

An Adventure for 4-6 Characters, Levels 3-6

Advanced Dungeons & Duergar

Official Game Adventure

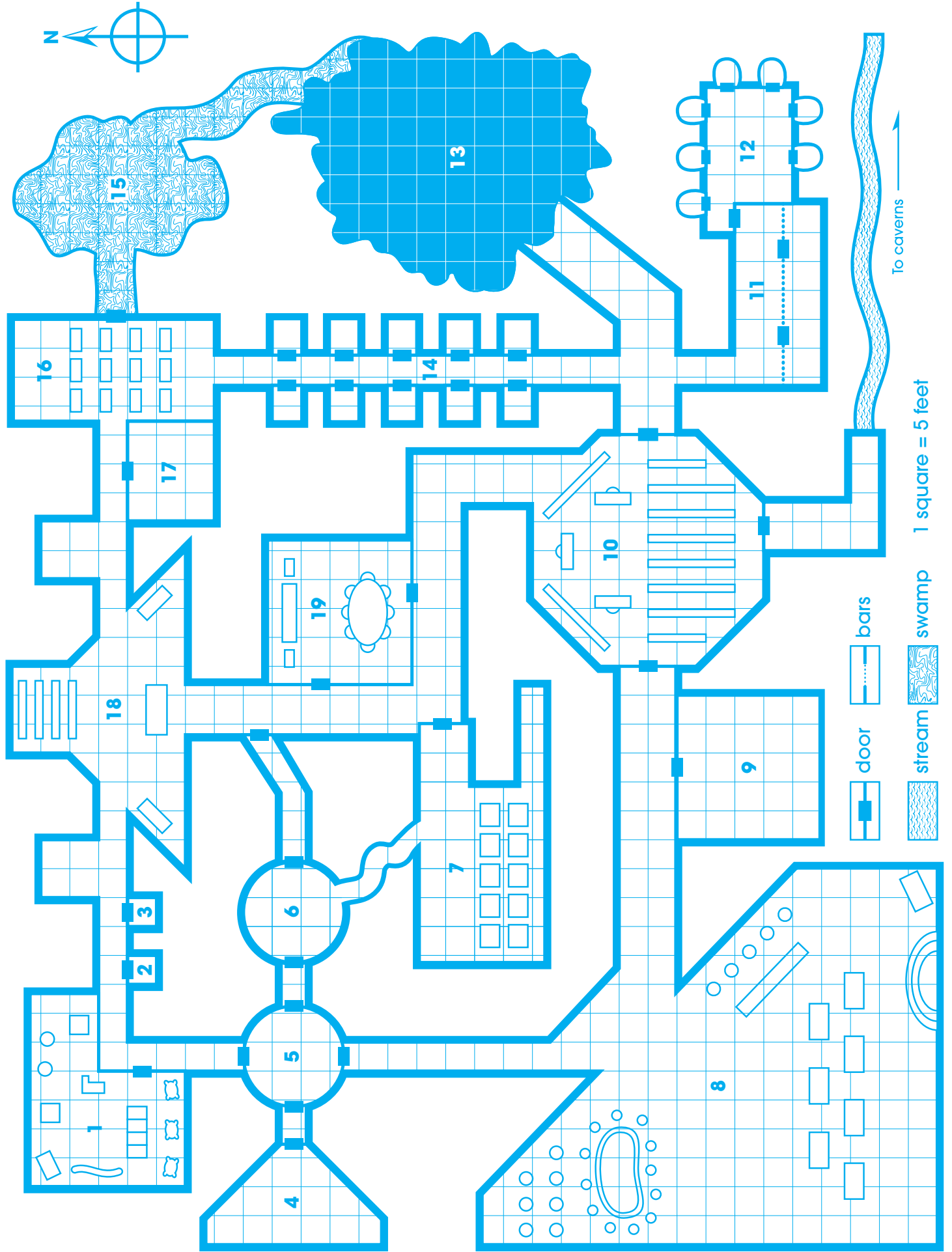
The Caverns of Draconis



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MAP OF THE WIZARD'S CASTLE



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Official Game Adventure

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The Caverns of Draconis

Adapted by Daniel Anderson and Cameron Foster

Credits

This adventure is a work of **PARODY** based on “Caverns of Draconis” featured in season 2, episode 14 of the TV series, “Community.”

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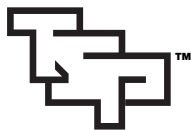
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Note: This parody is a tribute to a game and show that we love. We took painstaking measures to try to replicate the look of the module from the show, at the same time making it simple enough to engage beginner and/or casual players.

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INTRODUCTION

The following module is a parody based on Season 2, Episode 14 of NBC's TV show *Community*, titled "Advanced Dungeons & Dragons." In the episode, the show's characters played a fictional AD&D module titled "The Caverns of Draconis." Drawing on the source material available from the episode, we have tried to recreate the module's contents while being true to the layout and conventions of AD&D adventures. However, rather than stick to AD&D's 2nd edition's complex ruleset, this rules-lite version of the game is best suited for a rowdy evening of drinks and tomfoolery with friends.

The Basics

This is a roleplaying game, which means that it takes place in the players' collective imagination. Some groups prefer to play the game with miniatures and a grid in order to help them visualize what's happening and see various creatures' locations, but ultimately that's up to your game group. If you are not playing with visual aids, make sure to describe each encounter in detail for your players.

This game can be played with 2-9 players. One player takes on the role of the Game Master (GM), and is responsible for running the monsters, background characters, and making rules judgements. Everyone else will play the role of a single character. There are 9 pre-generated characters to choose from.

Dice

This RPG system only uses two types of dice, a task dice, and a damage dice. The task dice is twenty-sided, and is called a d20. The damage dice is twelve-sided, and is called a d12. At the start of the game, provide each player with their own set of these two dice. If you only have one set, keep them in the center of the table so they are easily accessible to all players.

Task & Enemy Levels

In the game, players will want to accomplish various things, and these are called tasks. Most mundane tasks, such as opening doors, having a conversation or drinking a beer do not require the players to roll their task dice. However, things that have a decent chance of failure require players to roll their task dice.

The Game Master (GM) decides what the type of task is and the task's difficulty level. Any task you attempt will fall into one of three categories: Body tasks, Mind tasks, or Spirit tasks. Tasks that use your strength, agility, stamina or vigor are Body tasks. Some examples would be attacking, climbing, or jumping. Tasks that require you to use your experience, analytic ability, or memory are Mind tasks. Some examples would be searching a room, reciting a fact, or casting an arcane spell. Tasks that require you to use your personality, charisma, faith or bravery are Spirit tasks. Some examples would be charming a guard, casting a divine spell, or holding your ground in the face of danger.

Tasks come in different difficulty levels. In order to accomplish any easy task, players must get a result of 10 or higher. Players can get a result of 10 or higher in one of two ways. First, they can roll a result of 10 or higher on their d20, this is called a natural roll. Second, they can roll a result below 10 on their task dice, such as an 8, and then increase their result by adding their Body, Mind or Spirit bonus, this is called a modified roll.

In order to accomplish a moderate task, players must get a result of 15 or higher on their task dice. In order to accomplish a hard

task, players must get a result of 18 or higher on their task dice. If you ever roll a natural 20 on your task dice, then the task that you were attempting succeeds spectacularly. Better yet, if you get a natural 20 on an attack task, you also double your damage! If you ever roll a natural 1 on your task dice, whatever you were attempting catastrophically fails! The Game Master can decide on the consequences depending on what type of task you were attempting.

Easy Task = 10+
Moderate Task = 15+
Hard Task = 18+

If you would like to damage a creature, you need to hit them with an attack task first. If the creature is unarmored, it is an easy task to hit them. If the creature is wearing regular armor, it is a moderate task to hit them. If the creature is wearing magical armor, it is a hard task to hit them. If you successfully hit, roll a d12 to determine how much damage you deal to them.

Monsters similarly come in three levels of difficulty. Runts only have 6 health. Elites have 12 health. Bosses have 36 health.

Runt: 6
Elite: 12
Boss: 36

Advantage & Disadvantage

Situational and contextual factors can affect your chances at performing a task. If a player has a situational advantage, such as elevation or the element of surprise, the GM may grant the player 'advantage'. That means that the player gets to roll their task dice twice when performing the check, and takes the higher of the two dice results. If the situational factors are against the player, the GM may impose 'disadvantage', which means the player rolls their task dice twice and takes the lower of the two dice results.

Player Turn

On a player's turn, they may perform one task and move. Players have the option of using part of their movement, completing a task, and then using the rest of their movement afterward. After a player's turn ends, play proceeds clockwise around the table.

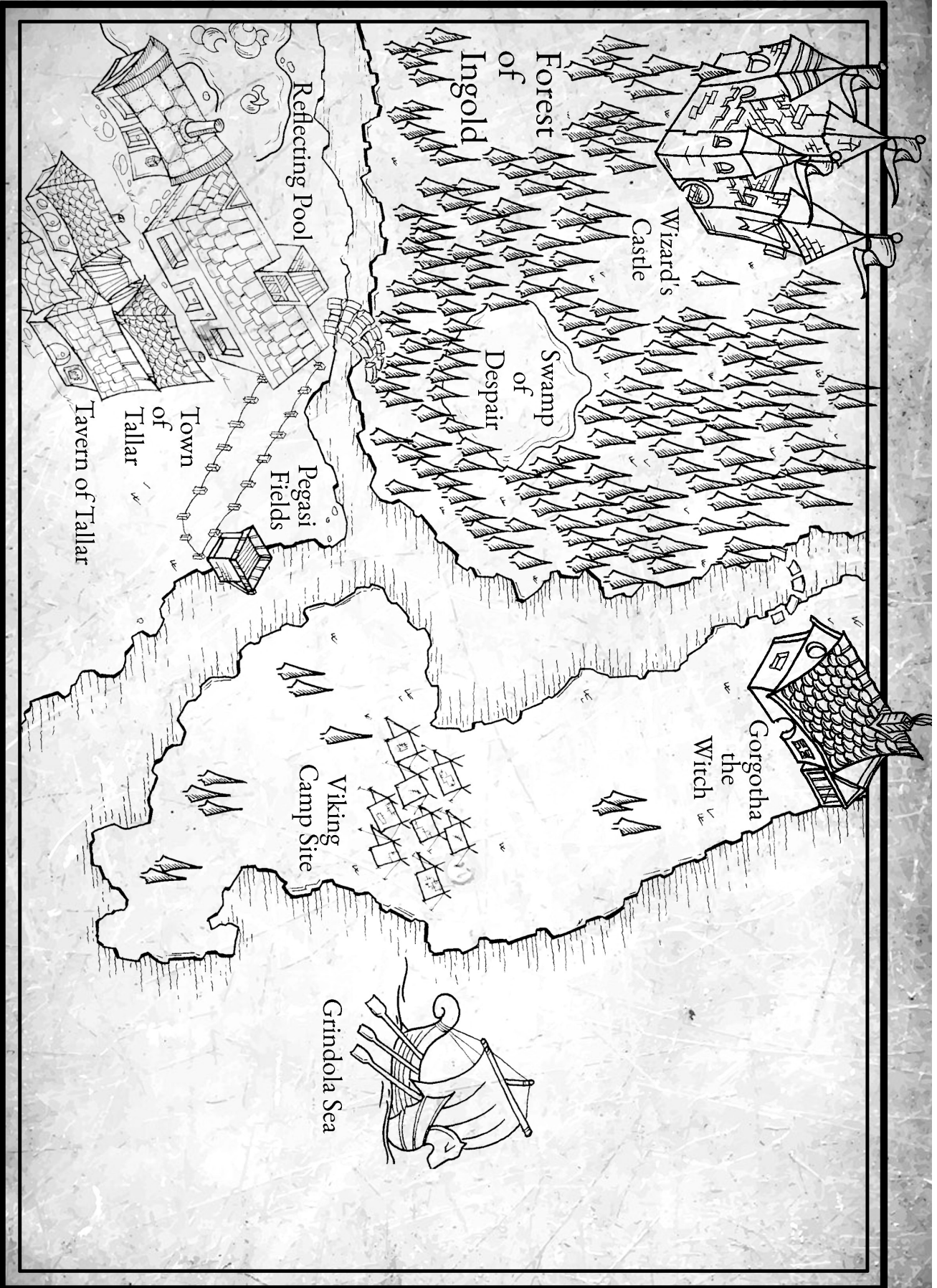
Combat

When combat begins, everyone, including the Game Master, rolls their task dice, in order to determine whether the monsters or the heroes go first. This is called rolling for initiative. Players add their Body bonus to the roll, while the GM always adds a bonus equal to the number of other players at the table. Whoever rolls the highest begins combat and then play proceeds clockwise thereafter.

Death

When a player's character drops to 0 health, they are dying. If an ally reaches them before their next turn, and successfully makes a moderate Spirit task, then they arise with 1 health. If no one reaches them, or if their allies fail to succeed on their Spirit tasks, then on the downed player's next turn they must conduct a moderate Spirit task themselves, if they fail they are permanently dead. If they succeed, they arise with 1 health. When monsters drop to 0 health, they die immediately.

OVERLAND MAP





Welcome to the Game

“You are all standing on a country road. Legend has it that the evil dragon Draconis dwells nearby, guarding a massive pile of treasure. Working as a team, your goal is to track down the dragon, kill him, and then claim the treasure as your own.” – Abed, Season 2, Episode 14 of NBC’s Community



L1. Country Road

Before you lies a wide dirt path hedged in by large coniferous trees on both sides. The sound of squabbling rooks emanates from deeper in the thick wood.

A band of six bloodthirsty goblins patrol the edges of this road, and will ambush travelers if they encounter them. If the goblin leader is captured, he will disclose that he, and his fellow goblins, used to reside in the forests located North of the Wizard’s Castle. The goblins vacated their lands after a great red lizard, living

near the keep, began to hunt him and his kind, decimating the goblin villages.

Goblin Runt

H: 6 B: +2
A: Unarmored M: +1
S: 30 ft. S: +1

Equipment: Shortbow + 20 arrows, Dagger

Ability: Goblins have advantage on their attacks if other goblins are within 5 ft. of their target.

Goblin Elite

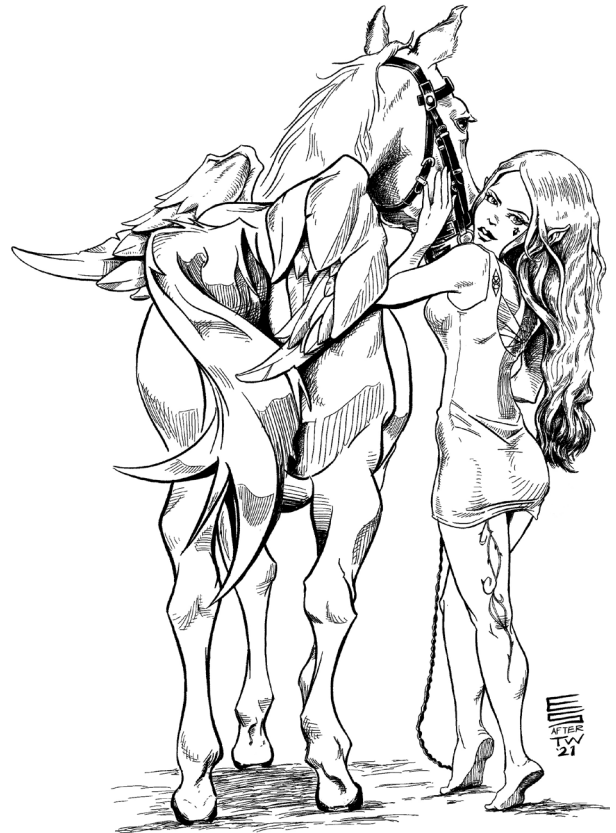
H: 12 B: +4
A: Nonmagic Armor M: +2
S: 30 ft. S: +2

Equipment: Shortbow + 20 arrows, Daggers

Ability: Goblins have advantage on their attacks if other goblins are within 5 ft. of their target.

L2: The Town of Tallar.

When you approach the town of Tallar, it is protected by a 10 ft. tall wooden, crenellated wall with manned parapets every 50 ft. Entering the town, you cross a wooden bridge spanning a frothing set of rapids.



Built on the land spit where the Edylmann River forks is the elven town of Tallar, the last standing stronghold of the Amburg region. The town has a tall wooden barricade built around its borders in order to stave off roving bands of vikings. Outside the town’s front gates is a large wooden bridge, which allows travelers to safely pass over the Edylmann rapids below onto a dirt path through the Ingold forest.

L3: Pegasi Fields.

Straying from the Main Street in Tallar, you see a surreal tableau. A comely elven maiden is hard at work grooming a flock of seven pegasi. You hear her laughing aloud as she contends with one of her more unruly charges. The pegasus in question is obviously not intent on having its wings tended to.

Slightly outside of the Main Street of Tallar is a field full of pegasi, guarded by an elven maiden with a shepherd’s hook. The maiden cares for the creatures and resides in a nearby stable. If asked to provide the party with pegasi, she will refuse, as her flock has dwindled since riders heading Northward had failed to return. She may be convinced with romance, or some assurance of her flock’s safety, however.



L4: The Tavern of Tallar.

As you enter the tavern you see a bustling alpine lodge crammed full of long mead tables with rowdy patrons and cut-up cork dart boards. Small beleaguered gnomes move to and fro between the tables, serving up frothing mugs of mead to quenched customers. An obese half-elven bartender scrutinizes the gnomes' work with a smug, judgmental gaze. One of the gnomes appears particularly exhausted. His eyes are wide but downcast, his neck craned and his hands, filthy.



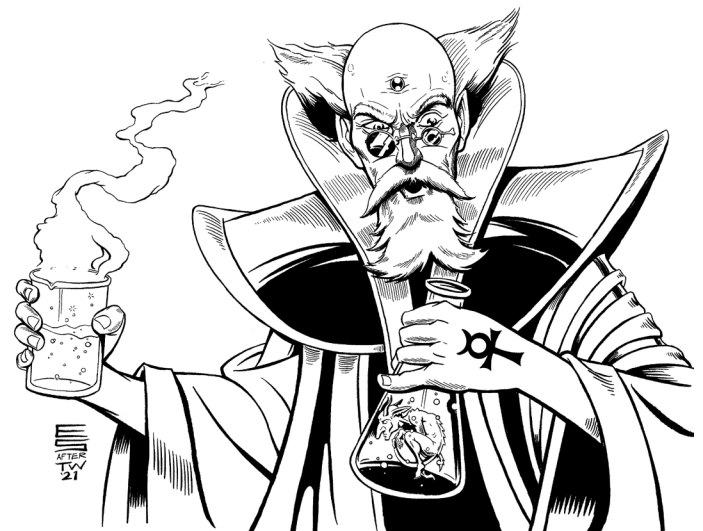
Kyle, the lead waiter will offer to seat any new customers and will serve them personally. Mead is all the depressed elves can drink these days. The river water on which they used to subsist has been tainted by a cloudy black ichor that drains from a witch's hovel upriver. Any who have

ventured Northward upstream to confront the witch have never returned. As such, the town carries on inebriated, awaiting the impending dragonfire that haunts their dreams.

L5: House of Gorgotha the Witch.

Nearing the hovel rumoured to be that of the witch Gorgotha, a lanky, decrepit-looking man in long red robes appears in the doorway. His face is horrifying, as a third eyeball blinks repeatedly in the centre of his forehead. He eyes you suspiciously, commanding you to stop where you are, and demands you tell him your business before you come any closer.

Far north, sitting on the Edylmann River, is the hovel of Gorgotha the Witch. Local rumors tell of a vile hag that lives in this



dilapidated home, but in truth she has long since passed. The current occupant of this hovel is the refugee wizard Yehamaan the Wild, who was displaced from his massive castle in the nearby woods. Yehamaan has a penchant for brewing magical potions and fashioning arcane poultices. The offrun of this experimental alchemy now sours the river waters running South, mutating and sickening any who drink it.

If Yehamaan feels threatened, he will attack any visitors, polymorphing them into gestalt beasts of his whimsy. However, if he senses goodwill, he will disclose that he abandoned his nearby castle because of a foul-smelling steam drifting through the cobblestones' grout. He will describe the steam as being thick and hot, and smelling like a snake's skin.

If the players hint that they could reclaim his castle, Yehamaan will supply them with three vials of the following potion.

Potion of Velocity: When you drink this potion, you may move at double speed for the next minute.

L6: Viking Camp Site.

A sizable camp of tents is visible in the nearby brush. It appears to be unoccupied.

If the party chooses to inspect the camp, read or paraphrase the following:



As you approach the camp you see a recently doused campfire, that suggests the area might not be as abandoned as you initially suspected. Before you can explore any further you hear rustling coming from the surrounding trees. A group of twelve tall, burly men have surrounded you, cutting off any escape route. The trap has been sprung!

Located East of Tallar is a makeshift war camp erected by the bloodthirsty vikings of the Grindola Sea. These surly, long-shanked tribesmen have previously crossed the river to raid Tallar for goods, but had been pushed back by the skilled marksmanship of the forest elves. A standoff now exists between these peoples, with both sides waiting on a move from the other. Tallar is cut off from foreign supplies by the encampment and the vikings run low on food since they have stopped raiding the coastlands.

The vikings are hostile to most outsiders, but have become more amenable to assistance from outsiders since a behemoth red dragon has begun to torment their camp. The creature has created more immediate concerns for the starving seafarers beyond their goal of taking Tallar. If an alliance is forged with visitors, the vikings will reveal that they seek a magical amulet in the region, which promises to grant them control over Draconis. With the aid of this amulet, and the dragon it commands, they will be able to reclaim their homeland across the seas.

Viking Elites

H: 12 B: +3
 A: Unarmored M: 0
 S: 30 ft. S: +2

Equipment: War Axe, Javelins

Ability: If a viking critically strikes a target, they amputate one of the limbs of their target.

Thoradin Grimloins (Viking Boss)

H: 36 B: +5
 A: Unarmored M: +1
 S: 30 ft. S: +3

Equipment: War Axe, Javelins

Ability: If a viking critically strikes a creature, they amputate one of the limbs of their target.

L7: The Forest of Ingold.

Travelling through the woods, the deafening silence that surrounds you is periodically punctuated by scuffling sounds, accompanied by high-pitched chirping noises, that belong to no bird you are familiar with. Close inspection of the trail reveals strange tracks. It is impossible to tell what kind of creature made them, as they have been intentionally or unintentionally interfered with.

This coniferous forest runs the length of the Edylmann River and separates the Wizard's Castle and the elven town of Tallar. The topography of the region is relatively flat, with a few granite erratics and shallow ravines littering the forested landscape. The forest is full of goblinoid tribes, cervidae, and dire wolves. There are rumors of a sorcerer who walks the wood, but none have ever confirmed these terrifying tales.

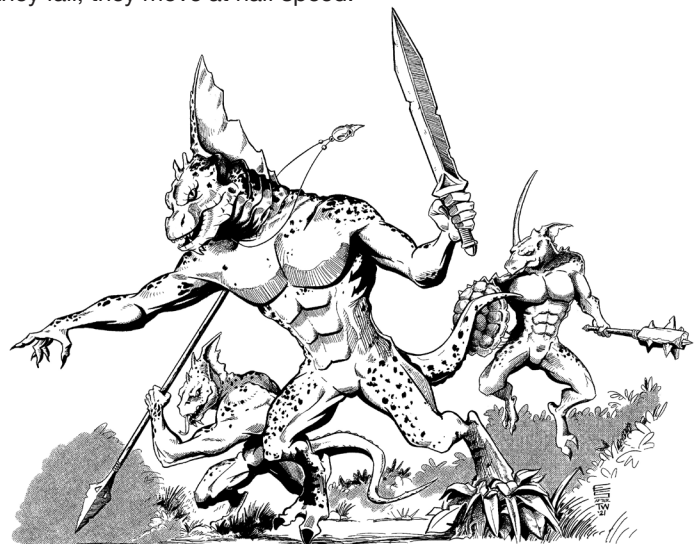


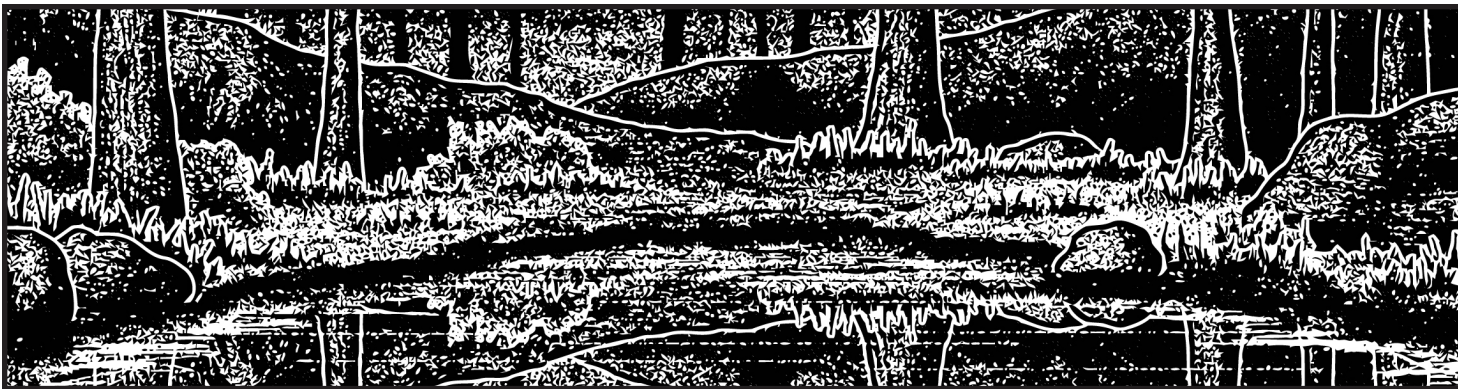
L8: Swamp of Despair.

As you enter the swamp, you are overwhelmed with a sadness you have seldom felt. It is a sorrow so strong--so powerful--that it feels as though it carries its own physical weight, just as oppressive and claustrophobic as the humid stench that now opposes you at every turn.

An ulcer of bubbling filth situated midway up the Edylmann river on the Eastern edge of the Ingold forest. The swamp is full of red ferns, spindly Cyprus trees, cattails, and sinkholes of putrid slime. Lizardfolk rule this small pocket of land, often venturing into the surrounding forest to hunt elves, goblins or humans to feed the small lizardlings in their growing tribe.

The swamp's miasma has a debilitating effect on mammalian brains, causing them to plunge into a deep depression upon entry. Characters must perform an easy Spirit task upon entry. If they fail, they move at half speed.





The lizards' encampment is constructed out of yellow and red stained mud. These domiciles have reed shingles and are scaffolded to the trunks of larger cyprus trees. If these huts are explored, have players perform an easy Mind task. If they succeed they discover Newt Liquor, a fermented jug of syrup that can either be consumed for long-lasting inebriation, or lathered onto the skin to take half damage from fire. Other items commonly found in these homes include macahuitls, deer jerky, and alligator snapping turtle shields.

Lizardmen Runts

H: 6 B: +2
 A: Nonmagic Armor M: 0
 S: 35 ft. S: +1

Equipment: Swamp Machete, Javelins

Ability: If a creature can smell the lizardmen, they have disadvantage on their attacks against them.

Lizardmen Elites

H: 12 B: +3
 A: Magic Armor M: 0
 S: 35 ft. S: +2

Equipment: Swamp Machete, Javelins

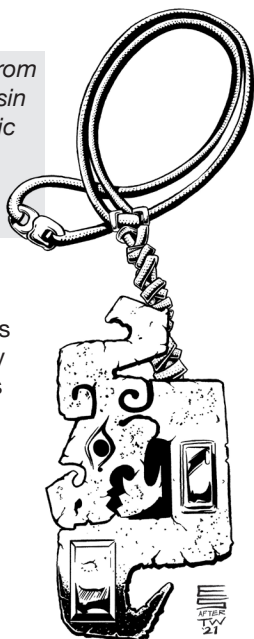
Ability: If a creature can smell the lizardmen, they have disadvantage on their attacks against them.

L9: Reflecting Pool.

This small pool is a welcome respite from your troubled travels. The peaceful basin is completely still, creating a majestic mirror effect as you look into it. It is as if it calls out to you, imploring you to dive in.

Northwest from Tallar is a small pool fed by runoff from the Edylmann river. When one stares at the pool, it appears to perfectly mirror the trees and sky hanging above it. However, if one dives deep into the pool, they will discover a glowing crystal amulet resting at its bottom. This amulet feels warm to the touch and hums quietly.

The Draconian Amulet: The wearer of this item can control the mind of any dragon within 30 ft. of it.



L10: Grindola Sea.

Faring the Grindola Sea is not for the faint of heart. The eddies and riptides boil and bubble like a witch's cauldron. Driftwood and seaweed is wantonly flung into the air, as more nefarious serpentine bodies appear to undulate just under the surface. Not too far from the shore, a Viking longship struggles to stay afloat. The agitated bellows of the crew, barely audible from your location.



This treacherous body of water spans the Amburg region's

coastline. The sea is infested with massive, fanged serpents and violent viking warships. A turbulent sheet of brine, accented by white foam, stretches off the soft green shores as far as the eye can see.

L11: The Wizard's Castle.

An impressive sight sits before you: the one-time castle of Yeehamaan the Wild! The massive fortress is intimidating in its vastness, although it has clearly seen better days, having the appearance of being abandoned long ago. The place reeks of brimstone, and rotting organic matter.

The Wizard's Castle is a massive stone structure built in the middle of the Ingold forest. The ancient castle appears to be constructed of three ascending fortifications nested within one another like a Russian Doll. Despite its impressive size, the castle was only home to one--Yeehamaan the Wild. However, since Draconis formed his home underneath the masonry, the castle has been abandoned and has since fallen into disrepair.

There are three entrances to the Wizard's Castle. The most obvious entrance is a wooden gate that opens into the Arcane Temple (L11-18). There is also a door, overgrown by ivy that opens from the swamp (L11-15) into the barracks (L11-16), but this entrance requires a moderate Mind task to notice, and a hard Body task to open. Finally, there is a gaping broken section of wall, leading into one of the castle's hallways from the Pit of Hate (L11-13).

L11-1: Museum.

You enter a large room with several flayed creatures on display. The center of the room is dominated by a large skeleton of a tyrannosaurus rex. The place has a strong chemical smell unfamiliar to you.



This L-shaped room contains a number of exhibits containing skinned creatures that have their sinew and organs preserved and exposed. There are also some displays of dinosaur bones. One particular bone glows maroon. If grabbed, the wielder's muscles swell to body-builder proportions and their voice drops immensely.

Femur of Submission: This club knocks a creature prone when it strikes them. In addition, the wielder's Body score is increased by +2.

L11-2: Treasure Closet.

You open the closet door and suddenly feel much lighter and the familiar sound of coins clinking together in your satchel, that you have grown so accustomed to, suddenly ceases.

The first person to open the door to the closet will lose any money or magic items that they possess. The loot will be deposited inside the pocket dimension of the closet and can only be retrieved using a code word, known only by the wizard who once occupied the castle.

L11-3: Closet of Robes.

Inside this closet you discover a brilliantly colorful set of eight magi robes.

Inside this closet are a series of eight magi robes. Each robe is a different color: red, orange, yellow, green, teal, blue, indigo, violet. If a player puts on any robe other than teal they burst into flame, taking fire damage. If they put on the teal robe their Mind score increases by +3.

L11-4: Bag Room.

You enter a small room that is packed full of various satchels, backpacks and bags.

Inside this room there are thousands of bags. Every bag is magical. One third of the bags are bags of holding. One third of the bags are bags of devouring. And the final third are bags of holding that transform into bags of devouring 24 hours after first making contact with biological material. A bag of holding is a bag that can hold up to 1,000 pounds of goods in an extradimensional space. A bag of devouring is a garburator that mutilates anything

that passes inside. In order to determine what type of bag a given bag is, roll 1d12, on a 1-4 the bag is a bag of holding, on a 5-8 it is a bag of devouring, and on a 9-12 it is a transforming bag.

L11-5: Gem Storehouse.

You enter a circular room that contains a central display of ten gems contained underneath the solid quartz floor.

Inside this circular vault are ten precious gems laid out in golden samite display cases located underneath the glass floor. The floor can be cracked open with a hard Body task. The gems insert into the hilts of most swords in the world. Once inserted they cannot be removed. Five of the gems bestow boons to their wielders, while five affix a curse.

1. Diamond - +1 Body
2. Sapphire - +5 ft. of speed
3. Ruby - Causes confusion in anyone who looks at it (easy Mind task), causing disadvantage on attacks for 24 hours.
4. Emerald - Once inserted into the hilt of a sword, it causes anyone within 5 ft. of it to fall in love with the wielder (moderate Mind task).
5. Opal - Causes the wielder to salivate constantly, causing giant globs of saliva to spill from their lips creating terrain that costs double movement wherever they travel.
6. Onyx - Causes permanent blindness in anyone who touches it (hard Body task).
7. Amethyst - This gem will not stop screeching once it is touched. Awaking every creature in a 50-mile radius, including Draconis, who will immediately burst forth from the floor.
8. Topaz - The wielder will suddenly have an overwhelming hatred for the possessor of the opal, and attempt to kill them by any means necessary. This effect lasts as long as the owner is in possession of the topaz, and someone is in possession of the opal.
9. Azurite - The first person to touch this gem becomes overwhelmed with fear, and must spend their turn getting as far away from it as possible. All others will be unaffected.
10. Turquoise - The wielder can breathe underwater

L11-6: Gem Cutter's Quarters.

You enter a fully cushioned room that feels buoyant and uplifting.

This round cushioned room is thoroughly padded and bouncy. Some bed spell enchants the room, making the gravity lighter and the air more delicious smelling.

L11-7: Chamber of the Keeper.

You enter a rectangular-shaped room that contains a number of chests, and what appears to be an alcove in the left corner. A charred robot stands still in the center of the floor.

Yeehamaan's mighty construct, Algornok the Keeper, stands still inside this room guarding ten chests containing magical reagents. He is programmed to battle any intruders who enter his domain. When creatures enter the room, he activates, releasing torrents of flame from the gaps in his armor and prepares to do battle.



Algornok the Keeper (Boss)

H: 36 B: +4
A: Nonmagic Armor M: 0
S: 25 ft. S: +1

Ability: Once per day, Algornok can release a flame nova, dealing fire damage to all creatures within 60 ft. of him. This ignites the clothing and belongings of creatures caught up in the blast, and they must staunch the flame or else they take 2 fire damage again at the end of their subsequent turn(s).

L11-8: Catacombs of the Deep.

As you enter the catacombs, your ears are assailed by a cacophony of discordant chanting accompanied by the deep tones of an organ that resonates throughout the area. It appears as though this section of the cave has been sculpted into an aberrant cathedral.

A religious congregation of grey-skinned mutants sing to their deity in this church of misery. A fluted organ is built out of limestone and hangs above an elaborate ivory organ. At the height of their demented chorus, they begin digging their long sharp fingernails into the beds of their foreheads and pull downwards, as their shed their skin and unguilate in unison. Nothing can disturb these fervent zealots, not even death, they will continue to sing shrilly--even in the midst of slaughter.

L11-9: Game Room.

This room appears to have once been a games room, as suggested by the numerous shelves containing the remains of assorted board games, some familiar, others more obscure. A table against the far wall, features something akin to a chess board, the game, unresolved.

A wooden table sits in this room. On it are expertly-carved small wooden models that match the players' characters. Dust coats the replica map that the pieces are standing on, which models the very dungeon they are now walking in. Their players' characters have no dust on their heads and are placed in the very room they presently stand in, indicating that someone, or something, had moved them recently.

L11-10: Library of the Seraphim.

You enter a large octagonal room full of giant bookcases and flying tomes.

Each one of the arcane tomes in this room are kept aloft by six wings that are woven into their ancient spines. These moth-like books flutter and land around the room, coating cabinets and flapping away when you get too close. If you disturb the furry armada of moths covering the back wall of the room, you reveal a secret hallway that leads to Yeehamaan's arcane river. This swiftly flowing river materializes midair and shoots towards a hole in the nearby forest floor.

L11-11: The Jailhouse.

You enter a jailhouse with one giant cell separated by prison bars. The cell has two doors, both with a simple lock. The jail cell is full of skeletons and desiccated cadavers in a state of decay.

A single skeleton is sentient and claims to be named Hines. The skeleton promises to fight on your behalf if you release him from his cell. Opening the lock with tools or brute force is a moderate Body task. However, if you do open the cell, he immediately attacks you and tries to rob you.

L11-12: Solitary Confinement Cells.

When you enter this room, you see seven thick iron doors, each with a feeding slot at its base.

A posh, sentient skeleton named Roger grovels inside one of these solitary confinement cells. He pleads with you not to trust Hines, claiming he's rotten to the core. Opening the iron door is a hard Body task. Roger has a manacle attached to a ball and chain wrapped around his ankle. He politely asks for you to release him. If you do so, he immediately attacks you and tries to rob you.

L11-13: The Pit of Hate.

After the first two people enter this putrid pit, the exit will be sealed with an impenetrable wall of arcane force, trapping them inside. They must immediately succeed on a moderate Mind task, or will be overcome with a burning hatred of one another, and be forced to battle to the death. The exit will become accessible after ten rounds have elapsed or after one of the combatants has died.

L11-14: The Monster's Gambit.

You see a long hallway adorned with expertly crafted stone monster heads on each side.

This 5 ft. wide hallway contains various masonry depictions of monster heads lining each side. The mouths of these monsters contain concealed poison dart dispensers triggered by weight being placed on the floor panels immediately in front of them. Each poisoned dart deals poison damage and the creature hit by the dart must perform a moderate Body task or drop dead from the toxin.

L11-15: The Putrid Swamp.

Entering the swamp, you are instantly overcome by a sickly odor, which rises from the depths of the murky quagmire. Sticky mucus-like bubbles ooze to the surface of this swamp porridge, popping and releasing excess stink. There appears to be movement in the peripheral shadows, but the place remains deathly quiet.

The swamp emits an odor so heinous that the players must perform an easy Body task to avoid becoming nauseous, giving them disadvantage on attacks while travelling through this area. As the players move through the swamp, they will be accosted by 6 aggressive mushroom women who live there. The players may try to placate the creatures with some fast talk, which requires a moderate Mind task.



Mushroom Women (Elites)

H: 12 B: +2
 A: Nonmagic Armor M: 0
 S: 25 ft. S: +2

Equipment: Roots, tuber and mandrake teddies stuffed full of mallow and toad guts.

Ability: Once per day, a Mushroom Woman may discharge psychedelic spores from the crown of her head, which can affect players in various ways if they fail an easy Mind task. Roll 1d12 for the effect:

1 or 2 - The player will attack the nearest creature until they perform an easy Mind task at the start of their turn.

3 or 4 - The player falls to the ground prone for one turn, wracked with pain. Take damage.

5 or 6 - The player is overcome with infectious laughter, becoming stunned until performing an easy Mind task at the end of their turn. Any player who is within 30 ft. will hear the laughter and be forced to perform an easy Mind task or succumb to the same effects.

7 or 8 - The player will feel invigorated, and invulnerable, only dying once they have lost double their hitpoints. This effect lasts for ten rounds. If after ten rounds the player has exceeded their initial HP, they drop dead.

9 or 10 - The player immediately begins to sprout small mushrooms from their pores. They will eventually grow to a length of 1 inch. This effect is permanent and trying to sever the protrusions is immensely painful and only delays their inevitable growth.

11 or 12 - The player is affected with spore madness, and will attack themselves for one minute. The player may perform a moderate Mind task at the start of every turn to stop this effect.

L11-16: Barracks.

This room is bare with the exception on nine bunk beds lined up in three parallel rows. The beds are nicely made. There is a door at the far end of the room.

If the beds are searched the players will discover a Ring of Power underneath one of the pillows. The door at the far end of the room is jammed due to overgrown weeds on the outside, and requires a hard Body task to open.

Ring of Power: The ring grants the wearer +1 to hit and damage rolls.

L11-17: The Scribe's Station.

Inside this room is an inkwell, parchment and a quill lying on the ground. None of the three items have dust on them.

If the name Draconis is ever mentioned inside this room, the ghost of an oaf who was killed by the dragon--and who has since been haunting the castle--will begin sketching a map pointing to Draconis' caverns.

L11-18: Temple to the Arcane God.

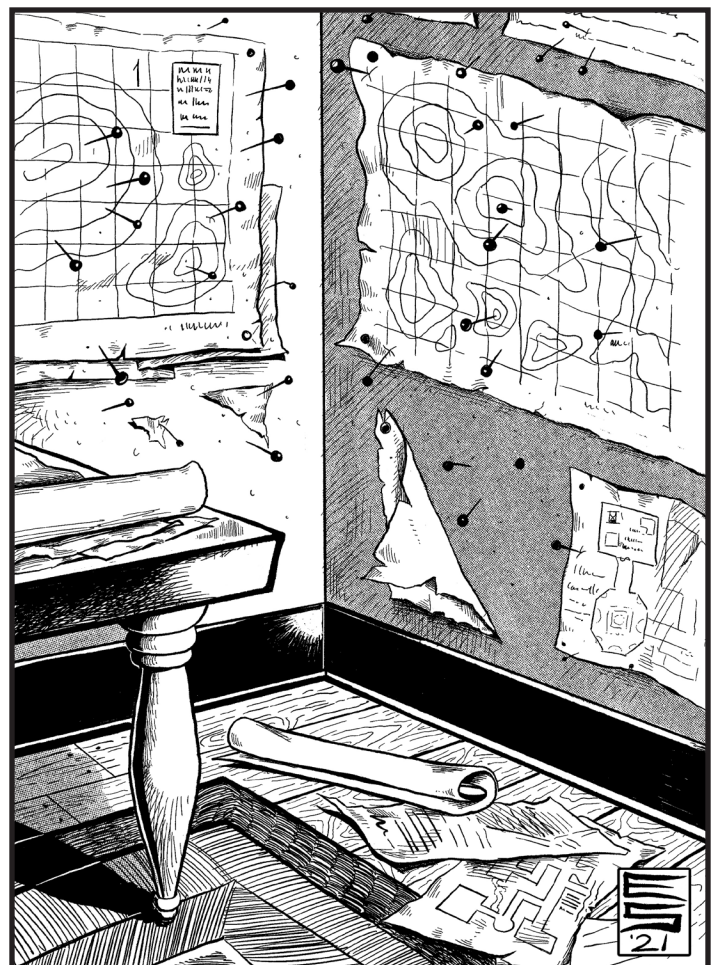
You enter a room that perpetually hums with the sound of an ever-vibrating gong. Magical syrups ooze in anti-gravitational currents and seeps through the grout into the ceiling and walls.

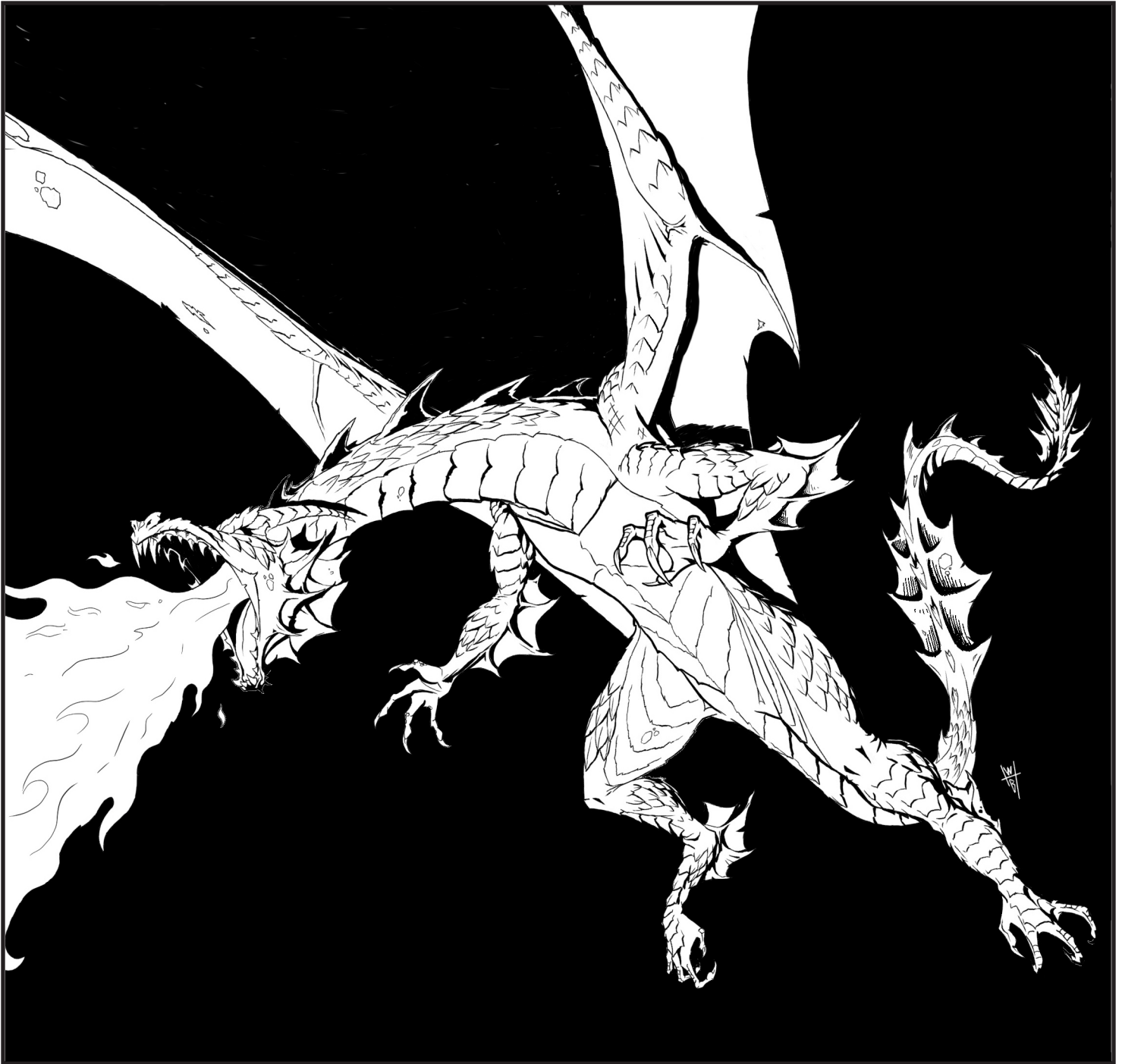
Distorted pockets of aether and phlogiston litter the air, making explosions an imminent threat. Any flame inside the room causes an instant explosion, dealing everyone who is present fire damage.

L11-19: The Cartography Chamber.

This compact room is strewn full of loose maps, spilt inkwells and sharp pins stabbed into the wall.

If the heroes successfully complete a moderate Mind task, they will discover a map that reveals the location of the library passageway that leads to an arcane river and the caverns beneath the castle.





L12: The Caverns of Draconis.

You come across a giant sinkhole hidden in the middle of the forest. A vibrant purple river spills out of the nearby castle and runs down into this hole. The air near the hole is hot. Charred craggy rocks line the side of the steep descent down into the caverns.

These limestone caverns are well concealed by the overgrown shrubs and trees of the Ingold Forest. The glowing arcane river of Yeehamaan spills into these caves, creating the constant sound of cascading water and coating the stonework in glowing residue. The caverns undergird the Wizard's Castle, hooking beneath the stonework. Here, lying in slumber, is the giant red dragon Draconis! He sleeps upon a massive hoard of glowing relics and gold coins.

Draconis Mega Boss

H: 72	B: +5
A: Magic Armor	M: +3
S: 60 ft. fly, 40 ft. walk	S: +4

Ability 1: Fire Breath. Deals all creatures within a mile radius fire damage and sets them alight. Creatures will take fire damage at the start of their turns until they use their action to put out the flame.

Ability 2: Bite and Swallow. Bite a creature dealing it damage and they must perform a moderate Body task or be swallowed and die.

Ability 3: Shapechange (1/day). Changes a creature's appearance according to Draconis' will. To resist the creature must perform a hard Spirit task. If the creature fails, this effect persists until Draconis' wills it not to, or Draconis dies.

Ability 4: Timestop (1/day). Stops time for two full rounds, Draconis can act during these rounds with advantage.

CHARACTER SHEETS



Zippity-Do the Dwarf Fighter

EQUIPMENT: Battle Axe, Helm of Spirit (grants wielder +2 Spirit).

ABILITIES:

Zealous Roar: Once per day, you can grant yourself and all your allies advantage on their tasks that round.

Battle Hungry: While engaged in combat, you can move an extra 5 ft. per turn.

H: 24 **B:** +2
A: Unarmored **M:** 0
S: 25 ft. **S:** +1



Marrrrr the Fighter

EQUIPMENT: Throwing Knife, Broadsword, Nonmagic Armor

ABILITIES:

War-Trained: You can add your Body bonus to your damage dice's result.

Brutalizer: You may triple your damage instead of doubling it when you roll a natural 20 on an attack task.

H: 30 **B:** +3
A: Nonmagic Armor **M:** +1
S: 30 ft. **S:** +1



Bing Bong the Archer

EQUIPMENT: Bow + 20 arrows, Nonmagic Armor, Gem-Encrusted Dagger

ABILITIES:

Stunning Strike: When you critically strike a target with an attack task, the creature cannot move or act on their next turn.

Adrenaline Rush: Once per day, you can perform two attack tasks on your turn.

H: 20 **B:** +2
A: Nonmagic Armor **M:** +1
S: 35 ft. **S:** +1

CHARACTER SHEETS

Hector the Well-Endowed

EQUIPMENT: Chuckling Staff (grants wielder +1 Spirit), Shield, Ring of Vitality (grants wielder +2 health)

ABILITIES:

Shield Bash: If you hit a creature with a melee attack, you may use your shield to stagger them, pushing them back 5 ft. in a direction of your choice.

Grit: Once per day, you can recover 5 health.

H: 36	B: +2
A: Unarmored	M: 0
S: 30 ft.	S: 0



Lavernica

EQUIPMENT: Magic Armor, Wilderness Boots (1.5X speed outdoors), Belt of Scrying (once per day, you may determine the direction of one creature in the world relative to you), 1 Torch

ABILITIES:

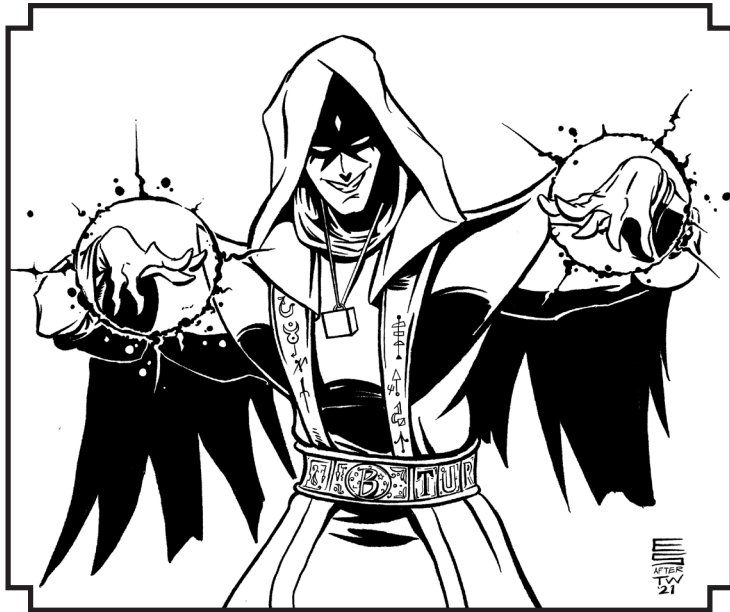
Holier Than Thou: If one of your allies fails at a Spirit task with a creature, you may attempt the same task with advantage.

Language Expert: You can speak common, dwarvish, elvish, goblin and gnomish and are able to communicate basic phrases to other creatures that you do not know the language of.

H: 20	B: 0
A: Magic Armor	M: 0
S: 30 ft.	S: +1



CHARACTER SHEETS



Brutalitops the Dark-Elf Magician

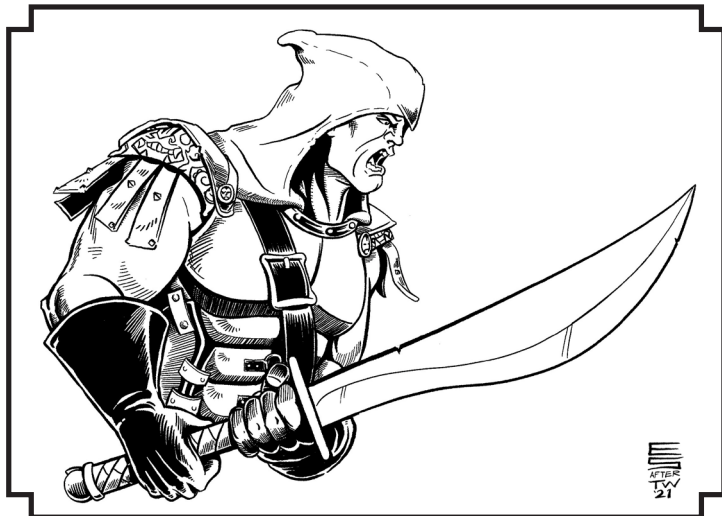
EQUIPMENT: Book of Spells, Nonmagic Armor, Staff of Power (grants wielder +2 Mind).

ABILITIES:

Fire Blast: You may make a Mind attack against a creature. If you hit, deal fire damage and set them alight. They will continue to take 1 damage at the start of every turn until they use their action to douse the flame.

Frost Blast: You may make a Mind attack against a creature. If you hit, deal frost damage and they are slowed to half speed on their next turn.

H: 12	B: 0
A: Nonmagic Armor	M: +3
S: 35 ft.	S: 0



Duquesne of Clan Duquesne

EQUIPMENT: Longsword of Duquesne (+3 to hit and damage), Elven Cloak of Windwalking (+10 ft. speed)

ABILITIES:

Whirlwind: When you make a melee attack and hit, deal the damage to all hostile creatures within 5 ft. of you.

Well-Read: You get +2 to any Mind tasks related to world lore.

H: 26	B: +2
A: Unarmored	M: 0
S: 30 ft.	S: +1

CHARACTER SHEETS



Pierce

EQUIPMENT: Naked

ABILITIES:

Seasoned Colon: Once per day, you can break wind. Creatures that are within 10 ft. of you have disadvantage on their tasks that round.

Unpredictable: Once per day, you can decide to go first in Initiative.

H: 20

B: +1

A: Unarmored

M: +1

S: 30 ft.

S: +1

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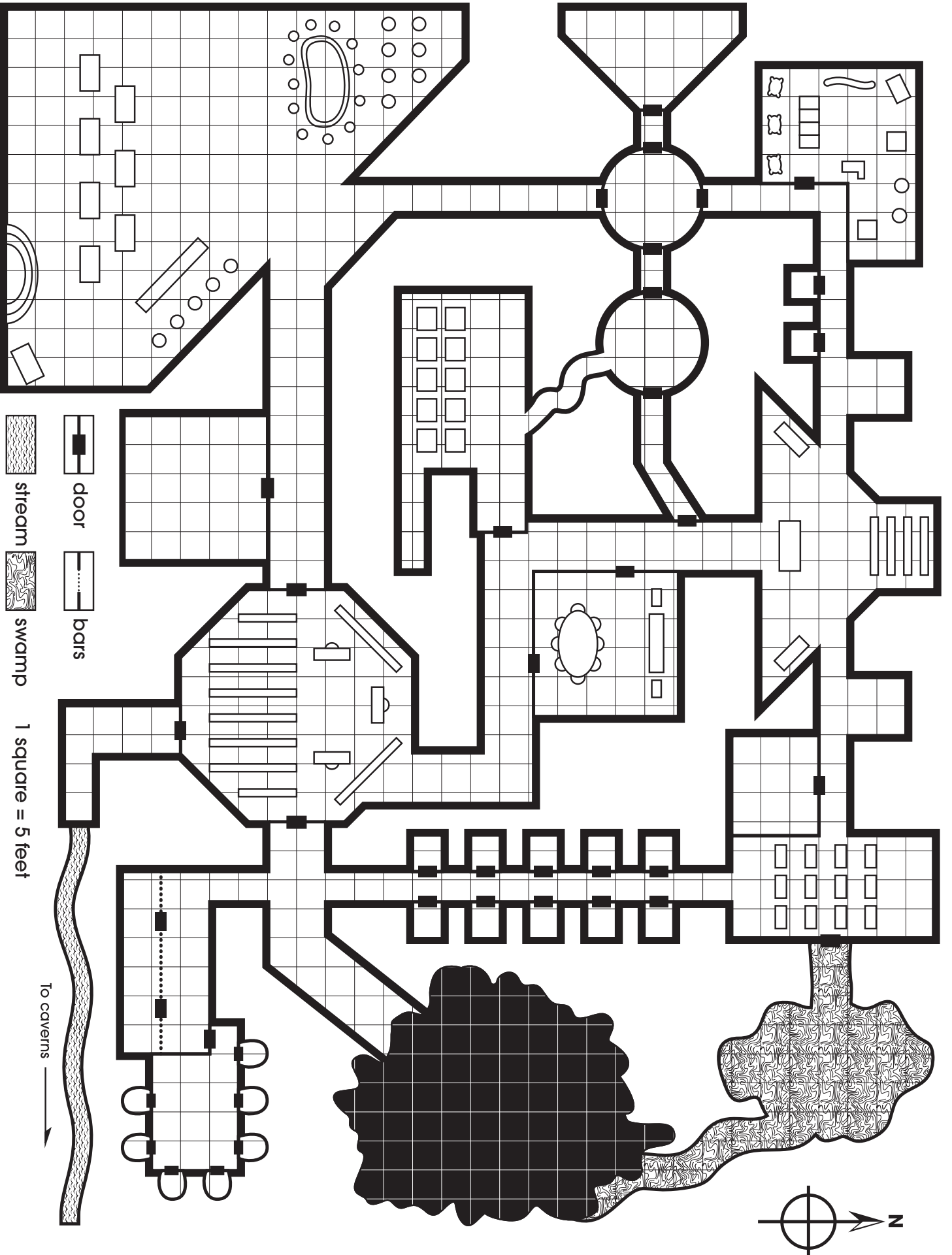
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PLAYERS' MAP OF THE WIZARD'S CASTLE



Advanced Dungeons & Duergar

Official Game Adventure

The Caverns of Draconis

The red worm has slumbered too long...

The elven town of Tallar is the last remaining stronghold of the Amburg region. An evil red dragon named Draconis has been terrorizing the local residents, desecrating and plundering their temples and strongholds in order to feed his insatiable greed. Despite these frequent raids, none know the location of the dragon's hoard, nor the day or hour when he will strike again.

An outcry has resounded throughout the realm, demanding that the vile dragon be destroyed. Rumors of this dark threat have spread to faraway lands. Accompanying these ominous tales are whispers of the great fortunes being amassed by the red worm of the North. It was not long before foolhardy adventurers heeded this alluring gossip, and ventured in search of the fire breather's grim bounty.

In this dark hour, you and your fellow adventurers trek along a country road on your way to Tallar, hoping to find clues that would lead you to Draconis' hoard.

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