in size and looks like it could have been a footing for a post that has long been removed or rotted away. At the bottom of the hole you can see a small heart shaped pebble. There doesn't seem to be anything special about the pebble, but if you wish to reach down and try to grab it **Turn To 69**, otherwise **Turn To 5** and continue with your turn.

73

This time the Undead Crocodile stays dead, and you swim over to the ladder. After a while your arm gains some feeling, and you feel comfortable enough to swim down and investigate. About half way down you cling onto the rungs and look around. At the bottom there is a large hatch set in the floor and you swim down to take a closer look. The hatch is in fact a grill with several shutters that appear to move. As you bash one, it swings aside and you see a swirl of escaping water. Almost out of breathe, you bash a few more, and then push up from the bottom to the surface. At the top, gasping for air, you look around and see most of the waterfalls have stopped flowing, and the water level is slowly going down. You take in a gulp of air and dive back down, this time pushing all the shutters to their open position, and launch yourself to the surface. All the waterfalls have stopped completely, and you decide to wait and ride down to the bottom with the water as it drains through the grate.

Finally after some time you are standing in puddles at the bottom and may now search the area **Turn To 70**.



74

If you have been sent here because you have been told to **Turn To R**, you retrace your steps back to the turning **Turn To 39**, otherwise, please read on.

You turn west and travel along the tunnel for a few minutes. The water is getting higher here and makes walking difficult. Eventually it leads to a large iron grill that blocks your way. It fills the entire end of the tunnel, and beyond it is another part of the sewers. The iron bars are at least an inch thick and in good condition. You rattle a couple to test their strength, and they are set solid in the wall and will not budge. With no other choice you turn around and start to head back the way you came, and jump with fright. Four diseased Zombies are ambling awkwardly along the tunnel. Their green saliva drips from starving gaping mouths, and when they sense your presence they stumble and slosh in the water, in a frenzied urgency to be the first to reach you and taste your flesh. You must fight the Zombies. However, because they are blocking your way, you are not permitted to escape during the combat. If the Zombies escape, you head back to the turning, **Turn To 39** and decide what to do next.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
ZOMBIES 🧟	E15	35	0	+0	4/4/4/5	Turn To R36	<i>Disease, Pack, Bound</i>

75

The Skeleton drops lifelessly to the floor. Its bones scatter on impact, and the red glow from its eye sockets fades. Breathing heavily you bend over trying to catch your breath, and out the corner of your eye you spot one of the skeleton's bones begin to twitch. Suddenly a cold breeze sweeps through the area, and an eerie chill passes over you. Turning slightly, you back away awkwardly and stare in horror at the skeleton you have just fought as it begins to animate and rise up. You must fight the Risen Skeleton. If you escape combat add "Risen Skeleton 75" to your current area, and you will encounter it the next time you visit the area. If you or the Risen Skeleton escapes combat **Turn To R** and continue with your turn.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
RISEN SKELETON 🧟	E25	50	4	+1	13	Turn To 88	<i>Fear, Regenerate, Resurrection, Bound</i>

76

You collect up some of the green water and take a long gulp. At first it is very cold and refreshing, but then the taste hits you. The foul water causes you to vomit and you fold over and retch (deduct -2 HP and shade in 3 Disease pips). When you recover, you may try to climb up to the hole, and must successfully pass the CLIMBING test below. You may attempt the test as many times as you like, and if you have some rope you may add +5 to your Dex for the test. Alternatively, if you would prefer to press on with the adventure **Turn To 10** and continue with your turn.

CLIMBING – Test Dex -10 [S: **Turn To 44**] [F: -2 HP, +1🎲] (*Agility, Lucky*)

77

Some of the items you may have collected so far might have an item number. You can combine any two of these items together to try and help with your situation by adding up those item numbers and then **Turn To** the paragraph that matches the result. If the paragraph reads correctly, then you have combined the correct items together and can proceed. If the paragraph does not make any sense, then you have combined the wrong items together, and must either try again, or give up and **Turn to R** and continue with your turn.

78

Shade 1 ☹ on the time track. You must now cross back over the river of hot lava to use the exits and continue with the adventure. Perform the LAVA JUMP test shown below three times. If you happen to fail a test you have fallen into the lava and suffer -2 HP, but manage to climb out. When you have tested 3 times, **Turn to 20** and continue with your turn.

LAVA JUMP – Test: Dex [S: Land safely on rock] [F: Fallen In, -2 HP] (*Agility, Lucky*)

79

Trying not to get caught in the web, a strand sticks to your leg, and as much as you try to pull it free, you end up getting stuck in the sticky substance. From above you hear a clicking noise, and as you look up you see two yellow eyes peering back down at you, and then the spider attacks. You must fight the Skeleton Spider. If you escape combat add “Skeleton Spider 79” to the dungeon sheet and you will encounter it the next time you enter this area. If you or the Skeleton Spider escape combat, **Turn to 9** and continue with your turn.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
SKELETON SPIDER ☠	E21	45	4	+2	15	Turn To R96	<i>Regenerate, Resurrection, Web, Surprise, Bound</i>

80

As you are concluding the search, you spot hanging underneath the bridge a coil of rope, which looks fairly old, but could be very useful. If you wish to attempt to retrieve the rope you must pass the RETRIEVE ROPE test below. If you fail the test you have slipped, but have managed to grab hold of part of the bridge and are hanging on for your life. Eventually you manage to haul yourself up and can either try again or give up. If you decide to give up, add “Rope 80” to the dungeon sheet, and on a later turn you may try to retrieve the rope by turning to this paragraph. Whether you give up or successfully retrieve the rope, **Turn To 4** and continue your turn.

RETRIEVE ROPE – Test: Dex -10 [S: Gain Rope (50)] [F: Slipped +1☹, -1 HP] (*Agility, Lucky*)



81

Apart from a narrow path and a stone jetty that juts out into the water, the cavern appears to be filled by the lake. The water is a little murky and looks very deep. A small boat moored to the jetty bobs up and down from the small waves created by the stop and start of the waterfalls. On the opposite side of the lake you can see a ladder attached to the wall that disappears into the water. If you would like to swim across to the ladder **Turn To 94**, otherwise you could untie the boat and row across **Turn To 61**. Alternatively, you can leave the lake and head back into the heat; start a new turn and **Turn To 6**.


82

Searching around you must try to avoid the sticky web that covers the area, and must test WEBS shown below. If you are successful, roll on table F – Find and then **Turn to 9**, and continue with your turn. If you are unsuccessful you must **Turn to 79**.

WEBS – Test: Int +10 [S: Roll on Table F, **Turn to 9** & continue turn] [F: **Turn to 79**] (*Aware*)


83

You follow the child into the gloom, and as soon as you are through the door it slams shut. You desperately try the handle but the door does not budge, and then you hear movement from behind. Slowly you turn around and see a Skeleton with glowing red eyes moving towards you. Its jaw drops open sending out a terrifying roar, and in that brief moment before it lunges to attack, you realise the child is nowhere to be seen. You must fight the Skeleton. If you escape combat add “Skeleton 83” to the dungeon sheet, and you will encounter it the next time you enter this area. If you or the skeleton escape combat **Turn to 19** and continue with your turn.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
SKELETON 	E25	50	4	+1	13	Turn To R75	<i>Fear, Regenerate, Resurrection, Bound</i>

84

You press on with the search, and reach the far end of the canal system. All around is lit up with the glow of hot lava, and your attention is quickly drawn to some fiery figures emerging from the flames. When they spot you, they jump up and down excitedly and begin throwing fireballs as they move forward to attack. You must fight the Imps. If you escape combat add “Imps 84” to the dungeon sheet, and you will encounter them the next time you enter this area. If you or the Imps escape combat, or you happen to defeat them, you may continue to search **Turn To 62**. Alternatively, if you do not wish to search anymore, you may **Turn to 13** and continue with your turn.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
IMPS 	E17	35	1	+1	4/4/5/5	Table P2/I/W+5	<i>Fire, Pack</i>

85

Even though the area is vast, you can see by the natural daylight streaming in from outside, that the cavern is strangely empty. If you wish to spend some extra time searching you may do so by shading 2 🕒 on the time track, and then **Turn To 72**, otherwise **Turn To 5** and continue with your turn.

86

You start to lower yourself down through the hole to the stone ledge, but when your waist is part way through you feel the floor give way, and for a few seconds you are tumbling downwards. Pieces of wood and rubble bounce and smash into you, and your lungs become filled with dust. Eventually you land in a heap at the bottom, and groan in pain. Roll 1 d10, on a roll of 1-5 **Turn To 24**, on a roll of 6-10 **Turn To 65**.

87

The Undead Crocodile rolls over on its side and you shout out triumphally, but before you can catch a breath, the creature's head moves from side to side, and a cold breeze sweeps through the area. You watch helplessly as it rolls back up and walks towards you. Preparing your weapon, you wait planning your attack. You charge forward at the last moment and meet it in battle. An evil laughter echoes through the cavern reminding you the Lich Lord is watching your every move. You must now fight the Risen Undead Crocodile. Neither you or the Undead Crocodile are permitted to escape, and any time it rolls an escape reaction result it must be re-rolled. If you defeat the Undead Crocodile you may now search the area and **Turn To 70**.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
RISEN UNDEAD CROCODILE 🐊	-	60	3	+3	20	-	<i>Large, Fear</i>

88

It appears the undead in the Ruins of Ender do not like staying dead, and perhaps this has something to do with the Lich Lords Spell. Just to make sure nothing can rise up again and attack, you decapitate the monsters heads from their bodies and kick them across the floor as far away as possible.

If you have “Map (48)” in your backpack, you find nothing of value on the undead **Turn To R**, otherwise continue reading.

Carefully you search through the remains and find a crumbled piece of parchment, which appears to have been torn from a larger piece and has drawings and symbols written across it. Add “Parchment (10)” to your backpack. Now add up all the parchments numbers you have collected so far, and if the total is 60 or more **Turn To 60**, otherwise **Turn To R** and continue with your turn.



89

Excitedly you take out the Dragon Key, and compare the yellow crystal eye on the key to the missing eye of the dragon on the door. It is the same shape and size and earnestly you begin fiddling with the key to remove the crystal. Quickly you learn that it unscrews, and so you remove the eye and attach it to the empty eye socket on the door. As soon as it is placed, the crystals begin to glow softly, and the dragon's eyes pulsate with energy. From behind the door you hear a click and a hiss of escaping air, and the eyes stop glowing. Then the door springs open a few inches, creaking on its unoiled hinges. Change the Door Code to (O), you may now use the exit to area 16. If you wish you may retrieve the small crystal and insert it back into the key, then **Turn To 6** and continue with your turn.

90

This time the Undead Crocodile stays dead and you swim over to the ladder. For a moment you stare into the water searching in case there is anything else that may attack, but you see nothing moving. However, at the bottom you spot a large hatch set in the floor, and you swim down to take a closer look. The hatch is in fact a grill with several shutters that appear to move. As you bash one it swings aside and you see a swirl of escaping water. Almost out of breathe, you bash a few more, and then push up from the bottom to the surface. At the top, gasping for air, you look around and see most of the waterfalls have stopped flowing, and the water level is slowly going down. You take in a gulp of air and dive back down, this time pushing all the shutters to their open position, and again launch yourself to the surface. All of the waterfalls have now stopped completely, and you decide to wait and ride down to the bottom with the water as it drains through the grate.

Finally after some time you are standing in puddles at the bottom and may now search the area **Turn To 70**.

91

The hall is a lot bigger than you first thought. Against one wall you find steps leading to a large stone throne, which at one time was inlaid with hundreds of tiny gems, but now only tiny holes are left. Someone or something has removed every last one. Moving on, you come across several rooms set aside from the main hall, which appear to have been used in a variety of ways. One looks like it was a library, and another appears to be a small chapel. None have any exits. Shade 1 🕒 on the time track and then roll on table F – Find to see what else you discover. After you have followed the instructions on table F, you find yourself back at the place where you killed the Zombie Queen, and notice that the shards of ice from the ice barrier still haven't melted. You pick one up and grip it tightly trying to resist its cold. The freezing temperate burns your hand, and you are forced to drop it to the floor. Upon inspection you are surprised to see the shard shows no sign of melting, and appears to be impervious to heat.

If you have a bucket and wish to collect some ice shards, add 10 to the item number of the bucket and **Turn To** the paragraph that matches the result. (i.e. if the bucket's item number is 34, you would add 10 to 34, giving a total of 44, and then turn to paragraph 44). If you don't want to take any ice with you or don't have a bucket anyway, you must **Turn To 3** and continue with your turn.

92

Exhausted from the fight, you pause a moment to catch your breathe and look around the chamber. Amongst all the dust and rubble, you see it was a holding area for gladiators. A tunnel set in the far wall leads off away from the room, but at some time the ceiling has collapsed and it is now blocked. Fixed to one wall you see several sets of manacles, and resting against another are benches adorned with weapons and armour. Searching the items, you find most of it is junk. Weapons have been deliberately made blunt, and some of the armour is poorly made. If you wish you can spend some time sorting out the good items from the bad, shade 2☉ on the time track, and then roll twice on table A – Armour and once on table W – Weapons to see what you find. Whether you sort through the items or not **Turn to 15** and continue with your turn.

93

If you have “Ring 40” marked in dungeon area 18, please remove it from the dungeon sheet.

You carefully pull up the ring and wipe away years of dust and grime. The golden band is very plain in appearance, but even in your hand you can feel its power. Its heavy at first and very large for any of your fingers, but when you do decide to put it on, it shrinks and fits perfectly. As soon as it has shrunk you feel a surge of knowledge flow through your mind, and many things you struggled to understand before immediately become clear. If you keep the ring add **Ring of The Stars (+10 Int)** (1500gp, Ring Slot) to your adventure sheet and then **Turn To 18** and continue with your turn.



94

You dive into the water, and swim towards the ladder. Halfway across the lake you feel something brush past your leg. Spinning around you see two glowing eyes staring back at you, and then suddenly a wide mouth with hundreds of teeth opens up and snaps at your head. Throwing out your arms, you punch at the creature, and for a brief moment you feel intense pain as it bites down on your arm. Luckily you managed to save your head from being crushed in its jaws, but now it has hold of your arm, and the water turns red with blood. You suffer 1d6+2 damage. If you are wearing any armour in your arm slot, you may deduct its armour value and may also deflect up to 2 more points of damage to the armour's damage track. If you have a shield equipped, you are not permitted to use it to block any further damage.

If you are still alive, there is a second or two where everything goes deadly still, and you realise you are at the mercy of a very large crocodile. Its glowing eyes pressed against yours, stare lifelessly and without emotion. Then it begins a death roll. Your arm feels like it is being ripped from its socket as you are forced to spin around with it. Round and round you go, being dragged above and below the surface, desperately trying to suck in air, but ending up choking on water. For a second the creature stops rolling and you cough and vomit. You suffer 1d6+2 damage and again you may use any armour worn to fend off the damage, just as before.

If you are still alive, you kick out at the monster and begin beating its head with your free arm. Your knuckles hit bone over and over, and it feels like you are punching solid stone. You realise now that the creature is undead. For a brief moment you feel its grip looses as it attempts to get a hold further up your arm, and quickly you pull yourself free. You must fight the crocodile or be eaten alive. Because your arm is so badly damaged and you are fighting in water you suffer -20 to your attack roll. Neither you or the Undead Crocodile are permitted to escape, and any time it rolls an escape reaction result it is ignored and must be re-rolled.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
UNDEAD CROCODILE 🐊	-	50	3	+2	18	Turn To 64	<i>Large, Fear</i>

95

Shade 1 🕒 on the time track. Searching around the area is difficult, and the heat has given you a thumping headache. On the opposite side of a lava stream you can see a small hole in the dungeon wall. The stream is too wide to cross. However, at one part it narrows and there are three large rocks jutting out from the flowing lava. They are aligned in such a way that they could be used as stepping stones to reach the hole. As you get nearer to investigate you can see that they are a little further apart than you had first thought.

If you wish to cross the stream to investigate, you will now have to jump from rock to rock. Perform the LAVA JUMP test shown below three times. If you happen to fail a test you have fallen into the lava and suffer -2 HP, but manage to climb out. When you have tested three times you will have reached a flat rock on the other side and may **Turn To 37**. If you do not wish to cross the stream **Turn to 20** and continue with your turn.

LAVA JUMP – Test: Dex [S: Land safely on rock] [F: Fallen In, -2 HP] (*Agility, Lucky*)

96

Finally you bring down the Skeleton Spider, and it lays shattered in pieces on its back. Its glowing eyes slowly fade and you breathe a sigh of relief. For a second or two you glance around in case there are more of them waiting in the shadows preparing to attack, and then suddenly from way off in the distance you hear an evil laughter. It echoes all around and gets louder until you are covering your ears to block out the sound. Your head starts to hurt and you watch in horror as the spider's shattered form, twitches and animates back together.

You must fight the Risen Skeleton Spider. If you escape combat add "Risen Skeleton Spider 96" to the dungeon sheet and you will encounter it the next time you enter this area. If you escape, or defeat the Risen Skeleton Spider, or it escapes **Turn to 9** and continue with your turn.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
RISEN SKELETON SPIDER 	E21	45	4	+2	15	Table P1	<i>Regenerate, Resurrection, Web, Surprise, Bound</i>

97

If you have "Barrels 97" written in area 11 on the dungeon sheet, please remove it and continue reading.

You prise open one of the barrels, and as the lid falls away it disturbs some mould spores you hadn't seen earlier (shade 1 disease pip). After you have finished coughing and wheezing you look inside and find a foul smelling sludge at the bottom, and a small heart shaped pebble. If you would like to take the pebble you can reach in and grab it, add "Heart Shaped Pebble (26)" to your adventure sheet. However to get to the pebble you will get covered in the vile sludge, and must shade in 1 disease pip.

Whether you decide to take the Pebble or not, you continue searching around and find nestled in an alcove a stack of upturned buckets. Searching through them reveals that most are split or worn through, but one is still intact. Add "Bucket (12)" to your backpack if you wish to take it with you. Now **Turn To 11** and continue with your turn.



98

Grabbing hold of the metal ladder you descend into the darkness and are surprised when your feet splash into the watery bottom sooner than expected. You are at the end of a brick tunnel that leads north. The water barely reaches your ankles and is very cold. Heading north you walk for a few minutes, and then reach a point where the roof gradually tapers downwards until you are forced on all fours, and have to crawl to continue. The water level has risen slightly here and it is now hard to keep your lantern dry. After a few more minutes of crawling you reach a turning to the west, and are glad to see the roof has returned to a height where you can once again stand up.

If you would like to continue exploring the sewers **Turn To 39**, otherwise, you can retrace your steps and leave the sewer system, **Turn To 8** and continue with your turn.

99

With a thumping headache, you desperately fight against the heat and start searching the canal system. Unless you have a bucket with some water, you suffer -2 HP. If you are still alive and would like to continue searching **Turn to 84**, otherwise **Turn to 13** and continue with your turn.

100

With the chest now open you peer inside and see various pieces of tarnished armour, which have been stacked one on top of another and look fairly beaten up. This is not what you had been expecting at all. Their metal is a dull gold colour and you can't see any of sign of the legendary Aztopaz crystals. You had thought after all this effort and all that you have gone through, that this chest would hold the Dragon Armour you seek. With great disappointment you begin removing the pieces one by one and lay them out. Still astonished, you remove the last piece and peer into the empty chest. "What is this? Is this some kind of joke?" You ask yourself. The armour laid out on the floor has the right number of pieces to be the Dragon Armour, but for some reason you had expected it to be the magnificent armour from the stories. This armour is so badly dented and shows none of the magical properties it should. If this is truly the High Elf Queens Armour, then the stories have got it all wrong.

With nothing to lose, you begin trying on each piece, strapping it in place, and when the last piece has been secured, you wait for something to happen, for anything to happen and then it does. From behind, a laugh booms out. Its evilness fills your heart with doom and slowly you turn around expecting the worst. You look up at the creature, which stands twice your height and holds a huge flaming sword. Again, it laughs loudly, throwing back its head and begins to speak. Its vile, menacing tone shreds what little courage you had, and you step back in terror.

"MORTAL, YOU WILL DIE FOR YOUR INSOLENCIE, THE ARMOUR MAY NOW BE IN YOUR GRASP, BUT NOT FOR LONG". With each booming word, a pain soars through your body, growing in strength until the last spoken word leaves you laying and writhing on the floor. Kantha, the Dragon Lord stands above you and strikes down with his flaming sword, and then something strange happens. Your eyes and mind react at speed, but everything around you is moving slowly. The armour that was once dull and

damaged, begins to glow bright, and its crumpled surface flattens becoming smooth. The flaming sword raised above the Lich Lord's head is striking downwards, but it is in slow motion and is taking minutes to reach you. Rising to your knees, you stretch up, trying to grab hold of the creature's arm, but you are moving just as slowly. You force yourself to move faster, and under the strain you feel a bead of sweat trickle down your brow. Just before the flaming blade cuts you in two, you manage to grab hold of the Lich Lord's arm, and for a moment the two of you wrestle, and then the ill-fitting armour merges together. The joints it once had disappear, and hundreds of tiny crystals appear across its surface. Then dragon scales begin to etch themselves into the gold, and the armour shrinks and hugs your body. You stand up pushing the creature backwards and it roars in defiance. Desperately it tries to twist its blade, but you match its strength, and finally you summon the energy to push it away, and then time returns to normal. Standing up tall, the dragon armour emits a spectrum of light, as the thousands of different coloured Aztopaz crystals light up and pulsate. Shocked by your sudden strength, the Lich Lord speaks out, but this time the words cause you no pain, and the voice that once filled you with impending doom, no longer has any effect.

"The armour, will not protect you MORTAL, it has been worn before, and you have seen first hand my power over the High Elf Queen". You laugh in defiance and calmly reply.

"Yes, but you didn't defeat Queen Annolin, it took a whole army of Dragon Riders to do that. Where is your army now Kantha?" The Lich Lord roars and is shaking with anger and then attacks.



You must now fight the Lich Lord. However, because the Lich Lord disturbed you when you had just put on the last piece of the Dragon Armour, you must add all of the Dragon Armour (below) to your Equipment slots on the Adventure Sheet; even if you would prefer not to. Of course, after the combat you are free to change your armour configuration. During combat with the Lich Lord neither of you are permitted to escape. Any time it rolls an escape reaction result it must be re-rolled. If you defeat the Lich Lord read the passage “THE LICH LORD IS SLAIN”, below. Otherwise you are killed and become one of the many undead creatures roaming and guarding the Lich Lords Lair. You will have to create a new adventurer and start from the beginning, if you hope to kill the Lich Lord and recover the Dragon Armour.

THE DRAGON ARMOUR

DRAGON SKULL (1500/300gp) (Head) (A:3) (+5 Int)

DRAGON SCALES (1500/300gp) (Back & Torso) (A:3) (+5 Str)

DRAGON CLAWS (1200/240gp) (Arms & Hands) (A:3) (+2 Dmg)

DRAGON BELT (1500/300gp) (Waist) (A:3) (+5 Dex)

DRAGON LEGS (1200/240gp) (Legs & Feet) (A:3) (+1 Def)

The Dragon Armour may be worn as individual pieces or as a set. When all five pieces are worn together, each piece gains +1 HP (+5 in total) and the adventurer gains the **FIRE BREATH** ability below. They also gain Fire Protection and can always ignore the monster ability **FIRE**.

FIRE BREATH - Once per encounter, at the start of any combat round, and before rolling for a Monsters reaction the Adventurer may breath fire from the Dragon Skull, roll for a location and deal the monster 1d10 damage, do not deduct the monster Def from the result. Fire Breath will damage a monster with the **ETHEREAL** Ability.

Monster	Card	AV	Def	Dmg	HP	[K]	Monster Ability
LICH LORD 	E42	70	7	+3	35	Firestorm	<i>Dark Magic, Regenerate, Resurrection</i>

THE LICH LORD IS SLAIN

The Lich Lord falls backwards and lands with a loud thud on the ground. You cautiously walk over to the pile of bones and nudge it with your weapon. It moves lifelessly and shows no sign of reanimating. Carefully you shift through the remains and uncover the flaming sword. It's heavy and no longer has any flames. Its handle has been made to resemble a skeleton of a dragon, probably in memory of Melvinto, his dragon steed. Wings spread out to form the guards, and a long bony neck stretches up forming the grip. Where it reaches the pommel, there is a large dragon skull, its eyes have been set with yellow Aztopaz crystals. Pointing the sword to the floor, the blade easily reaches beyond your waist and with the double handed grip, the pommel nests just under your chin. It is a magnificent weapon, and as you try a few practice swings the blade erupts into flames.

If you wish, you may take the Lich Lords weapon, Firestorm. Its blade bursts into flames when ever you attack. It is such a heavy weapon that an adventurer needs a minimum Strength of 50 to be able to wield it. Whenever an attack deals a monster damage, roll 1d6. If you roll 1-3 the blade burns the monster with damage equal to the result on the d6 (i.e. If you rolled a 2, the monster suffers an extra 2 damage).

FIRESTORM (900/180 gp) (👤👤) (H) (Mighty Claymore) (+7 Dmg)

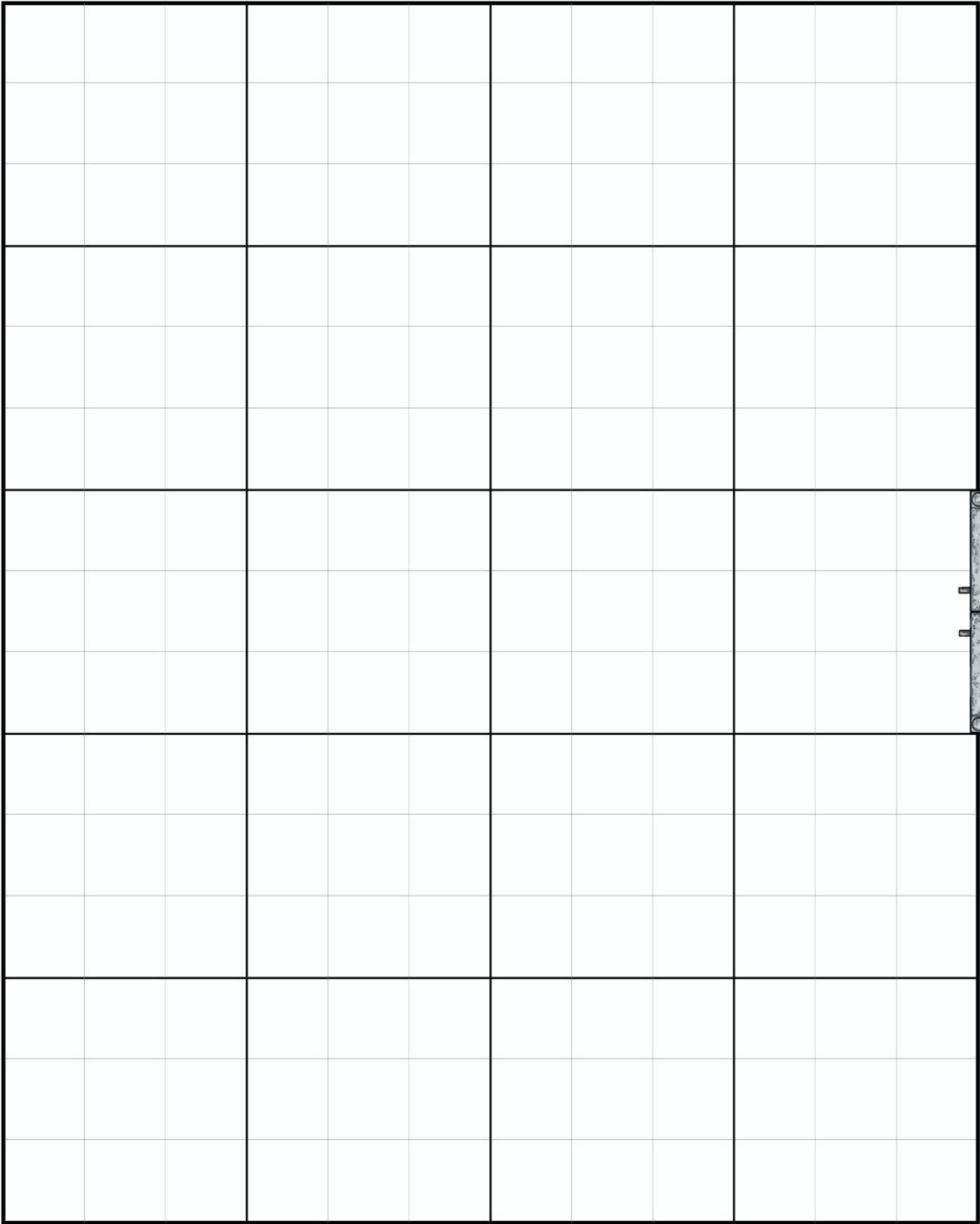
Whether you take firestorm or not, you decide its time to leave the Lich Lords Lair and head back to the safety of a Town. You climb the long ladder to the outside and head off in the direction of the nearest Tavern, where you can share a drink and stories of your latest adventure with its patrons (gain 1 REP, 1 FATE and 1 LIFE point).

Congratulation, against all odds you have managed to defeat the Lich Lord and retrieve the Dragon Armour. You have won the Adventure.



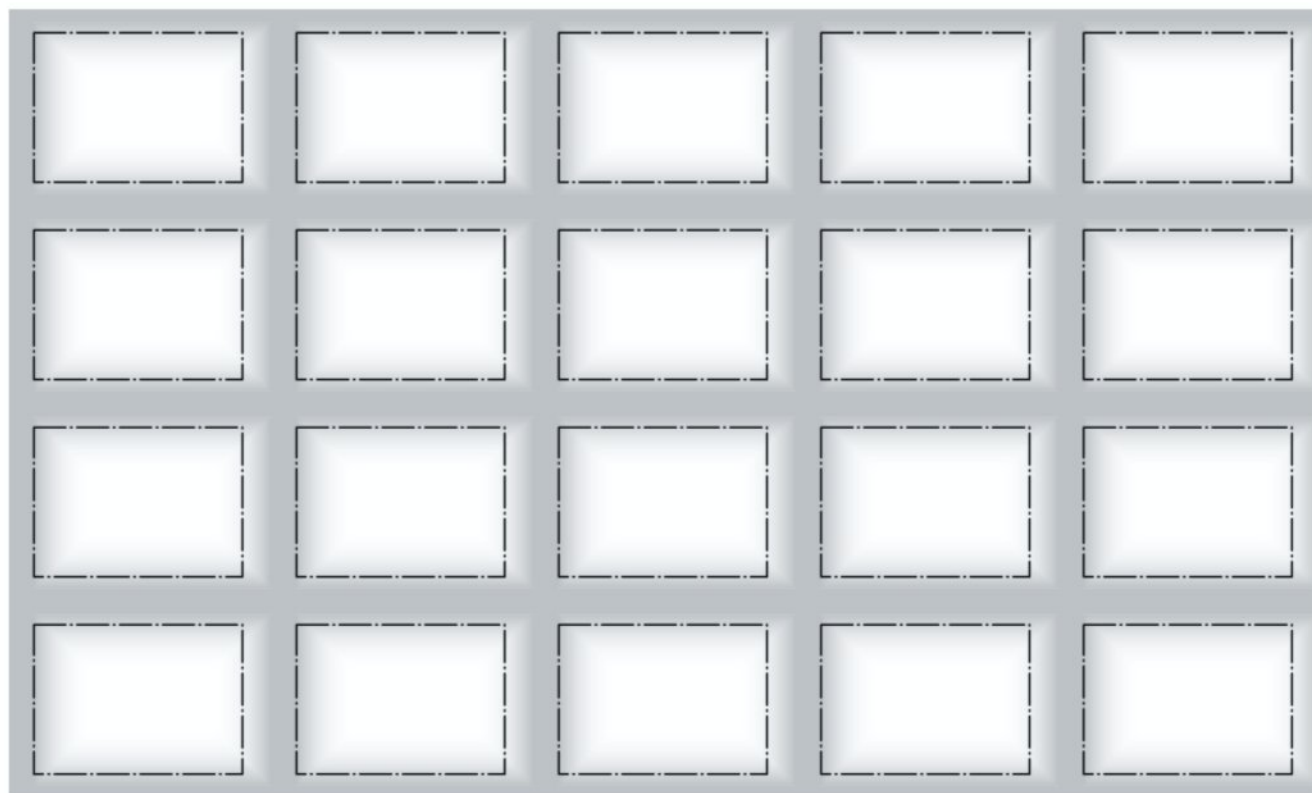
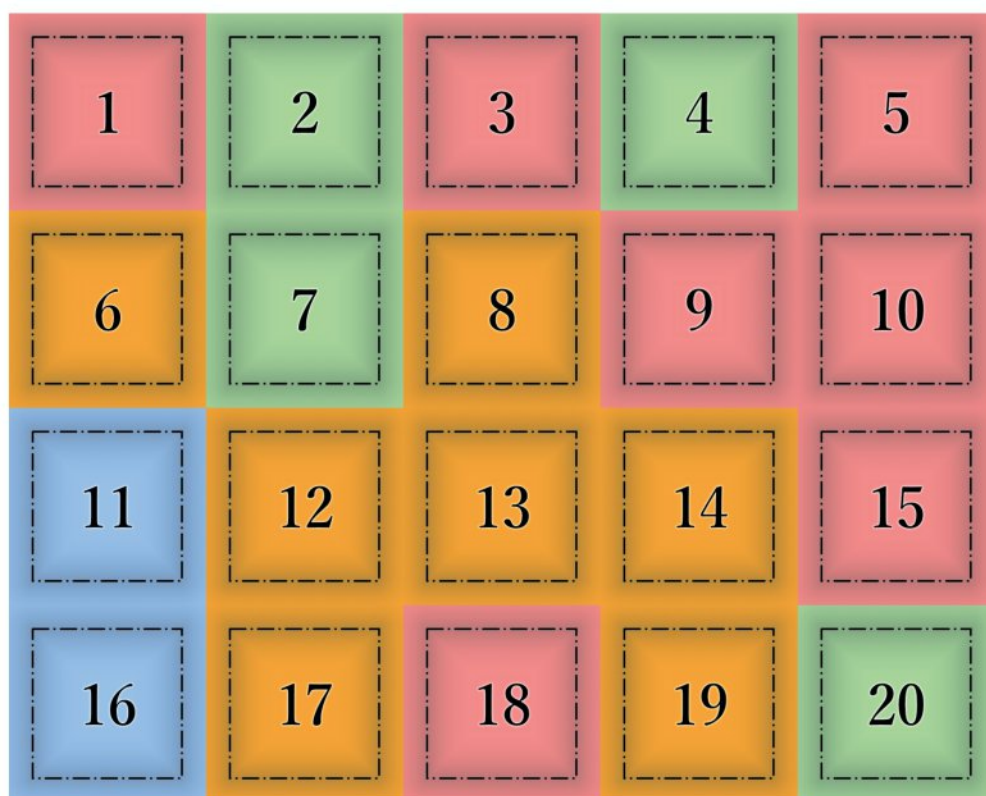
DUNGEON SHEET

THE DRAGON ARMOUR



DUNGEON ENTRANCE

AREA MARKERS (FOR USE WITH MAPPING GAME)



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The Dragon Armour Adventure Book introduces a different way of playing D100 Dungeon, and will give you choices much like a "choose your own adventure" game book. It uses all of the D100 Dungeon rules from the main rulebook with a few modifications. Also included in the Adventure Book are some additional rules for D100 Dungeon that can be implemented into any of your D100 Dungeon games, whether you are playing a Quest, Campaign or an Adventure.

Can you beat the Adventure?



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D100 DUNGEON RULE BOOK
TO PLAY THIS ADVENTURE